



JUMP!

(Text-based. Version 1.1. By Miffed Anon)

Oh, hello there! Who are you? A "Jumper," you say? Why, that's new. We don't get many of those around these parts. You can't be any weirder than what we've already got, though. Make yourself at home.

Now then... you seem to have slipped through a crack in space-time. How exactly you managed such a feat is a mystery, but the fact remains that you've been temporally displaced. I can help fix that for you. All you need to do is use

1000 CHOICE POINTS

to determine how exactly you ended up here, and what you look like. Now, I can't fix everything about you: your gender, your age, all of that will probably remain the same. But, by some stroke of luck... you've been given the chance to change everything else.

To begin with, I feel it might be best to start with your...

SPECIES

What better way to start than with the absolute basics, eh?

HUMAN (FREE) — You're a plain-old human being. The Doctor has a particular fondness for your species, for reasons unknown, and it's very likely that you will end up as one of his Companions. Should you wish otherwise, however, you may go about your own adventures without his involvement.

ALIEN (FREE) — You're not a human, nor a Time Lord. You're... something else. A Judoon, a Dalek, an Ood, a Cyberman. As long as it's alien, and originates within the Whoniverse, you'll bear a striking resemblance.

TIME LORD (100 CP) — You're a Time Lord, known far and wide for your mastery of time travel and regenerative capabilities. Your ilk are regarded as gods by many, near-gods by many more, and immortal by most.

You can only take traits or drawbacks from your own special categories.

ROLE

What role will you play in this world?

All of these are free.

COMPANION — You're one of the Doctor's companions! He's taken a shine to you and decided to bring you along with him on his many adventures across space and time. You'll have constant access to his TARDIS and all its functionality, as well as the Doctor himself.

ADVERSARY — You're one of the Doctor's many foes. Whether the hostility is mutual or not, you have something against him. You will likely spend a lot of your time here chasing him down, getting chased down by him, or otherwise interfering with the Doctor's plans somehow.

OTHER – You fit some other, less direct role. Maybe you're a future reincarnation of the Doctor taking his place, maybe you're entirely unrelated to any of his shenanigans and just want to explore the universe alone. Whatever your goal may be, this option covers it.

Now that your species and role in the world is certain, it may be handy to establish some smaller things about where you came from. How you got here is up to you, but *when* you got here is surely of greater interest to a time-traveling Time Lord. Assuming that you haven't struck it out on your lonesome, or assuming that you have chosen to be a human, it might be handy to **roll a d2225 to determine your year of origin.**

If you want to, of course. You can always determine the era you came from on your own if you'd prefer it. None of it really matters; if you've got any form of time travel, it's not likely you'll be staying here much in the first place.

With that settled, it is of the utmost importance that we determine where exactly you'll be going... and which Doctor you might encounter along the way.

ERA

Which Who is for you?



Every era is free. If you chose Companion as your role, you may also pick which Doctor you'll be traveling with when picking your era. You can accompany two consecutive Doctors, through one's regeneration into another, by paying an additional 300 CP.

PRE-WAR WHO– Your Doctor is one of the first Eight, unburdened by the tragedies of the Last Great Time War. He's known for encountering men in rubber suits and seven-part serials on Time Lord law. The world you inhabit is a campy one, but built on almost thirty years of British telly history.

POST-WAR WHO– Your Doctor spans from the Eighth incarnation and beyond. His era is one of dramatics and great changes, defined by the scars he bears and accentuated by the jovial personalities he hides them behind. It is far more controversial, with arguably more downs than ups, but it is yours nonetheless.

EXPANDED WHO– Your adventures won't take place solely within the bounds of television or cinema. Instead, they'll branch out to comic material, audio serials, novelizations and more. Your Doctor may be one from any era, but his adventures will mostly derive from side material that most fans may be unfamiliar with.

PARODIC WHO– Something’s... off. Your Doctor looks funny, and his world seems to work on cartoon logic. Nobody questions anything about this world, least of all the Doctor himself, and it’s very likely that any adventures you go on will be ones of pure comedy and outlandish hijinks.

With your surroundings settled, you may as well pick out some bonus perks for yourself.

HUMAN AND OTHER TRAITS

What makes you special?

Discounts are one-time and half-off. All are clarified next to point cost.

HISTORY BUFF (100 CP — HUMAN DISCOUNT) – You understand the ins and outs of every time period you visit on Earth. You’ll know the appropriate customs, the appropriate attire, important and recent events... if a native were to look at you, you’d come off as a well-educated native to them. This knowledge does not extend to alien planets.

