TARDIS SUPPLEMENT

Greetings Jumper so it seems you've gotten lucky and have acquired one of the most advanced vessels ever constructed and this supplement can be used with any jump you wish to boot. Time, space even! Reality is at your fingertips, or perhaps not, one never knows in the great cosmos what wonders and terrors might await the intrepid explorer. However, before you can hop in and start exploring you must answer a quick little survey about what kind of vessel it is. If you want some ideas, a stroll through the TARDIS technical index at https://www.whoniverse.net/tardis may help. Take this 1,000 TARDIS POINTS and answer the questions below. If you feel you don't have enough TP you can always change CP into TP at a 1CP:3TP exchange rate.

TARDIS ERA

The most important question obviously is just what era your TARDIS came from, please choose from the below options.

ANCIENT TARDIS: Free

Ah so you stumbled across one of the earliest models ever built somewhere between Type one and Type twenty nine. You'll need to take the primitive dimensional stabilizer and faulty chameleon circuit drawbacks for no TP I'm afraid with this era. Still a fine old ship with millennia of experience and knowledge stored in its databanks why some even say they've become sentient and can be imported as full-fledged companions in their own right. Still, I'm sure that's just an old time traveller's tale based on the fact they're sometimes not where you left them. These ships have a few rooms for you to customize as you like with carpets, decorations and other bits and pieces you may pick up over the years. They still do everything you could want from a time ship which is to take you across time and space, no dimensional travel I'm afraid. Just be aware you're taking on a large responsibility in keeping the repairs up to date and the odd space pirate looking to acquire a nearly unique vessel as most have been destroyed long ago.

Decommissioned TARDIS: -100 TP

I thought this might be the case: the Type thirty to fifty nine TARDISes are indeed the ones most likely to be found by someone wandering around the universe. Many of them are still held onto by old time lords reminiscing about the glory days, got lost on a joyride or just stashed in a quiet time period by a rogue Time Lord as a backup vessel. They do tend to come with quite a few faults and some systems are simply too old to be upgraded to the latest patches but nothing you can't fix with a bit of work and some tinkering, I'm sure. These variants are also the ones most species are familiar with given one of the Time Lords most well-known rogues The Doctor who pilots a Type forty capsule. They come with all the standard features you may expect from a TARDIS dimensional architecture which gives you twenty eight thousand rooms in a box barely bigger than you, desktop themes to easily adjust the interior look to suit your tastes. We do recommend you avoid the leopard print as it's a bit tacky. They can even manage dimensional travel in the local brane with a bit of help. No revisiting previous realities till post spark though.

Modern TARDIS: -200 TP

Oh, now how did you get a hold of this? What you have here is a type sixty to eighty nine one of the TARDIS in use right up to the time war with all the latest features and patches. It's even got that new TARDIS smell right off the coral reefs. You can tell by the panel here see it's got the four dimensional scanner and Hostile Action Displacement System built in unlike the older models. Which is not to say it can't travel between dimensions without help or to jumps you were in previously at all till post spark.

TARDIS PERKS

Well now we know what era your TARDIS is from; perhaps you could go over what add-ons were installed in it to give it that special one of a kind feeling.

ADVANCED SYSTEMS -200 TP (Restricted to modern TARDIS only)

Oh, dear it seems I was wrong about your TARDIS: it's not actually a modern TARDIS at all. Look at this number here: what your piloting is one of the few prototype TARDIS built during the Last Great Time War itself when they experimented with all sorts of ideas to defeat their enemies including force evolution and magic. Who knows what mysterious secrets this vessel might hold. More practically having this means rather than the interior being the size of a metropolis it is truly infinite inside and it can even travel between the local dimensions without outside help or post spark back to previous jumps.

Hostile Action Displacement System: -100 TP

With this you don't need to worry about your TARDIS being destroyed while you're out. In the event of some catastrophic event or deliberate attack that would threaten its destruction this system will make your TARDIS automatically jump to a nearby safe place. It'll probably even be on the same planet and time period. If not well I'm sure it'll find its way back to you at the start of the next jump or in ten years if you don't locate it first.

Four Dimensional Scanner: -100 TP

Any old species can make a viewer that shows you what's outside the door. This one can place the viewing location anywhere within one astronomical unit and up to a day earlier or later in time.

CAPSTONE BOOSTED

The viewer is even able to view adjacent dimensions in the local brane such as heaven or hell in a pathfinder reality or universes where choices when a different way in the slider reality.

