

Some would argue that travel through time precedes travel through space considering time travel allows a traveler to venture into the past, preceding the advent of the technology that allowed them to travel through time in the first place.

And that is where the Department of Temporal Investigation, and later the Federation Timefleet come in.

Assigned with the duty of protecting the Space-Time Continuum, and the integrity of a normal timeline agents of the DTI, and officers of the Timefleet have a duty not unlike officers of the Federation's Starfleet when they strive to protect those relying on Federation protection to guard their worlds, or when Starfleet officers must enforce, and protect the Prime Directive.

Travel through time has been a mainstay of the Star Trek universe since the broadcast of *Tomorrow is Yesterday*, the first episode of the original Star Trek series to deal with travel through time. And through several episodes of all five Trek series, as well as three of the feature films time travel has been one of the most reliable plot devices to throw the characters into a thrilling adventure.

Star Trek: Voyager used time travel on a regular basis, and used temporal paradoxes even more frequently. And, although several online pundits have ridiculed *Voyager* for this, the time travel and temporal paradox stories have been among *Voyager's* highest rated episodes. And it should be a point of note that two of the five series - *The Next Generation*, and *Voyager*, - ended their original runs with episodes featuring travel through time.

So, it makes sense that time travel would become a part of an ongoing series of Star Trek roleplaying. And by the time of this writing it is more than likely that several Narrators have already introduced time travel into their campaigns and developed their own home-brewed rules for sending characters backward and forward in time.

As a set of rules expansions, this book offers Star Trek roleplayers an opportunity to travel not only through space, but also through time; opening the door for an even wider scope of adventures than that already offered by the Star Trek universe.

The DTI

The Federation Department of Temporal Investigations, also known as the DTI, is an executive department of the United Federation of Planets government. And it is very active in the lives of Starfleet personnel who find themselves involved in time travel or temporal paradoxes by the late 24th century.

The duties of the department include investigating as well as making reports on all time travel incidents that affected the Federation. This meant interviews were conducted on those that experienced a temporal incident and the investigators determined whether the actions of the individual had a definite impact on the timeline. It is also possible, and for the purpose of role-playing adventures considered a standing order duty of officers associated with the department to attempt to correct

the effects of temporal excursions by officers, or by individuals attempting to maliciously alter the time continuum for their own purposes.

The DTI placed agents on the planet where the Guardian of Forever is located, in order to prevent use of the Guardian except for an "extreme emergency." The Federation Department of Temporal Investigations is headed by a Director with four Assistant Directors beneath him, or her.

Another high ranking authority within the organization is the position of Temporal Investigations Commander.

The DTI issues monthly reports to the Federation Council on temporal issues.

The Temporal Displacement Division was a division within the DTI.

The DTI was created in 2270, and charged with investigating and reporting on all instances of time travel involving Federation citizens or otherwise affecting the UFP. Members of the department used triple-redundant temporal phase discriminators in their data storage devices, in order to protect data integrity for comparison purposes in detecting timeline changes. However, another report indicates that the organization was created in 2298 in the wake of the Darvash Crisis. As a result of the temporal incident, the Federation Science Council merges its Chronal Assessment Committee and Anomalous Physics Group to become the Department of Temporal Investigations.

As of 2373, James T. Kirk had the biggest file in the department's records, with seventeen separate temporal violations. As such, the Department as a whole had a running joke that went "All temporal investigations lead, eventually, to the USS Enterprise".

That the Department of Temporal Investigations would be a cabinet-level post is speculative; however, logic suggests that an issue of such vast importance would not be made subordinate to other agencies.

DTI AGENT ELITE PROFESSION

While not all DTI agents are also members of Starfleet (see *Federation Timefleet*, below), there is a strict hierarchy and military-type command structure within the Department of Temporal Investigations. And agents are often chosen from within the ranks of Starfleet, just as intelligence agents in the 20th and 21st centuries are often chosen from among ranking military officers for placement within the CIA, or British Intelligence.

DTI Agents must come from either the Starship Officer profession (and presumably, from Starfleet), or the basic profession of Soldier. And they must also have the following qualifications.

Prerequisites: Starship Duty, Intrepid, Capable (or, for *Soldiers*) Reconnaissance. Unarmed Combat 3+, Ranged Combat (Energy Weapon) 3+, System Operations 3+, History 4+, Observe (Spot) 4+, Investigate (Research) 3+, Inquire 2+, Computer Use 3+, Physical Science (Temporal Physics) 4+

DTI Agents may also be recruited from the ranks of characters with the Elite Profession of Spy. In this case either the Starship

Officer, or Soldier Professional Abilities may be swapped out for the Spy Professional Ability of Gather Intelligence as a prerequisite.