BRUTE (100 CP — ALIEN DISCOUNT) – You’re proficient in hand-to-hand combat and very good with improvised weaponry. You can make a crude weapon out of most anything, and have deep knowledge of most martial arts. If your species has different variations based on combat capabilities, you are one of the most capable out there.

ALIEN NATIVE (200 CP — ALIEN DISCOUNT) – You can fit into any alien planet as if you were a native. You have extensive knowledge of alien cultures and customs. You know exactly what to say in alien presences, you know exactly what to wear to appear well-dressed, you know their history and what they

treat as sacred. You can blend in so well that most aliens will likely accept you as one of their own.

CANDIED TONGUE (200 CP — COMPANION DISCOUNT) – You are excellent at negotiation and teamwork. People will assume the best of you and are more likely to cooperate with you than not. This extends to manipulation through sugary-sweet lies and other feel-good suggestions, but if you start using this power for manipulation people will distrust you even more thoroughly than they usually would.

TINKERER SUPREME (400 CP — HUMAN DISCOUNT) – You have an encyclopedic understanding of technology, alien and not. Any piece of tech you come across, you'll be able to understand well enough to take apart and put back together. You can even invent technology that doesn't exist yet— so long as it isn't Time Lord levels of complex or otherwise in the realm of Type 2 civilizations.

DAY OFF (400 CP — COMPANION DISCOUNT) – Whenever you wish, you may have a peaceful day all to yourself. You can guarantee that absolutely nothing negative will happen to you that day, and you can even get a break from your companions (Doctor included) if you so wish. You can only have a week off per month, and only three of these days consecutively.

UNIVERSAL DOCTOR (600 CP — OTHER (ROLE) DISCOUNT) – You can heal any wound, cure any disease, and perform any operation on any living creature. This includes animals, and even spiritual entities if you somehow manage to find one of those. The quality of these operations may vary— you'll still want to get some experience with specifics, but you'll have enough inherent knowledge to avoid immediate malpractice.

HUMAN AND OTHER DRAWBACKS

We can't all be perfect.

Drawbacks are capped at +600 CP maximum.

OVERSHADOWED (+100 CP — COMPANION ONLY)– Your time with the Doctor leaves you overshadowed. The Doctor will always prefer another companion, one of an especially annoying nature, to yourself. He'll ask their opinion before yours, take their word more readily than yours, and will generally ignore you on a far more regular basis. You'll have to work extra hard to get the attention that any regular companion gets by default.

SORE THUMB (+100 CP — ALIEN ONLY)– Even for an alien, you're weird. You won't blend in anywhere. On your home planet, people will think you're a freak or a loser. Elsewhere, people will be terrified of you. It will be very hard to leave a good first impression on anybody, and people might immediately assume you're a threat. This drawback can eventually be overcome with a good reputation or certain items.

TURBULENT RELATIONSHIP (+200 CP — COMPANION ONLY)– You and the Doctor are on... rocky terms. You argue, you fight, and you never seem to make up or get much better. He may be bringing you along begrudgingly, or have had a falling out with you at some point, but whatever the cause... he's not a fan. You'll be less likely to receive any help from him, and might want to invest in some transport unrelated to the Doctor... just in case.

TRAITOR (+200 CP — ALIEN ONLY)– You've been branded a traitor to your species and are now either on the run or in exile. Whenever you meet another member of your species, you will immediately be recognized. Any encounters with your

species have a chance at getting you arrested, and your species' allies might treat you similarly.

XENOMNESIA (+300 CP)– You will never remember anything about alien species. Not their names, not their faces, not your encounters with them, nothing. Every time you learn about something not from Earth, you'll be genuinely surprised. *Every* time. If the Doctor so much as mentions that he's an alien, you'll be shocked. If you see an alien, you'll shriek like a little girl. This will get very annoying very quickly.

PRIMITIVE (+400 CP)– You're a bit stuck in the past. Whatever era you came from, you'll be unable to ever understand technology from beyond it. You won't understand how to operate it, nor create it, nor anything about it. You might go so far as to be afraid of it. If you're an alien, you won't understand anything your species didn't make.

TIME TRAVEL SICKNESS (+500 CP)– Every single time you time travel, you'll fall seriously ill. Vomiting, headache, fatigue—these are but a few of the symptoms. Whenever you experience time in any order aside from natural progression, you'll be bedridden with these horrible afflictions. There is no cure, and there is no escape. This sickness can last up to a month depending on how drastic the time change was.

