

Jumpchain CYOA

Version 1.0

By blackshadow111

Introduction

Welcome, Jumper, to a world without peer. Time travel, space travel, reality travel...basically every travel not only exists here, but is rather common and achievable! A world with Time Lords, hate-filled salt shakers, sapient stars and much, much more!

This is a world full of tremendous wonders, of bright and glorious things, beautiful sights and unimaginable delights! Step in, go around, see the sights and have fun! It is also full of hideous horror, unfortunate implications, wars and conflicts that can rip apart entire galaxies and time-spans, memetic horrors and nightmares. Step carefully, lest someone else end up treating you as their fun.

Either way, you will need these **1000 CP**.

Go on, shoot your own series!

Time and Place

Being honest, neither time nor place mean all that much here. So we'll be doing this a tad differently. Start out wherever and whenever you like that isn't a fixed point in time or otherwise a part of the Time War. Now spend a total of ten years of your own personal duration in this universe, regardless of whatever era those years may be lived in.

Age and Gender

You may choose your age and gender freely, within the limitations of whatever your species is. This show has had adventure opportunities for everyone from children to octagenarians, and that's just the humans.

Origins

Madman: Without a box! Or maybe with a box. Who knows? You arrive as you are, a stranger in a strange land. Just strut around like you own the place, who can tell?

Stranger: You live a simple, uncomplicated life. Wonders may exist around you, but only rarely do you encounter them. You can run into some strange people now and then, though.

Companion: For a long time, your life was just like one of millions. Ordinary, mundane, boring. But then one day it all changed. Someone took your hand and showed you just how big the world really is. Or maybe they're still in the process of showing you around!

Enemy: You had a plan going. It was a good plan, a steady thing that would have gotten you everything you wanted. But then there was a noise and a light, or rather, three of each if we're being honest. And then everything turned to ash. Or maybe it's in your future… or maybe, just *maybe,* it doesn't have to happen to you!

Races

Human - 0 CP

Plain old Terran. Two hands, one head, two legs, y'know. Well, to begin with at least. The word 'human' comes to mean a lot of things in the far future, everything from purely digital beings to sapient gas clouds. But as said, it's in the *far* future.

Silurian - 100 CP

The planet was yours and your ilk's long before humanity climbed down from the trees. You still exist, in mighty cities located deep underground. The vast majority of your race is in stasis, as were you until a little time ago. You're also a superintelligent lizard-man with a third eye that gives you minor telepathic and hypnotic powers.

Alternately you can be a Sea Devil, which is a Silurian subspecies without a third eye but is amphibious at even the deepest ocean pressures and also physically stronger and more robust. You gain **The Long Wait** for free.

Auton - 100 CP

You're an Auton, also called a Nestene Duplicate. You worked for the Nestene Consciousness once, probably. Anyway, now you're free to go anywhere you want, whenever you want. You have an extremely durable plastic-seeming body, with detachable hands, concealing weapons, as well as the **Shapeshifter** perk for free. Should keep things fresh, eh?

Cyberman - 100 CP

Your people left behind the weaknesses of flesh a long time ago. Now you're a Cyberman, a human brain in an entirely robotic body, with a number of advantages. Besides the obvious, which are a complete detachment from all emotion and the ability to wirelessly interface with all kinds of technology, you find your ability to adapt to any tricks or strategies used against you is nothing short of superb.

Be it electric shock, temporal manipulation or anything else, while a single instance won't make you immune to all future ones, it you always find yourself enduring them better than you did before, if just a little bit. You gain **Cold Cyber Clarity** for free.

Silent - 200 CP

Ooh, religious, are we? You are a priest now, Jumper. Well, inasmuch there are priests around when the Pope is an AI. A confessor in service to the Papal Mainframe, you have been genetically engineered so

anyone without some specific technology to prevent it forgets all about you the instant they stop looking at you.

Their memories are never gone, just suppressed, as they all come back as soon as they lay eyes on you again. But in the meantime they forget they ever saw you, what you look like… or even that you exist. In addition, you have some mental abilities, being able to put people in highly suggestible states where they take all your orders and do their best to obey them, and the ability to control electricity to a small extent. Enough to electrocute humanoids easily, but not enough for all that much more.

Dalek - 400 CP

Oookay. I don't even know why this option was put on the table. Why don't you… er, ignore this? No? Are you sure? Very well. You are now an alien being of infinite malevolence and hatred, a squid like thing with tentacles and a single eye, enclosed in a latest, state-of-the art shell made of the finest Dalekanium.

To interact with the outside world you have a plunger that, despite its shape, can interact flawlessly with every system in existence, mechanical biological or otherwise. You also have a gun, or rather a phaser, that shoots high powered beams of death. Finally, you view the world through an eye-stalk, which provides just about every visual feature you can imagine and many you can't.

Your mind operates on levels entirely beyond other races, excepting perhaps a few. You can outthink most supercomputers, and have an infinite memory that could effortlessly absorb the whole internet if you wanted. You also have all the other abilities and powers of the Dalek race, including a massive, ridiculous technological genius and a single-minded dedication to your cause.

Your shell is indestructible to pretty much all forces not specifically designed to destroy it, and provides you flight, including spaceflight, and the ability to survive in any and all environments. The Daleks who couldn't handle stairs? Those were previous models, and you're the latest version.

Curiously, you seem to be a different sort of Dalek than most, in that you have the ability to turn all the mental stuff about omnicidal urges and hate off with just an exertion of will, along with any inclinations to obey orders or the like. Nor is your hardware susceptible to any external commands, though it, and you, retain all your access rights to everywhere you would normally have them to. You gain **Single-Minded** for free.

Weeping Angel - 600 CP

Oh. Right. *Riiight.* And I thought letting you become a Dalek was bad enough. Well, nothing for it, then. You're stone, Jumper. Solid, white stone… when anyone is looking at you, at least. What you are now is called a Weeping Angel, beings old as the universe, with some rather nebulous but tangible connections to the Time Lords. But that's best ignored for now.

For now let's look at what you can do! You're fast, faster by far than the human eye can see… only when said eye isn't looking at you, of course. And you possess the power to cause Time Travel, specifically, the power to send others far into the past, decades or centuries. This frees up a massive amount of potential energy, the temporal energies that would have been consumed over the course of their lives, for you to feed on.

Not that those are the only kind of energies you can use. You find yourself a consummate dynovore and dynakinetic, being able to manipulate and consume any and all kinds of energy and use it to become stronger and better, faster and more capable, up to and including whole new powers.

At your most powerful you can replicate yourself through any image of yourself, including those on the visual cortexes of people. You can also create 'mental' clones of yourself to possess other statues, or indeed, shift your own appearance into them. These clones are normally part of a hive mind that your mental faculties are automatically upgraded to be able to handle, but you can grant them full sapience independent from yourself whenever you want.

Time Lord - 800 CP

Well… let's face it. This is what you came for. You probably didn't even read the text of the other options, did you?

Anyway, you've done it now. You are as of now a full-fledged Time Lord in your first Incarnation, having recently graduated from the Academy. Including this one you have 12 lifespans to go, each extending up to 4-500 years, unless cut short by something. Unlike most other Time Lords you have full control over your regenerations, meaning that the change in personality and appearance is entirely optional for you. Even more strangely every new jump resets your cycle, giving you your full complement of 12 regenerations back.

Beyond the extra lives, your gaze at the Untempered Schism has left you with a cosmic awareness equal to any other of your race. You're a multidimensional being, with more of you sitting in a strange 'metaspace' than reality, bending the universe in a number of subtle ways. Or maybe not.

You can sense anomalies in time, something like an altered Fixed Point being akin to what a purple sky would be to a human. You also have an utterly brilliant mind, only somewhat above average among your own kind but truly exemplary compared to all others, focusing particularly on the manipulation of Time and Space.

Physically you are stronger and more resilient than the average human, but only to a mildly superhuman degree. You have a respiratory bypass system that lets you go without breathing for several times longer than the average human and even survive brief exposure to the vacuum of space. You have two hearts, a very high radiation tolerance, the ability to enter a 'healing coma' that simulates death and allows you enhanced recovery from serious injuries, and a grab bag of other little metabolic tricks.

You also have a full Time Lord education with all the wonderful and terrifying knowledge and skill that that entails… including, of course, a comprehensive knowledge of time travel theory and its applications and variations. And you have that which is perhaps the most crucial part of what makes you *you*. Your ride, and your… so much more. Well, check the item section for details.

Alternatively, you can choose to be an experienced Time Lord with a couple regenerations under your belt already and all the setting knowledge and life experience that implies, but you're not getting those regenerations back - at least, not for this jump! Roll 1d5+2 for which regeneration you're on, and add several centuries to whatever your age was.

Could be weird, suddenly importing your mind into such an ancient and cosmic being's life. Could cause all sorts of problems. Well, if you weren't a Time Lord, that is. Suddenly having a whole new personality which is essentially unaffected by what came before unless it wishes otherwise is entirely normal for a Time Lord.

You get the full version of **I Speak Everything!** for free. You are required to take either the **Non-Interference** or **Renegade** Drawback, but only one. You gain full CP for the Drawback.

Other - Variable

There are races beyond those mentioned here in the whoniverse. Paying CP closest to the 'tier' they operate in, you may pick any that aren't sapient stars/reality warpers or the like.

To clarify, Sontarans and the like are in the 100 CP tier, the Atraxi and Judoon would be 200 CP, so on and so forth. Please consult the notes for more elaboration.

Or you may pay a flat 1000 CP to be almost anything at all ever seen in the Whoniverse. Reality warpers, living stars, Great Vampires, whatever the hell you want. But no omnipotent embodiments of time or suchlike, please. Jump-Chan prefers to save that kind of thing for post-Spark.

