Doctor Who - Yssgaroth Campaign

A **Doctor Who** Jump by SpiritualStill

Version 1.0



"So powerful were the bodies of these great creatures, and so fiercely did they cling to life, that they were impossible to kill, save by the use of bow ships. Yet slain they all were, and to the last one, by the Lords of Time. The Lords of Time destroying them utterly. However, when the bodies were counted, the King Vampire, mightiest and most malevolent of all, had vanished, even to his shadow, from time and space. Hence it is the directive of Rassilon that any Time Lord who comes upon this enemy of our people and of all living things, shall use all his efforts to destroy him, even at the cost of his own life." ~ The Record of Rassilon, "Vampire Army"

Hello, Jumper, and welcome to the Whoniverse. I'm sure you know of the Time Lords, UNIT, the Daleks and Cybermen and Doctor. Well, I'm here to tell you that you'll be seeing none of those, as we are going far back in history, to the Dark Times of creation. In these early days, the Time Lords began their hegemony across creation, and would soon begin the Anchoring of the Thread. It was either this action, or perhaps something else that saw the Great Vampires descend into the cosmos, the Spiral Politic. In the end, the Time Lords defeated the Great Vampires, and their hegemony over the cosmos was restored.

You will be arriving in this chaotic era, and will spend the next ten years here. Select when in the war that you appear, so long as it is at least ten years before its conclusion. Take this:

+1000 Eternal Points (EP)

Origin Selection

You are free to choose any age, sex, and gender that you please, so long as it fits within the setting. Similarly, you are able to start anywhere in the Universe, as no part of it is untouched in the war. Any perks and items that you select down an origin line receive a 50% discount. Perks that cost **100 EP** and Items that cost **50 EP** are Free instead.

Race Options

You may select only one option.

Lesser Species of the Universe [+200 EP]
Though the main contenders of the thousand year war against the Great Vampires were the Time Lords, there were a number of other races involved, including the Qwerm. Select any of the races of the Universe that might have existed at this time, or create one. The only real requirement is that they are *much* weaker than the Time Lords or Vampires.

Time Lord [Free/200 EP/600 EP]
The Masters of the Universe, who may or may not be the "Space Lords" at this point. Born on the planet Gallifrey, the Time Lords will grow to become the absolute masters of the Spiral Politic - to the point where it bears its names and laws. Of course, no matter the cause, the Vampires only really became a threat because of the Time Lords, who caused their manifestation into N-Space.

For **Free**, you are a standard Time Lord, having all of the same sorts of power as a typical one. For **200 EP**, you may become of the Were Lords, who are a lot like regular Time Lords, except they can transform into werewolves that can fight a Great Vampire on their own. For **600 EP**, you are a special Time Lord, with similar strength and power to figures like the Triumvirate. Beyond being physically capable, your psionic strength and willpower are immense, able to become the godlike master of an antimatter universe, stop ships from breaking up, rip people from their timelines (also defying the First Law of Time), temporarily freeze time for communication, and quite a lot more.

Great Vampire [200 EP]
The Enemy (not that one) of the Universe, who swarmed from nowhere and drained whole worlds. Hailing from the Spiral Yssgaroth (probably), the Vampires were the equals and opposites of the Time Lords, possessing immense power. They could fly through space with sheer power, hypnotize whole worlds, regenerate from nearly any injury, and were impervious to energy attacks. The caveat of this is that their immortality is sustained through life force - it was said that even just one of them could drain life from whole worlds. Furthermore, they have one weakness: the destruction of the heart will kill them.

Alignment Options

Select only one.

Spiral Politic [Free]
Also known as “the Universe” or N-Space. The Spiral Politic is the realm that the Time Lords currently rule and impose their will upon. It is currently under threat by the Yssgaroth.

Spiral Yssgaroth [Free]
The current enemies of the Time Lords and life at large. The Yssgaroth is an alien reality that may or may not be a singular consciousness - an anti-structure that generates hostile threats based on the fears of the Time Lords and lesser species..