Attributes: Perception is the favored attribute of a DTI Agent. Time Agents must be able to spot even the most subtle flaws in the normal balance of space time. A Time Agent on field duty must be able to draw on their own knowledge of History, and their natural perceptiveness to complete their missions.

Reactions: Savvy and Willpower are a DTI Agent's most important reactions. Agents must be able to have an influence over the people they interact with, and even be able to manipulate them into assisting in missions without their knowledge. And a DTI Agent must be able to resist even the most powerful persuasion to reveal the true nature of their missions.

PROFESSIONAL SKILLS

Physical Science (Temporal Physics)	INT
Investigate (Research)	INT
Influence	PRS
History	INT
Unarmed Combat	AGL
Ranged Combat (Energy Weapons)	AGL
Systems Operations (Temporal Systems)	INT
First Aid	INT
Observe (Spot)	PER

Professional Abilities

DTI Agents will begin with whatever professional abilities they have from their basic profession, and any elite profession they acquired before becoming a DTI Agent.

After being recruited by the DTI, however, they will no longer be able to advance in any other elite profession with respect to professional abilities. They must concentrate their efforts on their work with the Department.

DTI Agents have the following Professional Abilities available to them.

Tier 1 Professional Abilities

Gather Intelligence: DTI Agents excel at collecting information, analyzing data, and filing reports. Whenever a DTI Agent makes an Investigate skill test she gains an affinity bonus equal to half her History, or Physical Science (Temporal Physics) skill level, depending on the situation, rounding up. This Professional Ability functions very similar to the Spy ability of the same name (see *p. 168* of the *Player's Guide*) but is geared more towards use in situations involving time travel, and chronal emergencies.

NOTE: *If the DTI Agent in question is a Spy, with this Professional Ability at the time they are recruited as a time agent, then he, or she will maintain this ability, but use it as described above rather than as described for Spies in the Player's Guide.*

Historian: DTI Agents are trained to have a broad knowledge of general history, and to be able to spot when established

history has veered off from the normal timeline. When a DTI Agent makes a History skill test to determine if normal history has been skewed or deviated from, she may roll 3 dice, and keep the two highest results. But, a DTI Agent may use this ability only once per game-session.

Chronal Systems: DTI Agents are trained to use the systems on board Timeships, as well as the equipment of a Time Agent (such as the Temporal Tricorder). DTI Agents receive an automatic +2 to all Systems Operations tests made to use any systems pertinent to time travel, or temporal analysis.

Tier 2 Professional Abilities

Inconspicuous: All DTI Agents have been trained to blend in with their surroundings in an alternate time period, so as not to call attention to themselves. When attempting to choose the proper clothing, match the colloquial dialect of a particular period or behave properly for the social climate of the time a DTI Agent receives an automatic +3 to any Skill, Attribute, or Reaction test used to achieve their goals. This ability may be used once per episode for each pertinent application (ie. A DTI Agent has one chance to dress the part, learn the dialect, or avoid sticking out like the proverbial sore thumb due to their behavior before they begin calling attention to themselves).

Prerequisite: *Historian, or Perception 6+*

Antiquated: DTI Agents have a natural knack for making use of equipment and devices normally out of date to their native time, and using them with the skill of a native of the time period. A well-trained DTI Agent knows how to make a call on a 20th century telephone, cook with a microwave oven, fire a 16th century cannon, or program a computer from 2010. When attempting to use outdated equipment a DTI Agent receives a +2 to the appropriate Skill or Attribute test. This ability may be chosen up to three times for cumulative +2 bonuses to a maximum of +6.

Prerequisite: *Historian, Perception 6+, Intellect 7+, or History 6+*

Chronal Navigator: DTI Agents who have received training in the use of temporal equipment will normally be trained in the use of devices that transport people, or items through time. This includes using setting a course through time for a Timeship to follow, or using a temporal transporter to transport an individual into the past, or the future. When a DTI Agent makes a Systems Operations (Temporal Systems) test to perform either task, she receives an affinity bonus equal to half of her Physical Science (Temporal Physics) skill, rounded up.