Perks

Each origin gets the 100 CP perk in their respective lines for free, and the others at a discount.
Discounts reduce the price of anything to 50%.
The only discounts that apply in the General section are the ones mentioned explicitly.

General

I Speak Everything! - 0/100 CP (**free Time Lord**)

Time Lords can speak and understand any language in the universe as if it were their native tongue and share this gift permanently or temporarily with their Companions. As it turns out, Jump-Chan can do the same.

She has chosen to share this gift with you for the duration of your stay here, as it's a necessity just to get around the place. For 100 CP you can retain it when you leave. Time Lords get to retain it afterwards for free.

Oh, and 'speak everything' *does* mean *everything*. Up to and including speaking with infants. And yes you can share this gift with your own Companions, although they can't then go on to share it with others.

Rule 1 - 100 CP

Rule 1 - The Doctor Lies. Often perfectly and flawlessly, enough to fool his oldest companions and even his wife. And now so do you. Your mastery of the art of the lie is something of legend. You can lie flawlessly, unhesitatingly, and to anyone and everyone.

You can keep any number of stories straight and perfectly aligned, and know just what someone needs to hear at any given time. This also makes you a consummate storyteller, actor, and comedian. After all, what is art if not a beautifully crafted lie?

Shapeshifter - 100 CP (**free Auton**)

There are a lot of threats in this world that just don't let go once they've seen your face. Good thing you have this to help you avoid them! You have the ability to shapeshift, being able to take any and all appearances you might desire to, blending in seamlessly among just about any species that's even vaguely the right shape and some that aren't.

Autons, being made out of 'living plastic', already have this for free.

The Long Wait - 100 CP (free Silurian)

The average mind, when it ponders time at all, thinks of it in terms of hours and days. You, on the other hand, can contemplate the span of centuries and eons. You are entirely incapable of being bored and have a literally endless patience.

You're still as active and involved as anyone else if you have things that need doing, but if part of your plan required you to wait ten thousand years for conditions to be right and you had some way of living that long then you could endure that entire span of time without twitching a finger.

Cold Cyber Clarity - 200 CP (free Cyberman)

Emotion. Sentiment. What a waste. You are beyond such things, with this perk now. You have the ability to, at will, suppress any and all your emotions perfectly. No personal biases, silly superstitions or provincial notions inhibit your thinking or decision making, leaving you capable of operating with utter calm, poise and logic.

Speaking of which, this perk also boosts your logical faculties on a massive level, allowing you to draw lines of causality, think through things with unprecedented clarity, and in general operate with almost unbelievable efficiency. You're definitely not any more creative than you already were, but if it can be calculated either logically or statistically then you're all over it.

Single-Minded - 200 CP (free Dalek)

It takes some gumption, let's just say, to stick to a cause like 'perpetual war on all the rest of existence' and stick to it through thick and thin. Determination and dedication like that… it's something. Something you now have, too.

If you choose to then you are able to bring to bear on any goal, large or small, the same level of ultimate obsession that the Daleks have towards universal extermination. No matter how many times you fail, how hard or impossible the task, you just don't stop, and you just don't give up, until you achieve what you want or die trying. Or until you decide you need to switch this off, of course. We wouldn't give you an obsession perk without a built-in toggle.

Literally Anything That Moves - 200 CP

And some things that don't. You have a charm about you, a charisma that goes right through any and all defenses people could put up and impresses your desirability on them in ways no one can ignore. Not only are you utterly, *insanely* good looking, you know just how to use it, which is more the trouble.

To your preferred… beings, your seductiveness and attraction is almost a physical force, hitting them in the face like a ton of bricks. Your actual skill at talking up people is even better, of course. There are

very, very few people in Time and Space you can't charm your way into the pants of, and those will just take more time if you put your mind to it.

Curiously, no one seems to mind how often you do this to them and others. You might have a reputation for this but it's always a fond reputation. Your friends and acquaintances accept that this is just a thing you do and that it's nothing they need to get upset over. And people you are actually serious about always find a way to get over their differences and share you, or maybe even develop relationships between each other.

Oh, and one last thing. Anything that Moves does actually mean exactly that. Gender, species, not even having conventional biology, nothing is a barrier. If it's at all sentient then you've got its number. Well, you *probably* couldn't seduce a Dalek… but no one can say for sure.

Recall of Ages- 200 CP

Even the long-lived can forget. Even the average Time Lord can't recall every single detail of centuries of life when they need to, often to their consternation. But you have a memory that *can* do so.

Your mind and memory have perfect recall and indexing, infinite storage capacity, protection from harmful memories and memetic hazards, even tamper-proofing… it's a thing of wonder, really.

Stormaggedon - 200 CP

Bad Wolf, Oncoming Storm, Lonely God, The Last Centurion, The Impossible Girl… Stormaggedon, Dark Lord of All. The people of this world certainly have a propensity to acquire names of power, weighty titles and legends around them. Or at least they can give themselves name that sound cool and adorable.

So do you, now. You find that tales of your deeds, in this world or others, spread like wildfire, growing more and more impressive the whole while. They incide dread or awe in others, depending on how they feel about you, and carve you a place in many cultures of all sizes and shapes. They also tend to result in you being assigned some really awesome sounding names and titles, even by your enemies.

More than just names and titles, your adventures can also have physical evidence, if you like. Faces in oil paintings and videos, changes in history books, meanings of words and names of cities all tend to follow you around in the background of the world, weaving a tale of myth and legend in your wake.

This can be for your current adventures or ones you've already had, depending on what you want. In future worlds too, such myths and stories can be found in the background of the setting, telling the tale of your works and adventures.

Metacritical - 400 CP (discount Human)

Humans are pretty low on the totem pole, as things tend to go for the most part. But you'd be surprised how adaptable they can be, in all things. You're a true exemplar of your kind, and a shining example of this tendency.

Your… everything is nothing short of utterly ridiculous when it comes to all things alien and strange. Be it putting together a beam weapon capable of shooting down spaceships from random scraps of alien tech or out-wording a race whose everything works around words and names, you are an absolute genius when it comes to mastering new and weird skills, technologies and arts, no matter how esoteric or strange they might be.

Not only can you figure out how to use even the most advanced, black-boxed and plain idiosyncratic technology and arts, and not only can you grasp the workings of alien languages and master their local skills, politics and society before you or they even know it, your body is the same too. You have a limitless tolerance and receptiveness when it comes to things like gene splices and hybridizations.

Be it being turned into a part-Dalek, Cyberization, or adapting the knowledge and power of a Time Lord (should someone somehow find a way to distill such a thing and infuse it into you, that is), you somehow entirely fail to suffer any negative effects, while also invariably reaping the maximum possible rewards and benefits such things can cause.

Watchmaker - 400 CP (discount Time Lord)

As hard as it might be to believe, this universe used to be even weirder a long time ago. Magic and wonder, apple planets and flying horses were commonplace, along with everything else you would attribute with magic.

Then the Time Lords acted, and bound the universe to facts and numbers and hard laws. And this is an ability you now carry with yourself. You have the ability to impose rationality upon the irrational, bind them to work within the laws of physics. Magic fails in your presence unless you consciously allow it to stick around, and even the anomalies that you would normally see, Psi and the like, are weakened due to their connections to magic.

You can freely designate any magics or casters this effect skips, and of course, it never works on your own arts. But everyone else find their powers failing and crumbling in the face of the aura of 'reason' you have around you.

Omega-Level Intellect - 400 CP

By taking this perk you have become one of the most brilliant entities to ever exist. You now have a mind fit to shake the universe, one that even the greatest intellects of an entire race of hyper-intelligent

beings with a unique perception of time, space, and reality would be forced to acknowledge as a peer… or more.

You are able to dismiss as trivially easy the sort of challenges that lesser geniuses would consider their life's masterwork. You have essentially no limits on what you can comprehend, design, or build except available knowledge, resources, and time… and the inherently hard limits of whatever reality you might happen to be in, of course. Although even those can be bent, if not broken.

This perk does not grant you any knowledge you don't already have but from now on there will never be *anything* that you cannot comprehend with sufficient effort. It won't always be easy, it might take more than mortal lifetimes of study and research to unravel the truly fundamental mysteries of existence, and for things on Jump-Chan's level or higher 'sufficient effort' is defined as 'post-Spark'… but your intellect is now potentially infinite.

Technology of all kinds, no matter how advanced, yields its secrets to you with barely a glance at the relevant bits and this type of learning speed carries over in all other fields of expertise. Your mind is a quicksilver-brilliant thing, capable of computations and interpolations that leave the finest computers in the galaxy, *any* galaxy, looking like an abacus being operated by a chimpanzee.

Your capacity for multitasking is similarly scaled, making you capable of things like flawlessly solo piloting an infinitely complex spaceship that would normally take half a dozen geniuses to operate and other minor tricks of similar kind.

Madman

Run! - 100 CP

You are alert and quick on the uptake. Barring truly masterful stealth on the enemy's part or being totally emotionally compromised on your part, you are never caught off guard and spot the danger in time to not only get a good head start but also call out a warning to any less alert people you might be travelling with so that they can run away along with you.

Lastly, you have a good eye for potential escape routes. This isn't plot armor or ESP, just excellent situational awareness and survival instincts.

The Fury of a Time Lord - 200 CP

Is a thing often regarded too terrible for words. While you may or may not be one, you are certainly operating on the same level. Regardless of your usual manner, you find you have an effect on people. Specifically, people opposed to you and what you stand for.

When you want to be, you can be utterly, mind-numbingly terrifying to your enemies. Armies could pause and run away at a mention of your name, villains drop their plans simply on catching sight of you and even the vilest monsters tend to become innocent as babes when they realize just who they're up against.

Of course, this sort of thing doesn't happen by itself. There is a dark side to you, Madman. You have a capacity for cruelty and desolation that would shake the worst monsters ever seen. Coming up with innovative, strange punishments, meting out sentences that haunt people for the rest of their existence, bringing down worlds with mere words, all of this is part and parcel of this.