Perks

Undiscounted Perks

Continuity Snarl [Free]

Oh *dear* ***God*** is Doctor Who horribly inconsistent - sometimes you can't even expect consistency in the same era! As you might have guessed from the vagueness that I alluded to, the actual cause of the Vampire Wars is terribly inconsistent. Maybe the Anchoring of the Thread triggered the Great Vampires. Maybe it was an experiment by Omega. Maybe the Vampires didn't do anything and Rassilon decided to be a hater. Maybe the Kotturuh caused it. Really, the possibilities are endless.

When a setting has vague or dubiously consistent details, you are allowed to decide which parts of it are canon and what are not.

The Thousand and Second Night [Free]

In one story, the war between the Time Lords and Great Vampires was described as a story using Allah, the angels, and the djinn. For obvious reasons, that's definitely not an accurate portrayal of things. Another story that is unrelated but highly relevant is the *Dharmayuddha*, which recontextualizes the Kurukshetra War (you know, the one from the *Mahabharata*), as part of the Anchoring of the Thread. Whether you believe any of these stories in their literal or metaphorical states, they can prove useful. Now, when travelling through jumps, if you stumble onto some piece of myth or folklore, you will find that, even if not literally true, it holds many significant details that are valuable.

Spiral Politic Perks

Race Memory [100 EP]
It is known that all worlds of the Spiral Politic eventually went on to have stories of vampiric creatures, which is a direct result of the war between the Time Lords and Vampires. In each world, you'll find that you feel a certain set of "superstitions" that are actually true in some sense, and you'll intuitively know *why* a memory is important when you come across it.

Vampiric Mutation Template [100 EP]
Long after the vampires were hunted to the last, their nature permeated the Universe, permitting for vampiric/haemovorous lifeforms to exist. When a setting encounters alien or extradimensional lifeforms, their "essence" is capable of being gained by you, though how exactly this works will vary.

Retro-Annulment [200 EP]
When the Time Lords eventually won the war, it is alleged that they retroactively destroyed worlds that were taken over by the Yssgaroth, as an act of mercy upon the people tortured by them. Whether or not that happened is up for debate, but as one famous incident showed, the Time Lords were not above retro-genocide. This is a considerably less extreme version of that, and now whenever you defeat an opponent with finality, you can retroactively have it never have happened. You may decide if people still remember the original history.

Mirraflex's Visions [400 EP]
General Mirraflex was one of the Time Lords that made a name for themself during the Yssgaroth Campaign, gaming a bloody reputation, and even founded a House of Gallfrey. It is a rumor that Mirraflex founded his House as a result of having an apocalyptic vision of the future, which has some weight to it on account of the fact it was a martial house to begin with. You possess an admittedly limited ability to perceive events in the future, which are generally vague, but will point you towards the best courses of action.

Conqueror of the Yssgaroth [600 EP]
Of all the innumerable pompous titles of Rassilon, this one is actually one that is justified, considering he played a huge role in the war, and even had a throne made of skeletons of vampires. That is extremely metal, and few can aspire to that level of coolness. You perhaps match their level, as you are exceptionally powerful against creatures that go "against" your view of the universe, which includes extra-dimensional beings and those who practice magic.

Spiral Yssgaroth Perks

Swarming from Nowhere [100 EP]
How the vampires came to the Spiral Politic is a complete unknown - the Doctor many years in the future said they came from nowhere. Indeed, it was never recorded by the Matrix itself, and there were many dissenting opinions, down to whether they were even from another universe. In every Jump, you are permitted to define your own history, regardless of your technical choices.

Reservoir of Evil and Pain [100 EP]
Even though the Yssgaroth was banished from the universe by the Time Lords, their presence still persisted, able to seize the minds of humans to enact them to perform terrible crimes. You are able to influence mortal minds to obey your commands or some other form of strangeness, regardless of whatever form you take.