RESEARCH CAPSULE: -50 TP

This state of the art laboratory contains all the equipment you need to conduct research in one of several different fields of science e.g. physics, chemistry, biology and so on. It can be purchased multiple times for different disciplines. With this you will find that any reasonable scientific tool and common supplies like acids or bases are right at your fingertips.

CAPSTONE BOOSTED

Now you might even find unreasonable scientific tools like the de-evolution ray or rare and unique supplies such as liquid adamantium in here. Please fanwank responsibly.

SCOUT CAPSULE: -100 TP

How . . . just how did you find this? The entire purpose of these upgrades was to help the TARDIS blend in and avoid detection; it should have been impossible for you to stumble on this. Well let's go over what this panel can do for you. Not satisfied with the ability of most TARDIS's to change their outer appearance in order to blend in with the local environment this model has three dimensional extruders allowing it to create an actual physical object around it. To put it in simple terms the standard chameleon circuit will change the TARDIS appearance to blend in such as becoming a pillar. This will create a real physical palace complete with verdant oasis so it can hide as a pillar in that palace. In addition to this it can adjust the inhabitant's reality quotient . . . it can make it so you can operate on a scale of your actions and interaction will have zero effect on the original history of that era and location guaranteed through to your being more stable than the surrounding era so if someone did change history your memories would be unaffected. Finally, it can create a local history for you and just the local reality to fit it in so if you arrived in say fourteen eighty London people there would remember you having lived there for years.

Armory: -100 TP

Ah yes, the war era TARDIS's did get modified for this. What we have here is a comprehensive armoury with a wide range of weapons and ammunition. Well, we would if someone had removed it all at some point. Still, it seems the weapon maintenance systems are all in good condition. Stick any weapon you like here and it will be repaired, maintained and even have its ammunition replenished within twenty four hours. Oh . . . it seems the copying systems are in working order as well and will replicate any weapon that's destroyed again in twenty four hours, oh no my mistake its destroyed or used, I do hope you're not going to store any reality destroying bombs in here.

CAPSTONE BOOSTED

Seems they forget to remove the weapons from this one, you can find pretty much anything in here, if you can find anything in here. It should only take you a few decades to go through it all.

DATABASE ACCESS: -100 TP

Seems you have a copy of the Celestial Intervention Agency's hacking algorithms in your TARDIS records; well, that could be useful! They can hack into any connected system short of an advanced time society and gain you official access to its resources. Won't stand up against an actual personal inspection but if it's in a database somewhere so are you.

COMPUTING POWER: -50 TP

Ah Gallifreyan hard drives are such wondrous technology in practical terms what you have here is a super computer the size of a solar system with the computing power of well something very computery. You could store the entirety of the human race in here and not make a dent on the storage . . . no, no not store their knowledge and information I mean store them. See here you have the ability to move things in and out of virtual storage, with practice you can even reshape your virtual environment while in there.

INTERNAL SENSORS: -50 TP

Nothing much to see here, just internal sensors that can track anyone and anything moving around inside the TARDIS including shapeshifters.

CAPSTONE BOOSTED

The sensors are now able to even detect cloaked beings or objects whatever method they use to try and hide.

MEDICAL CENTER: -100 TP

A nice little medical bay here has the tools and equipment for pretty much any medical procedure or surgery you can dream up.

CAPSTONE BOOSTED

This TARDIS seems to have had the Nanogenes added to its medical database and can heal anything short of death anywhere inside it within seconds.

HOLOGRAPHIC SUITE: -50 TP

Oh, this could be handy this TARDIS has been fitted with a complete suite of holographic and forcefield projects. It can generate holographic people anywhere inside it or using the light bee's outside as well. Currently its only able to run six followers to provide security, research, medical or other functions but that can be upgraded with time and work.

CAPSTONE BOOSTED

It’s also got a small selection of light bee’s that allow it to operate them outside its dimensions, oh and the ability to create internal forcefields to separate different parts of itself if desired.

GARAGE: -100 TP

Nice little garage here able to store all sorts of vehicles, maintaining and refuelling them. As well as replacing any that might be destroyed in twenty four hours.

FORM TARDIS: -300 TP

Oh, you hit the jackpot here. What you have here is one of the most advanced vessels ever created; it's a form TARDIS. What is a form TARDIS you ask? It is a capstone booster, a companion and a fully sentient and sapient being in its own right. Yes, you heard me correctly this is not just a vessel it’s a friend, companion and being who will follow you on your adventures as a full-fledged companion from the very beginning gaining all the rules and benefits that come from that. You will of course have to help them develop their own personality, behaviours and preferred form to walk around the world interacting with it but I’m sure you two will get along famously.