Simply put, your already considerable capabilities rise even further when it comes to punishing those who have displeased you. You could bring down an impossibly popular, acclaimed as heroic World Leader simply by whispering six words to one person, if you got angry enough at them. Just… make certain they actually *deserve* your anger, all right? Once you've unleashed the wrath on someone, it's generally too late to take it back.

You're Brilliant! - 400 CP

It's hard to save the world when you're the only extraordinary person around. Fortunately for you, that's hardly ever the case! You have a gift for making people realize their true capacities, to help them realize what all they can do and how far they can go.

In your presence, with just a few words of encouragement, people find new wellsprings of determination and willpower in themselves. They find themselves rising higher than they, or for that matter anyone else had ever thought possible for them, and matching even the most terrifying of threats fearlessly.

Nor is the effect limited purely to such things, or for that matter the actual limits to their potential. Around you, the potentials of people skyrocket and *boom*, so much so that the bleakest of sparks turns into a bonfire, blazing bright and brilliant. People can fight, sing, write and dance better, becoming simply *better* at whatever it is they do at a truly massive rate. This also includes a more 'enriching' effect of sorts.

People around you have more adventure, just *more*. Normal relationships turn out to be Epic Love, careers bloom, average, mundane idiots achieve feats of epic magnitude… it's certainly never dull, man.

CSTE - 600 CP

Oh. Wow. You are a Complex Space Time Event now, Jumper. While physically you are no different *meta*-physically you now exist on more dimensions than the mundane, and that bends the world around you in strange ways.

The first thing is your luck. It is, in one word, ridiculous. When you're around, things just happen differently. Disaster flies at you, and then suddenly it swerves aside as if it had encountered a force field. Rescuers turn up. Weapons jam, evil masterminds make stupid mistakes, buildings explode immediately after you find the way out. Put simply, odds collapse in your presence, and almost always in ways to make things better.

Wherever you go it's as if everything there was suspended, in a state of balance, waiting to tip one way or another. Or maybe just waiting to tip, full stop. And then you enter the equation, and it tips over just the way you chose to push it. As if your arrival somehow completed a process or collapsed a standing wave-form.

And that's even without considering the effects of your charisma. It's a boundless, frightening thing that surrounds you at all times, almost a telepathic field of sorts. It makes people understand what you are, expresses your *presence* and power upon them, and makes them defer to you naturally for leadership.

Just showing up without references, identification or really, anything, you find yourself being given the run of the place. Even people like a sitting President are willing to do favors for you and bail you out of things. When it comes to receiving the benefit of the doubt there simply *is* no doubt, as people take you in the best interpretation possible. They defer to you and hold you in awe, chastising themselves on the inside for wasting your time. Seriously, you could go from the brig to the captain's chair of a starship in a matter of hours without anyone knowing your name. It's crazy.

Stranger

Stiff Upper Lip - 100 CP

So, suddenly this madman in a box has shown up and told you that everything you thought you knew about the universe was wrong and now horrible alien monsters are shooting at you too. Well, that's certainly not a reason to panic! You have the ability to keep your wits about you and stay calm no matter how out of your depth you are or how chaotic the circumstances around you have gotten.

I wouldn't say you're quite ready to stare into the depths of cosmic madness without blinking yet, but more mundane dangers or strangeness will not shake you. Your steady nerves also give you the ability to think more clearly, if not more deeply.

You're no more brilliant than you were already but you have tapped into a reservoir of good old-fashioned common sense. You're ready to be the proverbial five-year-old child advisor from the Evil Overlord's list, the one who can point out the obvious to everybody else who's so caught up in thinking deeply or complicatedly that they overlooked it.

Action Survivor - 200 CP

Just because you're trying to live your life peacefully doesn't mean you're a pushover. You're a fit and strong individual, with exceptional reflexes and an extreme amount of skill at both armed and unarmed combat whether by formal training or simply natural aptitude. You're that good even with strange alien weapons you've only just picked up. So long as you know where the trigger is you can figure out the rest almost immediately.

You also seem to have more than a bit of luck when it comes to scoring cheap shots on a more powerful opponent, although if you don't respect at least *some* limits you're quite likely to get yourself killed. Still, whether it be defeating a Sontaran with a throwing knife to the back of the neck or knocking out a renegade Time Lord with a sucker punch, you're ready to contribute usefully to any adventures that might happen to sweep you up in them.

Indomitable Spirit - 400 CP

They might not be as long-lived or as intelligent or as powerful as the Doctor, but the common folk of the galaxy have still often impressed him with their strength of spirit. And you are now a true exemplar of this virtue, an indomitable soul in every sense of the word.

Your willpower is infinite, boundless, and unbreakable, and you are entirely beyond any kind of despair, madness, and corruption, come what may. Even in the face of ultimate evil or when overwhelmed by infinite power you will stand fast and hold true to yourself to the very end. Possession, manipulation, mind control through whatever means may be the flavor of the day, everything is found wanting when it comes to compromising your mind.

You may die but you will *never* break, and there is no power in all of existence that can corrupt or compel you against your will.

Five Rounds Rapid - 600 CP

You might not have super-intelligence or esoteric knowledge of space and time or strange alien powers, but what you *do* have is the ability to *lead*. You can look at a situation or a problem, reduce it down to its most fundamental elements, and then reason from that to determine what would be the most rational course of action under the circumstances... and you can do it all more quickly and easily than most people would notice there was anything wrong in the first place.

You can only figure out correct responses within the limitations of what you actually know about the situation, of course -- this is hypercompetence, not fatebending -- but within those limitations you simply don't put a foot wrong. Ever. Your grasp of strategy and tactics is similarly impeccable, and your ability to organize logistics and resources either day-to-day or in a crisis is even more so. You're even an exceptionally skilled bureaucrat, not that paperwork is your passion or anything.

Any organization or military force should beg whatever gods they worship to be commanded by someone as skilled as you are. So long as you're not up against an outright Outside Context Problem or suicidally outnumbered you can lead your side to victory, and even if you are defeated your enemy will still know that he bled deeply for every inch of ground he took.

And you can do more than just come up with a plan. You can also get people to follow it. Whether it be by appeal to reason or asking politely or simply by yelling at them very loudly in an authoritative tone of voice, you can ensure that anybody looking for guidance in a crisis knows exactly where to find it. Obstructive stupidity or credulous disbelief simply fades away under the force of your penetrating glare, and as long as you are even halfway certain you know what you're doing everyone else will generally agree that you do.

Companion

Child of Time - 100 CP

Let's face it, an untrained civilian accompanying a centuries-old eldritch being in his fight against the greatest threats of time and space? Logically speaking you should be dead a dozen times over. But you've been touched by the fringes of something special and logic is somewhat more flexible around you.

You now have a limited measure of plot armor, oriented towards giving you a chance to survive that which would otherwise crush you without noticing. It's not any kind of absolute thing, no 'nothing can kill you' guarantee, but rather, it works as a nebulous force… as luck. You get rescued from certain death at the last moment, or just 'happen' to be carrying something that could destroy entire starships, or your enemy gets distracted somehow at a crucial moment… it's weird, but it works.

This is not to say, again, that you can't be killed or something like that. But if you are it'll have to be by direct and purposeful enemy action… that is, an action taken with the specific intent of killing *you*, as a *person* and not just as 'the victim they happened to pick next out of the crowd'. Every mark and injury you acquire will have *meaning*, and your death even more so. And hell, even if they *are* aiming specifically at you, you tend to have the luck and pluck to avoid dying on the first hit.

Professional - 200 CP

It's all well and good running around on alien planets and eras of time long since gone by, but real life does require other things, other abilities, y'know. And you have them all now. You're good, you're really, *really* good at a certain civilian profession.

Be it medicine, or journalism, or hell, even secretarial work, whatever field you decide to pursue you're nothing short of the very best.

You can buy this perk any number of times you want, the competencies all build off of each other and handle overlap as optimally as possible. All purchases after the first are discounted, but not double-discounted.

I'm Not Going Anywhere - 400 CP

Even the greatest and mightiest could use some support from time to time, and yours is now the shoulder on which the Oncoming Storm himself could lean if he needed to. Just by being you, you keep the people around you on track and remind them of who they are and who they should be.

You now have it in you to be a truly thoughtful and considerate person if you try, someone capable of empathizing with almost anyone or anything and understanding when they are genuinely beyond redemption and when they've simply lost their way. And provided they *aren't* utterly beyond all hope, you can find the words you need to reach them and remind them that however cruel the universe might have been to them, the last thing it needs is for them to respond in kind.

You can heal people from the trauma of a war or genocide, help them overcome their own biases, hatreds and shortcomings. You can simply help them become *better*, more of a functioning, sane person. Prolonged interaction with you can wipe away any and all mental issues from anyone who has the slightest desire to try getting over them. Maybe you can't *quite* haul someone back over the Moral Event Horizon, but that's only because they jumped across it willingly.

Other people may have physical courage but you now have *moral* courage, the ability to know right from wrong and act on it even when you're sorely tempted not to. And you can share that knowledge with those around you and have them listen to you too. Sometimes there's nothing more special in the universe than an ordinary person choosing to do the right thing, and now you know the truth of that.

Facts of Life - 600 CP

Like a certain Captain Jack Harkness, you now exist as a fixed point in time and space. Something with tremendous conceptual 'weight' touched you and remade you, and you're now a Fact. Eternal, absolute, unchanging… well, except for the better. You become unaging and immune to disease and poison, reverting to the prime of your life if not there already. To put it simply, you're the guy that cannot die.

Not only do you heal rapidly from all injuries, but will always 'reset' back to prime condition even from total bodily destruction, although the process does go faster the more intact pieces there are left to work with. You could be caught at ground zero of a multi-megaton nuclear detonation and you'd be back a day later and not even radioactive.