Anti-Structure [200 EP]
One theory of the Yssgaroth is that it and its many spawn are not exactly "alive", but instead take on dangerous forms from the fears of other races projected onto it. You are now capable of taking on existentially terrifying forms of your many foes, serving as "predators" of them. Do be aware this won't exactly increase your full power, but it will alter your current strength to best fight your enemies.

Eye of the Yssgaroth [400 EP]
There is some speculation that, though there are innumerable beings from the Yssgaroth, it was actually just a singular lifeform, splintering itself many times over. You are similarly able to create pieces of yourself with varying levels of powers and capabilities, with all of them sharing a hivemind with you.

Tainted Existence [600 EP]
Similarly to how life from the Spiral Politic defines reality through the observation effect, the Yssgaroth too can do this. As a result, they can "corrupt" lifeforms through contact. This effect for you is a fair bit stronger, as you can subvert the very laws of physics around, changing it to suit your desires.

Of course, this also lets you share your powers with your subordinates. One conspiracy claims that the regeneration of the Time Lords comes from Yssgaroth taint, after all.

Items

Unless otherwise stated, should your items be lost or destroyed, they will return to your Warehouse within twenty-four hours. Additionally, you may combine them into similar enough items that you have.

Spiral Politic Items

Bowships [50 EP]

What do you use to kill a mighty vampire? Easy: giant fucking stakes to the heart. You are in command of one of the 700 Bowships constructed by the Time Lords (*probably* devised by Rassilon), which is equipped with a supply of bolts of steel, thoracite arrows, that can rip through a Great Vampire with ease. It's also equipped with stasers - laser weapons with regeneration- and Regeneration-nullifying capabilities (that can be made non-lethal if desired). Optionally, you may install an artificial intelligence on the ship, though it will be sapient.

Jumper's Automatons [100 EP]

Known later on as the Raston Warrior Robots. These little bastards are some of the most fearsome and deadly creations in the universe. They can teleport, jump in the air, move at the speed of lightning, are practically immune to laser and energy weapons, could fire lethal discs and arrows, and dismantle a squad of Cybermen in moments. They had infinite energy powering, could effortlessly reattach their heads, and even if destroyed, could simply reconstitute themselves. Rassilon devised these death machines, but is in command of a squad of roughly twenty of them.

N-Form [200 EP]

When it comes to superweapons, the Time Lords just can't be beat. N-Forms were machines that operated in-between dimensions, anchoring themselves in baseline reality via attaching themselves to objects at the molecular level, which could then be bonded to living beings who ingest it. N-Forms pack enough power to destroy entire planets, and can open tiny dimensional rifts to appear in thousands of spots at once. You now have one of these N-Forms wholly loyal to you, attached to a formerly mindless vessel ideal in appearance for you and functionality for the N-Form.

War TARDIS [400 EP]

Oh yes, the Time Lords had these bad boys, and you'll find them more advanced than a certain antique belonging to a future renegade. You possess a Type-94 War TARDIS, which has all the bells and whistles of TARDISes below its level. War TARDISes had the nasty habit of changing the personality of the wielder to match its self-preservation, but it seems that this one already matches you perfectly.

Spiral Yssgaroth Items

Livestock Pen [50 EP]
According to one account, the Great Vampires weren't actually swarming monstrosities for no reason, and were actually peaceful, having bred livestock for their blood. Whether or not that claim is actually accurate is another matter entirely, but you can certainly live it, as you now have non-sentient livestock that best fulfills whatever role you require. As a member of the Yssgaroth, it's filled to the brim with the best blood out there. In future jumps, it might take on the form of having particularly great steak.

The Mad Ones [100 EP]
What bad guy *doesn't* want a quirky cast of side characters? You now have three vampiric followers, all of your design, and of immense power. They are connected to you via telepathy, and are entirely loyal to you, with no force being able to change it.

Coffin Ship [200 EP]
These are some *weird* ships, to be certain. Shaped like an inverted cathedral, the Vampiric Alliance used these to travel throughout space. Obviously, you don't necessarily need it, but these do come with a hundred or so loyal lesser vampire subordinates. As a benefit, they are also cucurbites, and while it no longer requires blood to operate, it can do so if needed.

