

# Space-Time Navigation

While this manual will not go into the intricacies of piloting a TTC, a subject that takes years of training and experience to even begin to understand, it will cover the basic principles behind the process and various concepts that must be taken into account by the operator during each Space/Time jump.

## Difficulty Rating

The base difficulty of any TARDIS movement is 6, shifted up and down by the situational modifiers below:

- Movement through Space** **+1**  
This only includes movement that requires the operator to dematerialize and enter into the Space-Time Vortex. If the TARDIS makes a normal straight line move through realspace, much as any other vehicle would, then this modifier is +0.
- Movement through Time** **+1**  
Any movement through time requires that the operator dematerialize the TARDIS and enter the Space-Time Vortex, therefore, any corresponding space movement, if any, is also through the Vortex.
- MicroJump** **+1**  
Any movement of the TARDIS that is within d6 kilometers or 2d6 months of the present location (the amount varies based on current local astrophysical and temporal variations) requires great precision and is much more difficult. On the upside, failed operation has less severe consequences. Subtract 1 from any die roll on the Misjump results table (Table 2).
- Inter-dimensional Movement** **+2**  
This includes any movement ‘sideways’ to the normal space-time continuum, including trips through CVE’s, movement into hyperspace, or trips into alternate timelines.
- Operator Rushed/Distracted/Injured** **+1**  
If the operator is unable to plot out any coordinates ahead of time and is forced to simply dematerialize due to extenuating circumstances, then plotting a new destination from inside the constantly shifting Vortex is a more difficult proposition than having a course laid out before hand. This modifier also applies if the operator attempts to change his destination mid-course.  
Also, an injured operator (any operator with a serious wound) is likely to make a miscalculation while inputting coordinates due to inability to properly ‘feel’ the link between the TARDIS and himself due to the pain of those injuries.
- TARDIS needs tuning** **Variable**  
A TARDIS is like an oscillating crystal and must be in ‘tune’ to work to its fullest capacity. When the TARDIS takes damage, it goes out of tune ever so slightly, but more than enough to make navigation difficult for the operator. After many such

misalignments, one might find themselves careening around the cosmos with little control whenever they dematerialize. For every Misalignment or Major Damage result the TARDIS suffers, this modifier goes up by 1 until the capsule is realigned.

### **Outside Interference**

**Variable**

Black holes, atomic weapons, Kronovores, or anything else that can affect the fabric of space and/or time can also make for a very bumpy ride. The exact amount of bump caused by such phenomenon is variable (i.e. GM fiat).

### **Pre-Recorded Jump**

**-1**

The TARDIS stores the coordinates of any trips it makes in a computer log, making return trips easier, as the operator only has to apply minor corrections for local Space-Time factors and minor changes to the destination coordinates before dematerializing.

Due to the ever changing nature of the Space-Time continuum, however, these logs are only practically useful for 2d6 previous trips before the necessary corrections needed to utilize them becomes more of a hassle than setting the coordinates from scratch.

The only exception to this is Gallifrey. These coordinates are burned into the TARDIS memory and so trips there always receive the -1 modifier for pre-recorded jumps.

### **Destination Familiar**

**-1**

If the Timelord and his TARDIS have been to a specific space-time locus more than 3 times, this location becomes familiar to them and setting coordinates for any location within d6 miles and 2d6 months (the amount varies based on current local astrophysical and temporal variations) becomes second nature.

If the Timelord or TARDIS changes, this resets to 0 for any locations previously known as familiar, as the common experiences between the two is key to this 'instinctive' trait.

## **Misjumps**

When the operator of a TTC fails to input the correct coordinates, properly take into account all of the current astrophysical/temporal factors at his current location or destination, or if the TARDIS is just badly misaligned, a misjump may occur.

The severity of such misjumps varies from instance to instance and can lead to anything from a minor displacement from the original destination to a major displacement that damages the TARDIS, throws it and it's occupants across time and space and, quite possibly, into danger. The referee should keep the results of the misjump hidden from the players until they have the chance to find out for themselves the amount of trouble they've gotten themselves into.

To assess the result of a misjump, start with Table 1 below and follow it through to conclusion. Any 'Roll Twice' results add one more roll on the table to the previous results.