Short of being retconned out of existence or otherwise non-existed on a conceptual level you will go on for eternity, and for that to happen it'll have to be someone bigger and badder than an entity as close to the literal embodiment of Time as this universe has ever gotten.

The process of making you immortal has enhanced your mind just enough that the endless passage of years will not drive you insane but things like boredom, memory issues, and existential angst can still trouble you barring other perks.

Being continually killed (or worse yet, being continually brought back and then killed *again*) for years on end might or might not cause you to fail a jump or a scenario, but it would almost certainly traumatize the hell out of you.

Enemy

This Should Be Spectacular! - 100 CP

Now, any idiot can put together a plan. It takes real talent to do things with *style.* Maybe you're a quietly terrifying figure of dread when you enact your plans, or perhaps you'd prefer to ham it up ridiculously, instead… and yet still be taken entirely seriously.

You now have the ability to bring a sense of style, a certain dark grandeur, to all your doings regardless of how important or petty they might be. In short, this perk makes you *very* good at presentation and generally being seen as charismatic and impressive, just like a proper supervillain should be.

It also gives you an excellent poker face, one that only extremely perceptive people who know you very well have the slightest hope of seeing past. You can of course toggle this effect any time you need to go incognito, play a role, or simply want to take some time off.

Masterful Scheming - 200 CP

When you're in the business you are in, plots and plans are pretty much your bread and butter. And you have the *best* plots and plans, the very best. You have a preternatural, ridiculous talent when it comes to plots and intrigue. Not only can you weave together plans of impossible complexity and delicacy, with circles within circles and schemes on top of schemes that nonetheless work out near-perfectly, you also have a terrifying gift at manipulation.

Whether it be individuals, groups, or entire populations you have a gift for understanding and predicting their behavior that leaves even the greatest masters of the art in absolute awe. Knowing exactly what to say or do to get others to act how you want them to comes as naturally as breathing for you, and you can anticipate their reactions to a degree that borders on precognition. You're a nigh-perfect psychologist, tactician, and strategist all in one. Sometimes it feels like you're just playing with dominos. It's as easy as setting one little thing up, then another, then another, and then with one deft touch at the opportune moment it all just… falls into place.

You could come to rule an intergalactic empire with nothing more than control over one of its media streams, or turn your enemies into your allies with a few clever words, or weave a scheme that lasts

millennia and manages to illegally access the most advanced piece of technology in existence and makes an impossible man dance at your strings like an unknowing puppet… and that's just your warm-up act.

Armor-Piercing - 400 CP

It's outrageous, how this world works around certain people. Probability bends and twists, people become impossibly compliant, their starships land *just* in the right place after falling in a landslide to let them avoid getting stranded, all to allow them to blithely go around ruining a perfectly good scheme while barely even knowing what they're doing.

But not if *you're* involved. You find that all such "plot armor" stops working entirely not only in your own presence, but also when someone enjoying its protection comes in contact with your plans, organizations or schemes. None of your minions commit rookie mistakes when they're supposed to be veterans, allegedly competent designers are never stupid enough to put the controls for Literally Everything you have in one console located where you're putting your enemy, nothing like that.

Anytime luck or serendipity would have saved your enemy or foiled your plan… well, it just doesn't. Malevolent probability manipulation of any kind simply won't work on you. Even a Complex Space Time Event would have to fight you on even terms. Your victories still might not be guaranteed, but any defeats you suffer will only be because your enemy legitimately *earned* them.

The Sheer Arrogance - 600 CP

It takes a special kind of man to take in all of existence, all of reality itself, and then say things like 'it'll have to go'. Or 'I want it'. And you, well, you were always above even them, weren't you?

You have what it takes to look straight into the Eye of God, at the infinite span of all Creation, and make it blink first. You could no-sell the Total Perspective Vortex in the *real* universe, not a synthetic one, with nothing but your… well, sheer arrogance. Your self-confidence is boundless and you are utterly beyond fear, hesitation, or embarrassment -- although unlike most people with this mentality your self-preservation instincts and reality-checking functions still work just as well as they ever did. And while its arguable whether or not you're already insane, no matter what's going on in your head right now certainly nothing *external* is ever going to so much as scratch your sanity. And, of course, being this way gives you tremendous reserves of willpower and determination. But even better than that, on top of everything this perk does to your head it also has an effect on reality.

Namely, that when you proclaim that you will do the impossible, that you will remake What Is and redefine What Is To Be, reality *listens* to you. You are a Complex Space Time Event of your own type now, something altogether different. Quite possibly even better. Now, even for you achieving isn't as easy as simply deciding. You still have to do the actual *work* towards your goal, like building a Paradox Machine or setting up a grand conspiracy across space and time or suchlike. But if you try hard enough

then you will find that Time Locks, fixed points, established facts and timelines and laws, just about all absolutes barring your path… aren't.

For you, the immovable object can be moved and the unstoppable force can be stopped. Perfect defenses are only almost perfect against you, and unkillable entities still die to your blows. For you, the difference between 'virtually impossible' and '*actually* impossible' is nonexistent -- in that anything you face is only ever the former. Short of Jump-Fiat or its equivalent nothing is *truly* impossible for you, and once you're post-Spark… well, it would be wonderful to find out, wouldn't it?

Items

Each origin gets the 100 CP item in their respective lines for free, and the others at a discount.
Discounts reduce the price of anything to 50%.
The only discounts that apply in the General section are the ones mentioned explicitly.
Wherever relevant, you can import existing belongings for no additional charge.

General

Nothing is discounted unless mentioned specifically.

Ray Gun - 100 CP

You've found a high-tech hand-held energy weapon that's *very* good at blowing things up, being capable of destroying a Cyberman with a single point-blank hit. It would even notably discommode if not necessarily destroy a late-model Dalek.

The exact make and model of the weapon is up to you, although the default is a Cyberman-issue blaster. Its power pack holds dozens of shots, and seems to conveniently recharge itself if left alone for a short while. Concealability is a definite problem, though, because this thing's the size of a submachine gun or larger.

Flying Aircraft Carrier - 200 CP

No, you haven't gotten lost and ended up in the Marvel jump by mistake. This is a nigh-exact copy of the *Valiant*, the flying aircraft carrier used by UNIT in the new series. Although the *Valiant* was originally built by the Master as part of his evil schemes before being taken and partially rebuilt by UNIT and Torchwood, we're giving you a completely non-evil version so don't worry about having a paradox engine stuck in your basement or anything.

As to what it does? It's a flying aircraft carrier, of course! As well as a flying military base, a flying dreadnaught, and a flying emergency command center. Seriously, you could fit an entire carrier air wing, a battalion of troops and enough airmobile lift capacity to deploy them in a single drop, *and* a

complete backup headquarters for a world security agency on this thing. It doesn't actually come with that air wing, battalion, or agency though, so you'll need to provide those on your own.

Since your new ship is built with both advanced armor plating and a reverse-engineered alien force field this baby is tough enough that you'd have to swarm it with an entire task force of Daleks to take it down, and in addition to its conventional guns and missiles and whatnot it mounts a powerful laser capable of knocking a small starship out of orbit or vaporizing an entire ground installation.

As for the logistics the sophisticated automation means you only need a relatively small crew of generic NPCs (which come with the ship) to keep it running, the ultra-tech reactor never needs refueling, and the advanced turbine engines can take it all the way around an Earth-sized planet in less than 48 hours but aren't rated for space travel. She's also entirely capable of water landings if need be, and is compatible with most drydocks that can handle a standard aircraft carrier. And if you *do* somehow manage to get her entirely destroyed, she'll be replaced in a year… listen, it takes time to rebuild something this large. She retains all modifications you install in her, of course, and so do any replacement carriers.

Krillitane Oil - 200 CP

Some nifty stuff, this. This is Krillitane Oil, highly concentrated and top quality. What it does is that it makes human minds massively, impossibly cleverer. While not close to what you are with **Omega-Level Intellect,** your learning capacity, retention, general inventiveness and processing abilities are boosted to massive, ridiculous levels all the same, making you, or anyone else you feed it to, a genius second only to someone who can be said to have the above perk.

It also kills Krillitanes on contact but that's a feature, not a bug. Unfortunately, not really useful to you once you leave this setting. You receive a barrel of the stuff, and another every week.

Type 40 Time Travel Capsule - 400 CP (**Free Time Lord**)

Ah. Well now, this is what it was all for, innit? Congratulation, you are the proud owner-belonging-partner of an ancient, obsolete, outdated thing stored in the basement of a Time Lord Museum.

Well, that and one of the two most advanced ships in existence, once all the other versions get locked up behind a Time Lock. This is a TARDIS, Time and Relative Dimensions In Space. It's the most advanced piece of Space/Time technology ever created, and it… maybe he/her, who knows, is all yours! This is a completely sapient, fifteen-dimensional ship that can range anywhere from the size of a small briefcase to Jupiter on the outside, while remaining a constant size on the inside. And that constant size is 'infinite'. Yup.

There is no limit to how large it can get on the inside, how many rooms, corridors, libraries or pools it can have. It's capable of massive, ridiculous manipulations of time and space, the simplest, of course,

being moving through it willy-nilly. Seriously, sky's the limit here. You can go anywhen between the Big Bang and the heat death of the universe, and anywhere in or outside the universe you have coordinates for. That's mostly what it does on the outside.

On the inside it can do anything and everything you can imagine regarding Time and Space. It also has fabricators capable of producing virtually anything, an instance of the Eye of Harmony powering it, massive libraries, fully functional Chameleon and Translation circuits, a state of temporal grace that prohibits weapons from being fired inside without your permission, and all the other bells and whistles you've ever seen in the other Type 40 you know about. And unlike that one, this one is in perfect working order. Honestly, who steals their new ride from a repair shop?