Jumper's Ooze [400 EP]
Stahlman's Ooze is a mysterious substance foolishly released by humans during the infamous Inferno Project, which turned humans into the wolf-like primords. You might obviously be wondering why the fuck that substance is in the core of the planet. The answer is that it's actually tainted from the Yssgaroth, which is why it triggered such strange mutations. Whatever the cause, you now have some equivalent of the ooze, which transforms beings of lesser constitutions into your servants.

Companions

Import/Create Companion

For every **50 EP**, you may either create or bring along any companion you want, with them getting **+600 EP**.

For **200 EP**, you may import as many companions as you want, or create up to eight companions. Each companion receives **+600 EP** to spend.

Recruitment Drive [100 EP]

If you can convince them, you are able to recruit any canon characters that you want.

Drawbacks

Here For the Plot [+0 EP]
Who wants to stay here for ten years? You may leave as soon as the plot is finished

Supplement Mode [+0 EP]
You may choose to have this mode either supplement any other jumpdoc, or have it supplemented by any other doc that you please.

Prolonged Stay [+100 EP]
Stay a while longer, why don't you? For an extra **+100 EP**, you stay in this Jump for an extra ten years. You may take this as many times as you want.

The Need for Blood [+200 EP]
Ostensibly, the Great Vampires required blood to live. In practice though, they can spend significant times without a lot of it - the King Vampire likely lived for millennia before the *Hydrax* had arrived. Well this is going to be an issue for you, because for whatever reason, even as a non-Vampire, you now need a steady supply of blood, lest you slowly go mad. If you have **Livestock Pens**, they'll certainly help, but it's more of a helpful buffer.

A Plague Through Time [+400 EP]
In the accounts where the Time Lords accidentally summoned them through the Anchoring of the Thread, they were a cancer on the time stream itself, appearing in different points in history. You'll now have to track down and hunt the Yssgaroth through time as well as space - and unfortunately, destroying them at the earliest point in history doesn't remove them from future points, as they are different ones.

The Coming of the Kotturuh [+400 EP]
Well shit, this is going to be a really big problem. You see, the Kotturuh are a race of immensely powerful beings that worship Death itself, and dispense mortality itself. In the standard timeline, the Kotturuh deemed the Time Lords as having much to offer the universe, and the Yssgaroth maintained their immortality at the cost of needing to feed on mortals.. Now? It seems they intend to destroy your side. Luckily for you, help of sorts will arrive, though things will get rather complicated in a hurry. You don't have to worry about the events of the far future however - they'll probably work themselves out.

The Fallen Universe [+600 EP]
When you arrive during the War, things are in dire straits, as the vampires currently hold the advantage against the Time Lords, and are pushing them all the way to Gallifrey. You must help the Time Lords gain the advantage, and cannot leave the Jump until you do. If you are part of the Spiral Yssgaroth, the opposite is true.

Perk Lockout [+600 EP]
Any perks from out of this Jump are sealed for the duration of this one, unless part of your Body Mod.

Property Lockout [+600 EP]
Any items or properties from out of this Jump are sealed for the duration of this one, unless somehow part of your Body Mod.

Memory Lockout [+600 EP]
Any memories from out of this Jump are sealed for the duration of it, and as far as you can tell, you have always been a person from this world.

Equivalent Enemy [+1000 EP]
One theory on the Yssgaroth is that the Great Vampires are, in truth, the Yssgaroths equivalent of the Time Lords, and if not, they are born from the fears of the Time Lords. To that end, you now have your own foe, an enemy equal in power to yourself, who seeks to hunt you down, and drain your blood.

Final Choice

Your journey in this Jump is over, and now it's time to decide your next move.

Go Home: Do you feel nostalgic for home? You return to your home world with everything you've brought with you so far.

Stay Here: Were your adventures here that impactful? You now stay in this Jump, with everything that you've gained.

Move On: There's always something new to experience. You move to your next Jump.