TARDIS DRAWBACKS

Of course, not everything is fun and games sometimes when a vessel travels time and space it can get a bit . . . squirrelly. Does your TARDIS have any faults or flaws that might make it tricky to travel in?

I’M the TWELFTH DIMENSIONAL BEING HERE: +50 TP

Sometimes a TARDIS can develop its own ideas on how best to go about things and will make that quite clear to the lesser beings travelling around inside it. This usually manifests in controls not working, atmosphere conditions changing such as becoming freezing cold or it just overriding the destination set to go where it feels the jumper needs to be.

COWARDLY: +50 TP/+100 TP/+200 TP

A HADS system allows a TARDIS to jump out of a dangerous situation but some don’t want to wait till they’re at risk of destruction. This TARDIS will at the first sign of danger go somewhere else like your warehouse. Of course, since it will also have changed form to blend in there you might have a time finding it. For one hundred TP your TARDIS has decided your warehouse is a nice safe place to hide from the scary universe out there and will whenever you take your eyes off it hide somewhere inside it. For two hundred TP it is terrified of a specific common item such as dogs and if there are any present where you’re trying to go will instead land as far away as it can such as on the moon and refuse to go near that planet full of dogs no matter what you do.

HAUNTED: +50 TP/+100 TP

The time vortex is home to many strange beings and most TARDIS are shielded against them. Yours was not strange voices will echo through the halls and mysterious beings can be glimpsed going about their own inexplicable duties. For one hundred TP these beings are hostile if minor threats and can attack the jumper or their companions. While normally they won't be much of a threat to an experienced jumper, they can be quite dangerous to normal humans or someone who has already exhausted themselves.

SHIFTING STRUCTURE: +50 TP/+100 TP

A fault in the architectural systems causes your TARDIS' interior and exterior to randomly shift over time. So, corridors can lead you to somewhere different to where they went last week or their chameleon circuits might shift overnight from a lamp post to a tree. For one hundred TP these shifts occur much more rapidly. You might enter a room to get a drink then on leaving rather than finding yourself in the corridor your now in the engine room.

PRIMITIVE DIMENSIONAL STABILER: +50 TP/+100 TP

As with everyone else Timelord technology advanced over time, I'm sorry but your TARDIS got an earlier version of the dimensional stabilization technology. For fifty TP it only has a couple of rooms, no more than half a dozen. For one hundred TP well, you don't actually have a dimensional stabilizer at all and the interior is actually smaller than the exterior. It will still take you anywhere you want to go you just might be sleeping under the console.

FAULTY CHAMELEON CIRCUIT: +50 TP/+100 TP

Seems like the chameleon circuit is broken on your TARDIS. For fifty TP it's gotten stuck in a form such as an organ pipe or gate and will keep that form regardless of where it goes in time and space. For one hundred TP it actually works in the reverse of what you expect and rather than trying to blend it your TARDIS takes on forms that are designed to attract attention like a gingerbread house or a shining crystal tree in the middle of downtown London.

NO INTERNAL POWER SOURCE: +200 TP/+300 TP

Your TARDIS doesn't have any ability to generate its own power and is only good for a half dozen jumps before you need to stop off at a nearby supernova, interdimensional rift or other source of massive energy to siphon some off to recharge its batteries. This charging takes on average six hours and if cut short will provide one jump per hour charged. If you manage to drain the batteries entirely, you'll find all internal systems also shut down till you can run some jumper cables from somewhere. For three hundred TP it only runs on its own universe's power and can't work off power sources from different dimensions that its own original one. Post jumps this dimension will automatically update to the jump's prime reality. That is whatever the prime dimension is for your new reality is where it can now charge. For a marvel jump it cannot charge in other dimensions or realities only the one you start the jump in.

Walter: +300 TP

Jumper this is Walter, Walter this is the Jumper. Walter is now going to follow you everywhere in this jump and future ones smoking his pipe and criticizing every decision and action you make from now on, everywhere you go and he will do so in a very loud and whiny voice. He can't be killed, reasoned with, erased from existence or gotten rid of in any way. Even if you teleport to a completely different reality, you will find him there smoking his pipe and criticising you for taking so long. I'm not sure why you'd want this but well he's now going to be with you for the rest of eternity and you're probably going to get in a lot of trouble because every time someone gets insulted or angered by his comments they will blame you for them. The pipe smoke does not smell good.