TIME LORD TRAITS

Across your many lives... some things will never change.

Discounts are one-time and half-off. All are clarified next to point cost.

STASIS CUBE ARTIST (100 CP)– You are an expert in creating stasis cubes: a type of Gallifreyan art that involves freezing moments of time in eternal stasis. You can essentially make living oil paintings, stored within a frame that's bigger on the inside, that can house any myriad of events or organisms.

ELECTIVE SEMANTECTOMY (100 CP)– Whether you're of a Great House or not, you now have access to Elective Semantectomy. This allows you to remove every single instance of your name from history and replace it with a title of your choosing. This is how the Doctor abandoned his name, and is standard procedure for almost any renegade Time Lord.

PERFECT CHEMIST (200 CP)– You have a perfect understanding of chemistry that allows you to make any known element with ease. You understand every single interaction in the field in great detail, you understand how to bring such interactions about, and you have access to resources that any university chem lab would kill for. Anything involving chemistry is incredibly easy for you.

ADVANCED XENO BIOLOGY (200 CP)– You have perfect understanding of every single alien in this universe. You can identify them by name, home planet, life stage... for all intents and purposes, you have an encyclopedic understanding of all existing alien life. This understanding also extends to their basic culture and shared history, but no further.

HISTORICAL EXCEPTION (400 CP – ADVERSARY DISCOUNT)– You seem to be able to change fixed points in time. Normally, this is an impossibility... but, somehow, you have become an exception to this rule. You can prevent 9/11, stop Pompeii from exploding, prevent World War 2... you can essentially rewrite history in your own image, and it will be very hard to stop you. Other Time Lords will take extreme offense to your actions, and will likely oppose you at every turn. Be careful with this one.

EXACT REGENERATION (400 CP)– You can control every single aspect of your regeneration. Every single cell of your new body can be planned ahead of time. You can determine gender, individual body parts, species, age, and more. The only thing you can't determine is when exactly this regeneration will happen... but there are plenty of ways to expedite the process if you're impatient.

TIMELESS CHILD (600 CP)– Any relation to existing Timeless Children is purely coincidental. You are functionally immortal. You will never reach the end of your regenerative cycle, because such a thing does not exist for you. Every single time you die, by any means, will lead to a regeneration and a return to life. Regular Time Lords almost look mortal by comparison.

TIME LORD DRAWBACKS

Even those with absolute power have their faults.

Drawbacks are capped at +600 CP maximum. “Trapped in a Time War” refers to *any* time war, not just The Last Great Time War. You can choose which one you’re stuck in.

TEMPERAMENTAL REGENERATION (+100 CP)– With every new body, your gender and physique are thrown into flux. You’ll experience even more drastic changes in personality, age, body size, and more. There’s no guarantee you’ll look anything like your past selves, nor that you’ll act like them, and this kind of instability might endanger both your sense of self and any relationships you might have with other people.

STUCK ON GALLIFREY (+200 CP)– You’re a Time Lord. You’re from Gallifrey. Why would you ever want to leave? For one reason or another, you never will. No matter how you try, your entire 10 years will be spent on Gallifrey. The planet is large, covered with strange flora and fauna, but it is unimaginably boring. Any attempts you make to leave this planet will fail. If you have the Doctor along with you, it’s likely he’ll be stuck in some bureaucratic nightmare that you might get dragged into. I hope you like red grass and funny collars, because that’s all you’ll be seeing here.

JUMPER VALEYARD (+300 CP)– Throughout your decade here, you will be relentlessly pursued by one of your future regenerations. This regeneration will care for nothing more than your own regenerative cycles, and will ruthlessly pursue you at every single turn to try and steal what remaining lives you have left. If you have Timeless Child, he'll/she'll pursue you forever. This Valeyard has every single trait you took with twice the effectiveness, and knows very well how to counter your tactics.

MAD FROM THE TIME VORTEX (+400 CP)– Like all young Time Lords, you got to look into the Untempered Schism as a young time-tot. Unlike all Time Lords, that Schism drove you insane. You are properly mad, hearing voices in your head and believing nothing but your own delusions. The sounds of the Schism repeat in your head over and over again, never ever coming to an end...