*Ex. You roll a '1' on the Misjump Results Table, which tells you to roll twice. You roll '1' again getting another 'Roll Twice' result, adding one more for a total of three rolls.*

**Table 1: Misjump Type**

D6	Type	Notes
1	Roll Twice	Roll twice on this table.
2	Annoyance	The TARDIS materializes 6 feet above the ground; floating on the middle of a lake; with the door blocked by a large boulder; etc. The Referee decides what exactly has happened, but it should require at least a microjump to correct.
3	Spatial Displacement	The TARDIS materializes some distance away from its target. Roll on the Space column of Table 2.
4	Temporal Displacement	The TARDIS lands before of after it intended to. Roll on the Time column of Table 2.
5	Spatial and Temporal Displacement	The TARDIS lands in neither the correct time nor place. Roll on both the Space and Time columns of Table 2.
6	Danger!!!	The TARDIS has either suffered damage as a result of a very rough landing, or has gone off course and dumped itself and its passengers in a dangerous situation. Roll on the Danger column of Table 2.

**Table 2: Misjump Results (D6)**

D6	Space	Time	Danger
1	Reroll Twice	Reroll Twice	Reroll Twice
2	D6 Kilometers	D6 Days	TARDIS damaged.
3	D6 x 100 Kilometers	D6 Months	Dangerous Time
4	Another Planet	D6 Years	Dangerous Place
5	Deep Space	D6 Decades	Outside Space-Time
6	TARDIS Damage	TARDIS Damage	Major System Failure

**Another Planet:** The TARDIS lands on a different planet within the same solar system.

**Deep Space:** The TARDIS materializes D6 light years from the nearest star. It will take the operator one research turn and a Diff: 6 Astrogation roll to figure out where he is. If he fails, his next Jump is at a +1 difficulty.

**TARDIS Damaged:** Roll on Table 3.

**Dangerous Time:** The TARDIS not only misses the right period, but also materializes during a dangerous moment in time. There could be a supernova imminent, a nuclear war in progress, or a Dalek Convention about to roll into town. The choice is the referee's.

The danger may or may not be evident to the passengers, but a clue or two would be nice...

**Dangerous Place:** The TARDIS is not only off course, but it materializes someplace extremely hazardous to itself and its passengers. It might be near a Black Hole, in the middle of a volcano, or balanced on the edge of a cliff. Whatever the referee decides. As above, the danger may or may not be evident to the passengers, but a clue or two might keep them alive. Anyone who insists on walking out of the TARDIS without checking the environmental scanners, however, should get what they deserve...

**Outside Space/Time:** The TARDIS ends up in another dimension or perhaps even stuck between dimensions, much as the Second Doctor did when he ended up in the Land of Fiction.

**Major System Failure:** Roll D6 Times on Table 3.

**Table 3: TARDIS Damage**

D6	Result	Notes
1	TARDIS Misalignment	The TARDIS becomes harder to control. Add +1 to the Difficulty of all TARDIS rolls until the Misalignment is repaired. The results are cumulative with any previous damage.
2-4	Minor System Damaged	Roll on Table 4
5-6	Major System Damaged	Roll on Table 5

**Table 4: Minor System Damage**

D6	System
1	Weight/Mass Controls
2	Real World Interface
3	External Sensors
4	Temporal Grace Field/ HADS System.
5	Architectural Configuration System
6	Chameleon Circuit

### Damage Results, Minor Systems

**Weight/ Mass Controls:** Normally the TARDIS adjusts the weight and mass of the Real World Interface to match whatever surface or surroundings are supporting it. When these controls are damaged, however, the system becomes random. One time the TARDIS might be light as a feather, moved by the slightest breeze, the next time it may weigh so much that no surface can support it nor force move it. This might make the locals suspicious, especially if they see a large moss covered boulder being blown across the

landscape like an errant tumbleweed. While this circuit is damaged, roll 2D6 and subtract 2 each time the TARDIS materializes to determine the current Weight of the Real World Interface.

**Real World Interface:** Entry and egress from the TARDIS through the ‘door’ of the RWI is no longer possible until this problem is corrected, not even from alternate control rooms. Other methods of travel from the TARDIS dimension to the outside might be found if the need arises, using pseudoscientific principles and the creative use of the TARDIS controls, but the final decision is the referee’s.

**External Sensors:** The first time the sensors are damaged, the operator must spend a research turn and make a Science roll at Diff: 6 anytime they want to gather any useful information about external conditions. Any further damage to the sensors leaves the occupants totally blind to the environment outside the TARDIS.