Just about everything about this ship can change for the sake of utility and to be pleasing to you… and itself, of course. It retains all improvements, recovers flawlessly from any damage done to it in less than a second, and won't blow up the universe if the impossible happens and it gets destroyed.

Also, no matter how often or with what you try and look into the Time Vortex it's simply not going to work until after you've gotten your Spark. Before then you're not getting any naughty lupines, period.

Reality Bomb - 800 CP (**Discount Dalek**)

Ah. Well, this is… unfortunate. Anyway, you now have a… thing in your possession. A weapon quite possibly more dangerous than the Moment, this is a Bomb that, upon detonation, spews a massive quantity of Z-Neutrino energy. This is energy that cancels out all atomic bonds, that is, it absorbs those bonds to produce more of itself.

Upon detonation the waves of Z-Neutrino energy erupt and they spread and spread, never fading or halting, until they wipe out not just all life, but everything in the universe. All matter is broken down into atoms, then those are broken down further and further till all that remains is random quarks.

And that's if you detonate it in the normal universe. Do it in someplace that would let the waves reach alternate realities, and, well… it was a nice multiverse while it lasted.

Archives - 200/400/800 CP

Man, if word of this got out… anyway, this is a small technological database holding some… knowledge. Massive, impossible amounts of knowledge, all stored in a tiny little thing like this… Okay, so the way this works is, for 200 CP, you can get the whole techbase of one of the 'less' advanced species. Sontarans, Silurians, and their like. This would be a complete database, with complete and full information on every piece of technology they have. Cloning, spaceships, hibernation, the works.

The 400 CP version lets you get tech from the more advanced species, instead, like 'future humanity' with Time Travel and Galaxy Cracker bombs, or data on similar levels from other species like the Time Lords or so.

For 800 CP, though… all bets are off. This is the complete, no-holds barred archive of every single scrap of knowledge ever assembled in the history of this universe. From the blood and magic manipulations of the Carrionites, to the works crafted by the Ancients to bind the Beast, to every piece of Time Lord and Dalek technology, the in-depth studies of Time Lord biologies… the mother lode. It's all here, everything, ready for you to learn, teach others, and use however you will.

Jumpers of any particular species can take their species's archives at a discount… except Daleks and Time Lords, who can at best get the 400 level info at a discount. The 800 CP archive is not discounted to anyone. In future jumps, wherever applicable every version updates to hold the same level of knowledge from the local universe.

Madman

Time Lord's Basic Gear - 100 CP

Well, this should bring back memories. You have the basic set of things a Time Lord, or at least one certain Time Lord, needs to start going about remaking civilizations and changing the fates of species.

Specifically, this is two things. The first is an outfit with pockets larger on the inside. Not just the pockets either, it can even be larger on the inside as a whole. In addition, it's perfectly adapting to all environments short of vacuum or volcanoes or the bottom of the ocean, and really stylish and comfy. Also, people somehow never think to question it, no matter how out of place it is.

The second is the Screwdriver. Could be sonic, could be laser, could be any other version you can think of, Time Lord science covers branches to spare.

In case you don't know what that is, this is a multifunctional tool of incredible versatility in the right hands. What it can do covers… a lot. Even with only a novice's understanding of its functions you can still use it to pick locks, hot-wire alarm systems, damage anything particularly vulnerable to ultrasonic frequencies, and do some basic energy scans. Some models can even function as stun guns. And of course it can drive screws, turn bolts, and otherwise do almost anything a mundane tool kit could do.

It's also a Hyper-advanced Supercomputer, scanner and sensor, so it can do anything those can do as well.

If your technical aptitude and knowledge is sufficient unto the task you can use it for everything from computer hacking to detailed scans of something's molecular structure. In addition you can fit almost *any* sort of technology into it as a personal mod, even some that has no business being this small. Pretty much anything you can normally make, basically.

Your screwdriver comes with isomorphic controls so it can only be used by you and people you give permission to use it. And while these items can be taken from you, they'll always find their way back to you within a day or two.

Psychic Paper - 200 CP

Ah, now this is a bit more tricky. You now have a notebook's worth of Psychic Paper, a Time Lord device that can tap the mental impressions of the reader to make him see an illusion of whatever document they've been told to *expect* seeing. Very handy for convincing people you really do have valid identification, or signed permission to be let in the building, or a contract as the latest consultant to their secret project, or whatever else you can think of.

It doesn't matter how many sheets of paper you tear out of your notebook, it will always have more. Even works on electronics… *somehow*. Exactly where the money comes from when you use it as a Credit Card is unknown, but you can. Unless you start drawing attention, that is. Besides that, this serves in place of biometrics, electric IDs, the lot.

Since the Psychic Paper has to be able to read the subject's mind in order to pull off the illusion, people who are particularly strong-willed or highly intelligent or possess sufficient psionic defenses can potentially see through it. Still, it should work handily enough on the vast majority of everyone you could reasonably expect to encounter.

Updation Device - 400 CP

This is nice! Very nice, actually. Not quite Time Lord tech, or any other that you can tell, actually. It's just a little something that seems to have dropped out of nowhere. But that's not as interesting as what it does! Because what it does is really, really interesting!

This device has a very strange ability, in that it brings out the best in everything and everyone it's used on. Use it on a machine, and it upgrades that machine to the absolute latest, best version of it that exists in any time or place in the setting. These upgrades are permanent and adapting, so if there are further improvements made in the design they're reflected in your copy of the thing too.

But it doesn't just work on machines. It works on people too! Used on a person, it raises them to be among the absolute 0.0001 percentile of their race and species, boosting their physical statistics, their intellect, everything. It fixes all harmful mutations, defects, or injuries, and in general improves them massively and ridiculously so they become a true, absolute exemplar of their race.

Moment - 600 CP

Eesh. Really? Well, I guess it's okay. This is the Moment, the last Great Work of the Ancients of Gallifrey. Also called the Eye of Discord, the Galaxy Eater and other similar things, it's the single most powerful weapon ever created in the Universe.

What it *does*, as in the exact details, is unclear, but wiping out two civilizations on the level of the Time Lords and vanishing most of their existence behind a Time Lock would be a casual thing for it, as is creating fissures across any lengths of Time and Space, and probably a whole lot more of stuff on similar levels.

The device has a full-fledged, functional AI with a surprisingly more healthy sense of morality than most who would use this weapon, even if she does get the past and future mixed up now and then. There is also reason to believe the weapon draws upon the raw energies of the Time Vortex in the same way as the Bad Wolf, but that's just speculation.

Anyway, for the sake of clarity let's say the area of effect for this is limited to a galaxy in terms of space, and… a million? Let's make it a Billion years in terms of time, but within that the Sky's the limit in terms of what it can do. Also, for the sake of the aforementioned galaxy, I'll toss in absolute sanity and hacking protection for the AI, and an unshakeable loyalty to you.

Stranger

Black SUV - 100 CP

This is a black Range Rover Vogue, to all appearances a perfectly ordinary early 21st-century Terran ground vehicle. In reality it's been augmented with all sorts of useful technology reverse-engineered from extraterrestrial artifacts.

It never needs fuel, has bulletproof body panels and windows, self-repairs any damage overnight, has an untraceable generic vehicle registry that still registers as valid in law enforcement databases without actually revealing anything about the owner, and carries an onboard computer/communications terminal capable of connecting to any local data or telecom networks that aren't under strict security, as well as to any such networks that you might happen to own. Also, unlike its predecessor model this one has isomorphic controls so it can't get stolen even if you screw up and leave it parked with the keys in the ignition.

In future jumps it adapts to look like whatever a perfectly ordinary model of middle-class transportation would look like, but it still has to be some type of groundcar.

Void Ship - 200 CP

Y'know, sometimes you just need to get away from it all. Well, if *you* ever want to do that you can do it in entirely different ways than other people. Forget ships, or spaceships or even time ships. You now possess a ship that can take you outside the very Universe. As in, all that is and ever will be. You can step outside of it, in the empty void, free to do whatever you will.

Also, and this is probably the more interesting part for you, you can thereupon step into *other* universes. Your ship updates with plotting and directional information for universes and timelines where people made different choices, where things happened just a bit differently, and you can use this ship to step into them free and clear, no need to worry about affecting the dimensional boundaries or whatever. You can also go to any canonically existing multiverse, of course.

Finally, this ship is entirely impossible to detect by any means other than organic senses, and the inside is much like a TARDIS, if severely limited in that it can only comfortably hold a few hundred people.

The Taskforce - 400 CP

Congratulations! You're in command now! Of what? Of an organization tasked to deal with extraterrestrial threats and other exotic emergencies of all shapes and sizes. This is a massive agency on par with UNIT with a mandate and tech access on the level of Torchwood. Your influence spans the globe, either overtly or covertly as you choose.

You have several hundred elite commandos armed with state-of-the-art weapons and transport capable of getting them around on short notice, covert operatives ready to infiltrate and monitor almost any location on the globe save the most inaccessible or heavily guarded, laboratories full of wondrous equipment and capable of expert evaluations or research within the limits of their core competencies, intelligence analysts to collect and evaluate all sorts of information both public and otherwise, and the support staff necessary to keep this all organized and running on a day-to-day level while barely needing your input at all.

You are of course the Agency's highest authority and will be for as long as you choose, with all the status, perks, and pay of such a position. Most precious of all, you have *legitimacy*. All relevant governments acknowledge your organization, and have granted it all the legal permissions and beyond top-level access. You're among the primary options to consult in emergencies, and can request anything from law enforcement backup to Nuclear Command Authority if you alert the authorities to a genuine crisis in progress. They'd still have to agree that such a level of backup would be *necessary*, mind you, but if anybody could expect to get that request approved then you'd be one of the first in line.