TRAPPED IN A TIME WAR (+500 CP)– You're trapped in one of many, many time wars. Needless to say, you won't be leaving any time soon. You are surrounded by death, an active target of Gallifrey's opponents, and either on the front lines fighting the war or on the run and trying to help wherever you can. Your entire decade will be spent within the thick of this war. Good luck. You'll need it.

ITEMS

Adventuring just isn't the same without cool gadgets by your side.



Items don't depend on your role, nor your species. You are free to purchase as many as you can afford or desire. "Any model" means *any* model that exists in Who media somewhere. This includes spin-off material and the extended universe. You can purchase multiple different models if you can afford it. Items do not have any discounts.

PERCEPTION FILTER (100 CP)– This perception filter is a somewhat rough way of avoiding attention. It will trick most people, especially those of average or lesser intelligence, into paying you no mind. It won't work on people from a different time period, nor will it be able to fool anyone especially intelligent, and once someone notices what it's hiding they'll notice it forevermore... but it's cheap, and relatively effective.

PSYCHIC PAPER (100 CP)– This is a small piece of paper that can show anyone anything. Whenever someone looks at it, they'll see exactly what you want them to see. This is great for ID purposes, and will help you get into any private venue you desire... so long as your claim is relatively believable. It also won't

fool the especially intelligent, nor will it work on anyone with basic psychic training... but it'll fool most humans for sure.

OLD SONIC SCREWDRIVER (200 CP)– This is an older model of the Doctor's favorite sonic tool. It is sometimes called a "sonic probe," but doesn't have many probing capabilities. The most this screwdriver can do is pick locks or emit soundwaves (hence the "sonic"). These are both still useful, of course, and this screwdriver can pick any lock you run into, so it's still plenty useful.

TIME-TRAVELING TELEPHONE (200 CP)– No, not that one. This is a telephone that works no matter where or when you are. As long as you know someone's area code or personal cell number, you can call it. You'll get at least a bar or two of signal wherever you may be. You can either convert an existing telephone into this or use this telephone standalone. Can only call phones from the same universe it's in.

TECHNOBABBLE CIRCUIT (300 CP)– A modified translation circuit that lets you speak to one other person in an imaginary language. You and this other person will understand what you're saying perfectly fine and well, but anyone trying to listen in on your conversation will hear nothing but weird noises or words that can be understood, but don't make any sense when put together.

STANDALONE STEALTH (300 CP)– This is a left-over stealth circuit I found in a faulty TARDIS. I've fixed it myself and added some standalone functionality. This circuit comes in the form of a small gadget. This small gadget will project a field around yourself that allows you to seem invisible to others. It doesn't work like a perception filter; for all intents and purposes, you are actually invisible while using this and cannot be found.

H9 (ANY MODEL) (400 CP)– Your personal choice of a canine companion. I have one of every existing model here, all factory reset, for you to choose from. They'll retain their usual personalities and proclivities, but they won't have any memory of the Doctor or their adventures with him. You'll be their master. Do

note that this might disturb the Doctor, should you travel with him. This won't replace his own K9, either.

BESSIE (400 CP)– The Doctor's favorite car, modifications and all. This Edwardian roadster may look a little silly, but it's rather valuable. It can drive at breakneck speeds without harming its occupants, it can be remote controlled, and it's impervious to theft. The only real downside is its dinky appearance, but that can be easily changed! Just make sure the Third Doctor doesn't see you doing it.

POSSIBILITY GENERATOR (500 CP)– An illegal chamber that allows you to foresee various different futures in virtual reality. You can include other people in your simulations, complicating the future further, or explore various theoretical ideas in here should you wish to do so. Anything you imagine can be displayed here as real.

CHAMELEON ARCH (500 CP)– This wondrous tool can allow you to convincingly change species. This process is painful and somewhat difficult, but the result is absolutely perfect camouflage with any species you wish. You can always return to your original species through the biodata module that accompanies the arch, though you might need to battle some arch-related amnesia to do so.

ARCHITECTURAL CONFIGURATION (600 CP)– This awe-inspiring creation grants you total control over the architecture of one of your supplements. Each purchase of this item will account for one supplement, and will allow you to add or delete as many rooms as you desire from the supplement itself. Your warehouse can become infinite, if laggy, or be turned into a giant pool. These rooms can also be rearranged and changed at will.

LOOM (600 CP)– A modified Time Lord loom. This loom can either be used as a more typical cloning vat, or for its intended purpose... to birth multiple different beings from one generic "template." Theoretically, with the right biodata and a lot of time, you could use this loom to birth an entirely new

species into the world... for whatever purposes you may require. If the Kaveetch could do it...