**Temporal Grace Field/ HADS:** The first time you take damage to this location, the HADS becomes inoperable. The second hit to this area and you lose the Temporal Grace Field. Any further damage to these systems is applied to the TARDIS Force Field (see Table 5) instead. The TGF and HADS are considered two separate systems, and must each be repaired individually.

**Architectural Configuration System:** On the first hit, the system is frozen by a failsafe mechanism and will be unavailable for use until repaired. Each hit after that will jettison a random room in the TARDIS into the vortex (See TARDIS Systems for more info).

**Chameleon Circuit:** The TARDIS Real World Interface is stuck in whatever form it currently has until the circuit is repaired. Each further bit of damage adds +1 to the difficulty to repair it.

**Table 5: Major System Damage**

D6	System
1	Force Field
2	Time Rotor
3	Time/Space Navigation
4	Demat Circuit
5	Computer
6	Main Power

**Force Field:** The TARDIS Force Field is damaged on first hit, leaving the capsule and its passengers vulnerable to outside radiations and unable to dematerialize and enter the Vortex (although straight-line movement through real space is still possible). A second hit destroys it altogether and it must be rebuilt from scratch.

**Time Rotor:** Every bit of damage the Time Rotor takes increases the difficulty of piloting the TARDIS through time by +1 and increases the roll on the Time column of Table 2: Misjump Results by +1.

**Time/Space Navigation:** All attempts to pilot the TARDIS are at a +1 Difficulty for each time the Time/Space Navigation controls are damaged, and all rolls on the Table 2: Misjump Results.

**Demat Circuit:** The TARDIS may not enter the Vortex. Straight-line movement through real-space is still an option.

**Computer:** All TARDIS functions become more difficult by +1 for each time the computer has been damaged.

**Main Power:** The first time the Main Power system is damaged, the TARDIS is unable to find enough power to dematerialize/rematerialize and all TARDIS functions are at a +2 difficulty due to massive power fluctuations. The second time, all systems except minimal Life Support are shut down. The Third time, even Life Support shuts down and the passengers have D6 research turns before the oxygen supply is completely used up.

## **TARDIS Maintenance & Repair**

Due to the hazardous circumstances that a TTC will eventually encounter during its travels through Time and Space, the operator must engage in regular maintenance to combat system degradation. While re-alignment and replacement of major systems should only be attempted in a fully equipped repair bay on Gallifrey, operators may often find themselves having to jury-rig repairs in the field. Below are a few helpful suggestions.

### **A Note on Repairing Systems Between Adventures**

While it is true that the players may park their TARDIS in a quiet spot and work as long as they want to repair all of the damage it has suffered, this rarely happens in the series. This is usually due to a combination of the Doctor unerringly materializing his TARDIS in the middle of an adventure (even while merely trying to find a nice fishing spot), or due to distraction, a forgetful nature and/or just plain laziness on his part. As a result, his TTC is usually in a state of disrepair, and during his early years (First and Second Doctor), he had very little control over it at all until he managed to get around to doing some work on it (presumably during the time of the Third Doctor).

To reflect this concept in the Timelord game, allow your players to make repairs between adventures. After each repair roll, however, force them to make a Determination roll vs. a Difficulty of 5 + the number of repair rolls already made. If they succeed, they may make another repair roll. If they fail, they either lose interest, or get distracted by something and make no other repair attempts before the next story.

The referee should also feel free to disallow any repair attempts for other reasons if he wants the players to go from one adventure or another with more speed. Maybe the

parts needed for the repair are unavailable in the storerooms. Maybe the TARDIS is pulled off course and into danger. You're the ref...

### **Re-alignment**

Should the TARDIS become increasingly out of tune, control will eventually degrade until the operator is totally incapable of steering it. To repair a misalignment, spend 2D6x6 research turns and make a TARDIS roll at Difficulty 8. If you succeed, you reduce the misalignment modifier by 1. This can never fully realign the TARDIS, however, and there will always be at least a +1 difficulty until the TTC can be taken to a Gallifreyan repair facility for a proper tune up.

### **Minor System Repair**

To repair any minor system besides the Chameleon Circuit requires 2D6x4 research turns and a TARDIS roll at Difficulty 8. Success completely repairs the target system.

A Chameleon Circuit is much more difficult to repair and takes D6 adventures and a TARDIS roll at Difficulty 10 to repair.

### **Major System Repair**

To repair a major system, take 2D6x6 research turns and make a TARDIS roll at Difficulty 8. Success reduces the damage of the target system by one level.