This legitimacy will only last so long as the relevant governments believe you're not actively treasonous, committing large-scale atrocities, or mind blowingly incompetent. But even in the event you did somehow get your sanction entirely withdrawn or some enemy took over the entire world or something, your Agency would still have enough 'black' sites and secret contingency funding to continue operating even if your activities would now have to be far more discreet.

The Agency will of course follow you from jump to jump, adapting as necessary to fit into the new setting. Their access to technology (or magic, if it's that kind of world) is always at the top-end of "off the shelf", and with a pretty decent collection of alien/esoteric stuff, even though you'd be unlikely to know how to use a lot of it.

Agency personnel are 'generic' NPCs, of very high competence at their jobs but no especial genius. Unless you actually have a CP-backed option for ruling an interstellar empire, this agency's scope of influence only ever starts at a single planet by default.

Rift - 600 CP

Well, this is curious. How does owning something like this even work? This is a rift in space-time, a tear in reality through which you can peek into the other universes and timelines, and faraway regions of your own universe.

Besides being an excellent spot to do any traveling across realities/timelines/the multiverse you might have in mind, this place is also a font of limitless energy. It's just Energy, the kind that exists between universes, without a defined form or properties.

Which is even better for you, because you can now use it as any and all forms of energies! Be it heat, light, psychic or even things exiled from this universe like mana or magic, this rift serves as a limitless, endless source for them all, filling any vessel you care to attach to it to the limit in moments, and feeding any number of devices, spells or whatever else you connect to it without limit.

Just… don't blow the big bombs around here, okay? This rift is extraordinarily stable, but even so, it's nature remains what it is. In future jumps you can either have it in a warehouse attachment or a pocket dimension, or you can put it down somewhere in the actual universe. Once placed it can't be moved for the rest of the jump. I mean, come on.

Companion

Perception Filter Key - 100 CP

A key from the TARDIS, this tiny little things has been modified to extend a Perception Filter all around the wearer. A perception filter is a field that, as the name suggests, filters you from people's perceptions.

Unless someone is deliberately looking for you, or you do something to attract attention, you find that people simply don't care about you all that much. Their eyes pass right over you, dismissing you as part of the scenery. Could be useful, this.

Tin Dog - 200 CP

Man's best friend remains man's best friend, even when he's an ultra-advanced alien robot. This little metal canine may look like an only vaguely dog-shaped box with a head on wheels, but in reality he's one of the most useful assistants that a Jumper could ever have.

Yes, you now have your very own K-9 Mark IV unit with all the latest bells and whistles -- advanced cybernetic probe, multi-functional nose blaster, comprehensive sensor suite, omniflexible hyperlink facility, enough onboard computational power to make most humans and computers look downright stupid, and all the rest. There's even a hover mode for getting up and down inconvenient staircases and suchlike.

And considering that maintenance *might* be a bit difficult for you, given how far you're travelling from normal service centers, this model self-repairs all damage when left alone overnight and retains all upgrades. Although you'd have to be quite brilliant indeed to be able to improve on the marvelous technology already present here.

This adorable and utterly loyal mechanical friend will follow you around for the rest of your days, helping you and yours however he can. You can import any existing pets if you want to, or have this be a different animal… but why? He's adorable!

Pan-Dimensional Cellphone - 400 CP

Exactly what it says on the tin. Normally all these can do is call, but this one is special even among them. Firstly, of course, this cellphone never runs out of battery power or encounters an error. It can hold any amount of data, and can never be physically damaged, hacked or corrupted.

But all that's just the side stuff. Mainly, this phone can operate perfectly fine, as if it was still in the best connected spot on Earth, from any and all times and places in existence. Calling, messages, internet, it all works just as well as it ever did, no matter where you end up.

Yes, this includes the GPS. *Somehow.* After this jump you retain Internet access to all your previous jump as well as your current one, but any connection to outside your current jump is read-only.

Vortex Manipulator - 600 CP

Well, this was going to show up *somewhere*, wasn't it? This is a Vortex Manipulator, the quick, cheap, easy and *human* way to Time Travel. Exactly like the name suggests, it manipulates the Time Vortex to move across it at will, providing you the ability to travel across all of time and space whenever you want.

The usual rules of Time Travel still apply - inasmuch they ever do on anyone, but besides that it can take you anywhere, anywhen, so long as you know how to work it. Besides the time travel, this is a very, very highly advanced computer, capable of interacting with all kinds of technology, doing things like communication, scanning areas around you, locking and unlocking doors… among other things.

It's pretty much a TARDIS and a Screwdriver rolled into one, albeit dialed *way* down.

Enemy

Holdout Weapon - 100 CP

Being adaptable and willing to use any means at all towards an end is all well and good, but sometimes it's nice to fall back on something you already understand. You have a particular weapon that's identifiably *yours*, an old stand-by you can haul out whenever it's time to stop being fancy and just start hurting people. And there's no need to worry about ammunition either.

Whether it be something as exotic as an illegal weapons-grade laser screwdriver or something as simple as an ordinary pistol or knife, this little equalizer is available to you at any time simply by reaching into any concealed space large enough to have plausibly held it. Yes, even if you *were* just strip-searched and left standing in your underwear… or without it. Just don't wonder where you were hiding it.

No, you can't import your nuclear railgun into this. This is a *holdout* weapon. The maximum power and sophistication you could fit in here would be something like the Master's laser screwdriver.

Cortex Manipulation - 200 CP

There's a nigh-endless variety of mind control technologies available in the setting, each one with their own particular advantages and disadvantages, and you have now found and mastered the use of one. Or mastered the use of several, if you prefer. We're not skinflints around here. Secret hypnosis techniques, neural chips implanted in brains, exotic drugs, brainwashing booths, mind control rays, even little brain slugs you force people to swallow, there's something for everyone.

Whatever form it takes, you now have a handy tool for skipping past any inconvenient arguments with the weak-willed sheep of the world and just *making* them do you want them to do. You have a convenient form of mind control that can turn someone into your hypnotized slave, the amount of time and effort it takes to snap them into it (or out of it) depending on the exact method you use. Your new slaves not be that great for tasks requiring any significant amount of initiative or brilliance anymore, but they sure are obedient! And what's better, with the right post-hypnotic suggestions they can still do a reasonably convincing imitation of their normal selves so you can leave them in place as sleeper agents.

Sadly, this technique doesn't work on anyone with particularly strong willpower or heroic bent. Even if you could get them into the trance in the first place, they'd just break right out of it. Still, the vast majority of the population is simply cannon fodder waiting to be used and now you've got just the tool for using them.

Adherents - 400 CP

What is a villain without servants, or a proper shadowy conspiracy where you do strange rituals in dark rooms and plot to bring about World Domination/Destruction? A tryhard, that's what. And you're certainly not that, Jumper!

This is your very own group of fanatically, *suicidally* loyal minions, spread across the place to enforce your will. This can be either an organization of beings like the Silence that manipulate things from behind the stage via mind control and the like, or it can be real people bent into your service through brainwashing or charisma. Either way, you have a network of very rich, very influential people at your beck and call, ready to bring about your will. Businessmen, politicians, bureaucrats, the lot. And unlike the average hypnotized patsy *these* minions still have fully functioning brains, even if you've entirely co-opted their wills. No problems with initiative or intelligence here!

How deep and penetrating their influence is depends on how big an area you want them spread across. Choose Earth and you could rule the world almost outright. Choose the Universe and you would have some people, albeit each with resources that could beggar imagination, in each galaxy.

Even if members of this group are freed/killed/compromised, you tend to have new members joining before you know it, and the influence of this organization only ever grows. In future jumps the actual members are replaced with equivalent locals, and the size and influence scales to the setting.

Empire - 600 CP

Well then. This is what it was all for, isn't it? Or perhaps this is just the beginning, before bigger and better things. The details remain to be seen. Anyway, this is your own dominion, a massive, interstellar Empire for you to rule.

Your Empire covers a truly vast span, easily in the thousands of life-bearing planets and the solar systems to go with them. The total population of this nation is easily into the hundreds of billions, as would be expected expected of a highly advanced, industrialized star nation like this.

Speaking of which, this is no shantytown equivalent you rule, Jumper. This nation has highly advanced science, along with a massive, immensely effective military easily comparable to the very best out there, with a great starfleet, millions upon millions of ground troops, planetbuster weapons, and all the rest.

The race this empire belongs to is up to you, including being the same as you for all races except the Time Lords. The government structure, again, is up to you, but no matter what the top position is always yours, or can be if you just ask for it. Everyone here is utterly loyal to you, though they compete and conspire normally between themselves.

In future worlds you can choose between having this be in a Warehouse extension, a pocket universe of your own, or have it be integrated into the background of the local setting.

Companions

Something Old - 50/200 CP

For 50 cp you may import one of your Companions into this setting, with an Origin and all its freebies and 800 cp to spend. For the 200 cp group rate you may import up to 8 Companions, with the same freebies and CP allotment.

Something New - 50 CP

You are now guaranteed to meet any canon character who is not a Time Lord or other such advanced or ultra-powerful being, and they will be very amenable to coming along with you. Alternately, you may create an original character within the same guidelines. They gain the Origin that their background suggests, all freebies associated with it, and 800 cp to purchase more things. Be nice and don't just use them as Item mules, lest Jump-Chan frown.

There is one exception not already stated - under no circumstances whatsoever is Jump-Chan letting any Daleks loose on the rest of the Omniverse, unless the Jumper or existing Companion(s) chooses to be one themselves. Not that you could try to recruit a strange Dalek anyway without it trying to murder you on the spot.

Lords of Time - 200 CP

Do you want the Doctor to be your Companion instead of vice versa? Do you think it would be "interesting" to turn the Master loose on the Jumpchain? Is there another Time Lord you have your eye on, canon or otherwise? Well, now's your chance.

