

Timeline

1. Introduction to rules
2. Introduction to the setting
 - Why there are no Time Lords
3. Character choices and reading the sheets
 - David, Caroline, Octavian, Jim, Sylar, (*)Williams / Amelia
4. Questions on setting or rules
5. Character introductions
 - David, Caroline, Jim(weird), Sylar, Octavian (weird)(stuck waiting for rescue), (*) Williams / Amelia (backstory)

>30min Act One (Welcome to London)

6. Plot Points
 - Characters wandering around London and meeting each other
 - All character now tabula rasa, shot by Shuncucker - except for Faction members and Octavian who's trapped.
 - Newspaper clipping (roll to realise date)
 - Sontaran Ship (weapons, translator and communicator - "...peat to all Sontaran warriors, regroup at location Sigma 7, Kine out")
 - Encountering Mr Konig (unless sandbox)
 - Turning point for Act Two - having their biodata reconnected which restores memories
 - Come across a dead Faction member with the healing device (a Cousin near the ship)

>1hr Act Two (Welcome to Parliament) / (Avoid the Faction)

7. Plot Points
 - Sontaran scanning the church (fight or not), and Mr Konig even if sandbox (but pretending to be bystander if sandbox)
 - Faction database interface for Reconstructions (Konig picked it up somewhere and has no time for it himself)
 - On the way to Parliament (following Konig, or David's device)
 - Meeting the Faction / Sneaking past the Faction
 - Cousin Saul (shadow test - Sylar, biblical hints) / Fight with Cousin Saul
 - Godfather Morlock (map of westminster) / Getting into the Military Wing
 - Character upgrades (Sylar) / Disrupt the plans of Godfather Sabbath
 - Speaking at Parliament / Character upgrades (Sylar)
 - Shuncucker (David, Sylar)
 - Turning point for Act Three - Leaving the Empire (with Faction / without Faction)

>2hr 30 min Act Three (Choices)

- The TARDIS graveyard (playing House)
- David's/Caroline's death or the Uptime Gate
- Konig helps with building TARDIS