BOTTLE UNIVERSE (700 CP)– An entire universe contained within a Klein bottle. Its makeup and inhabitants mirror any universe you wish, and you can “zoom in” to various parts of the universe by using the bottle it’s contained in as a sort of interface. This universe has its own physical laws, its own unique inhabitants, and is generally no different from a regular universe... you just have some control over this one.

TARDIS (ANY MODEL) (800 CP)– Time And Relative Dimensions In Space aren’t easy to come by, you know. You should count yourself lucky, especially if you aren’t a Time Lord. These TARDISES won’t have any defects like the Doctor’s own. They’ll work perfectly well out of the box, and can travel anywhere in your immediate universe and to any given time within said universe. They cannot, unfortunately, travel between universes.

COMPANIONS

Everyone needs a friend.

The Doctor is known for his many companions... as are you, from what I’ve gathered! No matter, I shall accommodate this.

Pick any character from a Doctor Who story. **This first companion is free.** She, or he, will remain your loyal ally for ten years. You can, alternatively, create your own companion.

If you’d like to have more than one companion, you may purchase more. **Each additional companion will cost 100 CP.**

Any imports whatsoever will cost you 200 CP each. These imports will also be given an additional 800 CP each, and the same set of choices as you.

Assuming you have chosen a **role other than companion**, the Doctor can also be chosen as a companion for 300 CP. If you **chose Companion**, you must instead pay this 300 CP fee to bring him along with you after your ten years are up... without his TARDIS.

You may also choose to ignore these options entirely, and go completely companion-less.

Whatever you choose, once these ten years are up, you must eventually make one final choice.

What do you intend to do after this decade has passed?

STAY– You're not going anywhere. You've made your home here, and intend on staying in this universe for the rest of your days. Your many adventures may never end, and you're happy with that.

RETURN HOME– This universe has made you homesick. You desire nothing more than to return from whence you came. With this option, you'll wake up in bed... or wherever you were before your Jumpchain started.

ONWARD– The chain must continue! This universe was just one stop of many. You don't intend on halting your travels here. Your Jumpchain will continue as normal. You'll get to keep everything you chose here for your next adventures, and all your drawbacks will no longer apply.

Ah, you've finally finished fixing yourself for this new universe! Splendid, splendid. With all that sorted... I should be sending you on your way, shouldn't I? You only have ten years to do whatever you'd like in this world.

Ten years in total, of course. Given the amount of time-bending and wibbly-wobbly machinations you'll be involved in, there's little chance you'll really feel all those years pass you by... but, regardless of your feelings, all journeys must come to an end. Once the decade is up, you will return to face me. I will send you on your way, to whichever time you've picked above...

...but, there remains a fourth choice.

It is only for the brave—the foolhardy, even. Those who are contented with their situations might want to avoid it. But, at the end of this fourth choice... waits a great reward. A Planeswalker spark, a fruit of the gods, is within reach...

...if, of course, you are brave enough to seek it out.

For those not interested in obtaining such a treasure, I must instead bid you farewell.

Many journeys await you-- some treacherous, some benign. All will interest you in some regard, and many may stick with you for a long time yet... but my continued rambling does nothing but distract.

Go forth, brave Jumper, and enjoy
your new life!



...oh? You're still here?

You want to chase the Planeswalker spark?

Well then...

To achieve this spark, you will be flung into The Last Great Time War. You will take the place of the War Doctor, but, unlike him, you *must* coordinate an **actual, lasting peace** between the Daleks and the Time Lords.

You cannot simply destroy either side or trap them in stasis.

The Doctor will have mysteriously disappeared, regardless of if you chose him as a companion. Both the Daleks and Time Lords will hate you enough to punch holes in your personal timeline, should you attempt this challenge.

Your build must exclude the following traits:

Timeless Child, Historical Exception, Candied Tongue, and any Doctor as a companion.

to be eligible.

Using this build, you must write out how you plan to make genuine peace between both parties.

All of your powers from previous Jumps will apply, save for any that have effects identical to forbidden traits.

You may bring along any non-Doctor companions.

All of Gallifrey will be against you, as will all of Skaro.

Good luck. You'll need it.

CHANGELOG

V1 – Initial release *(after beta testing)*

V1.1 –

- Changed starting CP total to 1000CP, Companion total to 800CP
- Unified Companion wording for both Text and Image versions