Your new Time Lord friend gains the Time Lord racial package for free. If you haven't already bought a TARDIS then they'll bring their TARDIS along (and thus be the person in primary control of the navigation), otherwise they'll leave it behind because two TARDISes on the same road trip generally don't get along very well.

The Doctor's purchases are already set as the complete Madman perk line and its 100 and 200-point items, the Master's purchases are set as the complete Enemy perk line and its 100 and 200-point items, and other Time Lords have whatever origin seems most appropriate to you and 700 cp to spend.

Bad Wolf/Guardians of Time/Cosmic Beings/Etc.

No.

Scenarios

The Notcoming Storm

Welp. Something somewhere has gone terribly, terribly wrong. One of the enemies of the Doctor might have gotten lucky, or he may have been stuck watching something die for a few minutes too long, but whatever it might have been… He's out of play now. Not necessarily dead, but whatever it is, he's no longer available and won't be for the rest of your jump.

And so there needs to be someone to fill his shoes. The universe still needs protecting, Earth still needs to be shielded from desolation and takeover, and someone's going to have to do it.

You, specifically. Pick an incarnation of the Doctor. From the day they would have begun operating, you need to take their place and do all the things that need doing across Time and Space. For one reason or another you'll have a Type 40 loaner to help you do it, but that's all the handicap you're going to get. The rest is up to you.

Good Luck.

For completing this scenario, you get to keep the TARDIS you were given for your very own and receive an additional 200 CP at the end of the jump to spend how you see fit. If you chose to be a Time Lord and thus already received a free TARDIS, you get 600 CP at the end instead.

Babysitting

Pick your single least favorite incarnation of the Doctor. Yes, we know you have one. Everyone who's so much as heard of this show has a most and least favorite. If you honestly can't decide, then pick at random.

In any event, he has a slight problem now. His nature as a Complex Space Time Event has been temporarily nullified due to wibbly-wobbly timey-wimey stuff… and he's completely unaware that it has been. And he's so used to being one -- it's literally his inherent state of existence, after all -- and so confident in his nature as a CSTE, he's simply not going to believe you if you try to tell him that his plot armor's been switched off.

Which is *really bad*, because without that plot armor there is *no bloody way he can survive*. Do you have any idea how many times the Doctor's danced on the razor edge of death? He practically spends his entire life there! And if the Doctor gets killed well, that's it, game over for the universe. He's kind of cosmically necessary to history around this place.

So, guess whose job it is to keep him alive for all ten years that you're going to be spending here. That's right, you. You're going to have to be the hardest-working Companion in the history of the Whoniverse, scrambling desperately to keep this madman in a box from getting himself killed as he makes six suicidally risky gambles each day before breakfast. He's still as brilliant and skilled as he's always been, mind you. He can still contribute very usefully under the right circumstances. He's just not remotely as lucky anymore, and metaphysically incapable of noticing that he isn't… and since he relies on that luck as a matter of course, well. Problem.

And don't forget all the menaces and threats and alien invasions he's supposed to be stopping in the meanwhile, you've got to take care of those too. If you just find some way to keep him out of action for ten years that's also a fail condition. No, the universe still needs saving and he's still got to do it, impaired or not.

As a reward you may take the Doctor, restored to all his full OCP-ness, with you on your journeys. Or rather, should I say the *Doctors?* If you want, you can take a copy of him in several or even all incarnations, all ready to join you in your travels across the omniverse. Oh, and 400 CP too.

Be the Time Lord Victorious (**Time Lord only**)

Really? Well, I guess it's not the craziest thing here. You are now a member of the Time Lord Armed Forces, a red-armored general of Gallifrey set against the Daleks in the ongoing Time War. And unlike certain others, you do not have the luxury of washing your hands of them citing… anything, actually.

No, certainly not. Instead, you must *fight*. You must take a leading role in this War, and bring it to its conclusion. Fight the Daleks, fight the Skaro Degradations and the Nightmare Child, unmake the Meanwhiles and Neverweres and dethrone the Could've Been King, and all the many, many other aberrations of their ilk, until all that remains is Gallifrey, proud and victorious. Note that these horrors were so overwhelming that the Master fled in terror from the least of them, the Doctor chose to consign his own species to Oblivion rather than risk them having access to the universe, and the showrunners never bothered to actually detail them. So, you're going to have to fanwank here. Just understand, they're *really* powerful and *really* horrible. And now you have to beat them all at once.

And of course, it's not even just them. You must also fight against your own kind; the Doctor who will try to prevent any prolonging of this war, and the High Council who are plotting to destroy all of time and space in a scheme to benefit them and them alone.

Should you achieve the impossible and succeed in this task, you will find yourself deservingly feted and heralded as the greatest warrior of all time. And as a reward you will receive the 800 CP **Archive**, ready and at your disposal to yield its secrets to the one who deserves them most. Any points you may have already spent on a lesser version of the Archive are now refunded as well.

And you also receive a prize beyond any other, a temporal copy of Gallifrey at its height that will follow you into every jump from now on, as an imported planet or inside its own Warehouse attachment or

pocket universe. A pristine place, conveniently without any Time Lords on it, backstabbing selfish lot that they are.

You now have all the infrastructure and luxury of the greatest civilization in the Whoniverse at your fingertips; your very own Matrix, your very own Eye of Harmony, and all their other useful artifacts and treasures. And, of course, a planet of your own to populate as you see fit.

Old and New (**requires Human, Silurian, or Time Lord**)

The Silurians see themselves as the rightful owners of the Earth, and seeing as how they'd been masters of the world since before the Cambrian Expansion you can see where they got that idea from. But they went into suspended animation to avoid an anticipated planetary catastrophe that didn't quite come off as expected, and by the time they started getting out millions of years later the atmosphere had changed and the world was overrun with these short-lived over-evolved simians called 'humans'. Still, this is their rightful planet and the humans will just have to…

… well, hang on a minute, is that right? Where are six billion human beings all going to go? And given that the Silurians abandoned the Earth for millions of years, isn't there such a thing as adverse possession and honest mistakes made in good faith and all? The point is, this is a much more complex situation than a simple 'It's their planet, they should have it back.' And the opposite extreme of 'It's our planet now, so go crawl away and die.' certainly isn't any better.

Not that anybody but you sees it that way right now. The Silurians want all the primitive mammals to just go away or drop dead so they can resettle the Earth to their liking, and the humans damn sure aren't going to accept that kind of demand from a bunch of creepy lizard-men from the bottom of the sea or whatever slimy rock they crawled out from under. Indeed, even the Doctor's best efforts couldn't keep the human-Silurian conflict from devolving straight to mutual extermination attempts, and believe you me, he tried. Multiple times.

Well, you're simply going to have to do better. It's a tragedy that two intelligent and civilized races couldn't find a compromise, and that's now your job. Whether you approach the problem from the human end, the Silurian end, or as a neutral Gallifreyan mediator doesn't matter. What matters is results, and by the end of your time here you have to get both the Silurians and humans to agree that killing the other side is wrong and that both races have a right to claim sovereign territory on Earth.

You don't have to make a *perfect* peace, you don't have to win over every extremist holdout on both sides, and you don't have to get Silurians fully integrated into human culture or vice versa, but you do have to make a genuine and lasting accord between both races. As in, the United Nations agrees that the Silurians have the right to be a sovereign nation, the Silurian Triad agrees to join the human international community and abide by its standard diplomatic practices and respect its national sovereignties, and there is no substantial portion of either population that would support starting a war.

Completing this scenario will see the Silurians rewarding you with a 200 CP **Archive** of all useful Silurian knowledge and technology, which while not the most advanced in the Whoniverse is still very considerable. And from the humans you will receive your own private army and support structure equivalent to **The Taskforce**, as an acknowledgement of your good judgement and leadership qualities in saving the Earth from the horrors of a human-Silurian war. As usual, should you happen to own either of these already the CP you spent on them will be refunded to you.

Imperator of Known Space (**Requires Empire**)

There's not much to say about this, really. You have the Empire. Now make it grow. Conquer, oh warlord. Fight and war and bring your banner to cover all there is, and *Rule*. This is your task, Jumper, to overwhelm the Daleks, the Cybermen, the Shadow Proclamation and all others who would oppose this.

You can also operate peacefully if you want, convincing nations to join you via alliances or manipulations, it's entirely up to you. The point is, you're not leaving this setting until your nation either has unquestioned rule of, at the absolute minimum, Three Galaxies-- which galaxies? Well, one of them must be the most important one, the one that Earth and Gallifrey are in. No cheating and picking a puny obscure galaxy for you. The other two should also be full of comparably powerful nations, of course.

At any rate, you need to have unquestioned rule of the entirety of Known Space, with all star nations having bent the knee and all rebellions crushed. Alternately you can have the above three galaxies along with your Empire being universally acknowledged as the most powerful, advanced star nation of all time. And considering the competition, that's likely tougher than the other option.

In order to keep this scenario from being impossible Gallifrey is exempt from the supremacy requirement. So long as the Time Lords agree to remain neutral to your empire, or alternately your empire is hailed as being their equal in power and sophistication, that's close enough. But that's the only exception you're going to get.

Of course, if you *do* somehow manage to conquer Gallifrey and claim it as your own well that's it, you just won the scenario right then and there. You don't need to conquer a single thing else around here to prove your supremacy, because you just won the prize that literally no one else ever has. You can only take the third option if you're *not* a Time Lord, though. Conquering Gallifrey when you already have inside access doesn't count.

In either case, you find that your **Empire** has expanded now, to cover all of your conquered territories and holding all your technological gains. Every planet, satellite and space station follows you in your travels, appearing in it's own parallel universe or just expanding the main one to fit in somehow.

Drawbacks

You may take any amount of CP via drawbacks, there's no cap.

Mode Locked +0/+100 CP

You have no access to any of your alt-forms for the duration of this jump and are locked into the racial choice you made at jump-start. And in case you're wondering why this is a Drawback just look at what some of those racial options *are*. As for the rest of you… take the 100 CP, you've earned it by forfeiting an opportunity to power monger.

Since Time Lords can't be told apart from humans without a medical examination anyway, this Drawback is worth no points for Time Lords.

60's Budget +100

It's a curious thing, how much better the aliens have started looking after the turn of the century. Not that you'd know.

For the whole duration of your stay, every alien life form looks like Power Ranger monster rejects, with rubber suits and cardboard technology. Your own stuff remains intact at first, but looks more like the cheap knockoffs the more often you use it in this setting.

After this jump you can choose to have it remain looking like this, if you want it to for some reason.

Interesting Times +100 CP

No more need to look for adventure, because the universe's greatest adventurer has found you. You are now guaranteed to meet the Doctor (feel free to pick which Doctor but you can't take the War Doctor or the Valeyard because of all the wibbley-wobbley-timey-wimey surrounding those particular incarnations) shortly into your time in the jump and be taken on by him as a Companion.

What happens after your first year of adventure with him is up to you but know that whether you stay or go, no one who has ever been with the Doctor long enough to truly be called a Companion has had their life remain unchanged from the experience. And that's before we get into all the enemies you now have an opportunity to make…

Doctor Who? +200 CP

Given that this is by far the longest-running science-fiction series in the history of television, with multiple print and comics adaptations besides, the sheer amount of continuity to sort through often defies even the most obsessed students of the lore. But you don't have that problem because you just completely forgot everything you ever knew about the Whoniverse the instant you started the jump.

You are now limited solely to 'in-character' knowledge, or a basic 'this is what an average member of your race would know' package for Madmen, for the duration of the jump. And as is standard for these Drawbacks any attempts to get around it by leaving yourself notes, relying on Companions, etc., won't work. All of your Dr. Who media and notes will vanish for the duration and your Companions won't remember anything either.

Non-Interference +200 CP (cannot be Renegade)

You are prohibited from actually helping or interfering with the destiny of any 'lesser' races -- which is to say, pretty much all of them -- or interfering with any fixed points in time. You are pledged to obey a set of rules that makes Starfleet's Prime Directive *at its worst* still look downright permissive. Travelling to and studying strange new places and civilizations is allowed for you, but doing anything other than leaving them to die in their own squalor is not.

Since escaping local jurisdictions is trivially easy for most time-and-space travellers this Drawback assumes that the prohibition is being forced upon you by one of the 'major players', such as the Time Lords or the White or Black Guardian or similar entities that can actually monitor your activities over a wide range of time and space. You can *try* to conceal your activities if you're tempted to do something other than passively observe, but it will never be easy and you run a significant risk of discovery. What penalty awaits you should you ever be caught violating these strictures is up to you, but it will at minimum be something as serious as being declared a **Renegade.**

Renegade +200 CP (cannot be Non-Interference or Human)

Your own species considers you an outcast, if not actually a criminal. You take a significant social penalty in dealing with any member of your species who are not themselves renegades and sometimes even then. You may not visit your race's home territory or gain any access to its resources and you are potentially facing imprisonment and/or death if you attempt to do so without prior permission. And said permission will not be forthcoming for anything less than a dire threat that your estranged kin are reluctantly willing to admit they need your help to save them from. The wide reaches of time and space may welcome you, but barring a miracle you will never live among your own people again.

Humans being as balkanized and widespread a people as they are it is impossible to be a **Renegade** from the *entire* human race - no matter how many jurisdictions you're a wanted man in, there will always be some non-extradition haven or rival nation or suchlike you can go set yourself up in. Therefore Humans cannot take this Drawback.

Reality Compensators +400 CP

Whoops! In order to fit you into this universe's rather unique take on time, space, and continuity without excessive paradox Jump-Chan has found it necessary to temporarily disable certain aspects of your Jumper nature.

Specifically, your out-of-jump powers, items, and Warehouse access. For the duration of this jump you are restricted to your Body Mod, skills, and the purchases you make from this jump-doc.

Priority Target +400/700 CP

You are it. Pick one non-human race/organization. All people of that race now consider you their worst enemy and are willing to go to ridiculous lengths to find and kill you.

For races like the Sontarans/Judoon etc you get 400 CP. For Time Lords, Daleks, Weeping angels and other entities of these or higher Tiers, you gain 700 CP.

Stereotypical +400 CP

Like it or not, most races in this world have their quirks. Daleks and Cybermen are omnicidal, Time Lords were peaceful 'to the point of indolence', Weeping Angels are Weeping Angels… You know how it goes.

Now you're just like the others of your race. Anything that would have allowed you to retain your mentality is suppressed, and you become a true example of your species by in-universe standards.

This drawback is worth no points to humans.

Presumption +500 CP

You are absolutely convinced that you are the main character of the story, the person around whom the narrative entirely revolves. You're certain that you know best, that you're special, and that your plot armor is the thickest. You're here to show everyone else how it's done and save the day, so they should all just step back and let you get to work.

Here's the problem. You're absolutely wrong. You're not actually the smartest, you're not actually the prettiest, and you certainly aren't anywhere remotely as special as you think you are. And no matter how many times you blithely forge in where angels fear to tread and end up knocked flat on your arse, you simply won't learn. Basically, you're what happens when someone believes themselves to be a Complex Space Time Event and the universe doesn't agree.

To keep this from being a suicide drawback you will have just enough plot armor so that your risk of death is somehow the same as it would have been if you'd acted sensibly, and more importantly, so that you don't end up destroying the world because you're an overconfident fool. Your risk of humiliation, failure, and needing to be continually bailed out by those around you, on the other hand? Well, that's gone through the roof.

And of course if you actually have anything for being lucky or actually having plot armor, from this jump or any other, well, they've gone on vacation for the duration of this jump. Pity the poor Doctor or whoever else might be handy because they're going to end up working far harder than they would have needed to otherwise, as they'll not only need to save the day but also make up for everywhere you've bitched the works. And pity you if they ever fail to. We're giving you a reasonable amount of insurance but this isn't a safety guarantee.

Basically, if you don't want to spend ten years or more being the butt monkey of all Creation then you'd better legitimately be as good as you think you are *without* help from any plot armor… which will be nigh-on impossible, given that you'll think you're Mary Sue herself for the duration.

Valeyard Jumper +600 CP

Oh dear. You took one of *those* Drawbacks, didn't you?

That's right, you're facing Evil You. The flexible nature of time and reality around this place means that it's entirely possible that an alternate incarnation of you from further down your timeline might show up one day and try to retroactively steal your life for its own. Or that the darkest parts of your own nature might somehow be materialized as a separate entity. Or that you might just decide that you simply can't bloody take it anymore, or meet 'yourself' from a time track where you decided same. At any rate, you're now up against the toughest opponent you could ever have: yourself.

You are at least fortunate enough that at least they haven't had any more time to train than you have. This is a mirror enemy Drawback, not a superior scaling enemy Drawback. And you're even more fortunate that the nature of Time and Space in this setting means that simply being your future or alternate self doesn't necessarily mean they actually know every decision you're going to make in advance.

But that still doesn't mean it's going to be easy, because this isn't some inferior copy of you. This is *you*, your full equal, with his own copies of all your personal gear and weapons and every bit of knowledge, skill, and power that you have. If you want to surprise them with anything at all you're going to need to invent it on the spot, because there is literally nothing about you that they do not know right up to the very moment your two life-lines diverged. And with that depth of knowledge into you, even your attempts to be creative are still quite likely to be predicted at least in broad if not in detail… after all, they already know your style. And don't think time travel will be a trump card - any method you have access to he has access to as well, or something at least as good.

Forget about resolving this conflict non-violently, because there is literally no way for you both to keep existing in the same reality. By the end of the jump one of you two *will* fade away to total nonexistence, and the only question is which one. Even if they weren't utterly evil and without conscience they would still be fighting you with the desperation and mercilessness possible only to a man at the edge of extinction… and they are. Utterly evil and without conscience, that is.

While they don't have your Companions -- evil people traditionally have problems with that whole 'making friends' thing -- that isn't to say that they won't have minions of their own. Indeed, since they know exactly who and how many they're up against they're not going to be stupid enough to charge in at unfavorable odds, even if that means they need to train a million Daleks or suchlike on you first to get your outriders out of the way.

Good luck. You'll need it.

Notes

Okay, first things first. This just couldn't have been done without cliffc999. I mean, *probably* I could have, but seriously, it'd have taken forever and been much worse.

The full breadth of abilities and features possessed by all the things mentioned here is pretty much impossible to cover, scattered across as many episodes, books, comics and the rest as they are. So unless it counters something mentioned here, please go ahead and assume everything has all other abilities demonstrated only in that one book or comic, so long as it doesn't contradict anything said here.

If something *is* here and costs CP, though, you can expect the CP granted version to invariably be superior to whatever default version you get, but yes, you do get the defaults.

Also, remember that you still have access to your alt-forms unless you've taken a Drawback that says otherwise, which might help those of you who have chosen to become Daleks, Weeping Angels, or other such 'kill on sight' races get around in this setting without incident.

Feel free to hit me up at SB for any clarifications/queries.

Even though there is canon that suggests that being a Complex Space Time Event is a Time Lord racial ability choosing to be a Time Lord only lets you have it on a lesser tier, let's say as a mild luck and charisma boost. You will only receive the full benefits of that perk if you actually purchase it. After all, the Doctor gets the benefits even against other Time Lords, as do some humans. ~~Even though they had no business becoming companions.~~

No, you cannot look into the Time Vortex and become the Bad Wolf and neither can any of your Companions. That's Post-Spark locked content.

Species Tier examples

100: Sontaran, Slitheen, Sycorax, Judoon,
200: Chulan, Zygon
400: Osiran, future Humanity