Prerequisite: *Chronal Systems, or Physical Science (Temporal Physics) 6+*

Tier 3 Professional Abilities

Estimating Effects: An experienced Time Agent will usually be able to predict the effects on the future of the timeline their actions in the past will have with a fair amount of accuracy. A time agent may make an Investigate (Deduce) skill test (TN 15) in order to formulate a hypothesis assisted by the Narrator, regarding the outcome of their interaction with other times and historical events. The Narrator gives the Player an estimate of the effects on the timeline of the agent's action based on the degree of success, with greater success warranting more detail, reflecting the agent's ability to use their experience in other missions to gauge the outcome of the mission they are

currently participating in. This ability is designed to give a time agent a way of determining at least a possible success or failure of a mission, even if they are cut off from access to computers and other sources of information on the future so as to check the progress of their efforts. A skill time agent will have almost a sixth sense of sorts as to whether or not their actions will achieve the desired alterations, or repairs to the normal timeline.

Prerequisite: *Historian, and Investigate (Deduce) 6+*

ESTABLISHED SKILLS

Several standard skills, described in the *Star Trek Roleplaying Game Player's Guide* (pp. 98-127) are very useful, and indeed required talents for DTI Agents. These skills can be useful for any character who's adventures involve a great deal of travel back and forth in time.

Appraise (PG, p. 109): Time travelers can use this skill to determine the value of an item they are trying to acquire in a time period different from their own. It is also a very useful skill when attempting to pawn or sell an item to acquire funds while surviving in a non-native time period.

Computer Use (PG, p. 110): Being able to retrieve data, analyze it, and store and encrypt data pertinent to chronal missions is of paramount importance to a time agent.

Streetwise (PG, pp. 113-114): Part of the Enterprise skill group, specialties in this field that can help a time agent, or time traveler would include any connections to criminal or covert elements outside one's native time period.

Impersonate (PG, pp. 116-117): A very useful skill for any time traveler. The specialties of *Disguise*, and *Undercover Work* are virtually essential for a time agent to maintain an element of secrecy during their travels.

Investigate (PG, p. 118): A required skill for time agents, who must be able to investigate circumstances and draw conclusions as to what effect their interaction with events outside their native timeline will have. The most important specialties within this skill for a time agent are *Deduce* and *Research*.

History (PG, p. 118): Possibly the most important skill for a time agent, or anyone who commonly travels into a period in their own past. Part of the Knowledge skill group, History is used by a time traveler to make decisions on how and when to act, and what to act upon during a mission. A broad knowledge of established history can make or break a time travel situation.

Persuade (PG, p. 121): This skill often comes into play during a time agent's missions when she is required to convince people living in the time period she has traveled into to act (or not to act) to return the timeline to normal. It is often part of a time agent's mission to actively convince others to complete the mission for them to maintain the integrity of the timeline.

Temporal Physics (PG, 122-123): A specialty of Physical Science, and part of the general Science skill group. This is one of the most important skills for anyone traveling through time, or even studying the effects of time travel, or time it's self. Temporal Physics is the study of the workings of time and its effects on the space-time continuum, and is particularly

relevant when dealing with time travel. This skill can be used to study temporal anomalies, or to decipher a temporal paradox in an attempt to return time to it's normal flow.

System Operations (PG, 124-125): This skill is especially useful for time travelers and time agents when combined with specialties covering the use of temporal equipment such as the Chronal Drives of a timeship, Temporal transporters, or a Temporal Tricorder.

NEW SKILLS

There are also several new skills learned and honed by time agents and travelers. For the most part these skills represent specialties in established skill groups that serve to concentrate an individual's training and expertise in fields associated with time travel.

Propulsion Engineering (Temporal Drive): Also referred to in some cultures or eras as *Chronal Drive*. This skill represents a character's training and expertise with various types of temporal drive technology; systems designed to move a vessel through time as well as space. This includes timeships. This specialization is extremely rare in the Federation in the 24th, since temporal-drive ships are likewise quite rare. It is much more common in the 29th century Federation Timefleet, where vessels travel through time as easily as space.

Additional Modifiers: A Temporal Tricorder, or a standard tricorder modified to function as one adds +5 to skill tests to detect or diagnose a problem.

Affinity: When making repairs associated with this skill, you gain a +1 from Repair, or System Operations (Temporal Systems). An additional +1 affinity from Physical Science (Temporal Physics) skill may be applied in an appropriate situation.

Action Time: Variable hours (usually TN/5 hours per action)

Extended Test: Yes

System Operations (Temporal Systems): This specialization covers the use of various pieces of temporal equipment, as well as the temporal systems aboard timeships.

Simple (TN 5): Running a simple chroniton scan, or adjusting a temporal tricorder.

Routine (TN 10): Setting a time machine for an exact date and location.

Challenging (TN 15): Doing the immediate above under tense or stressful conditions.

Difficult (TN 20): Setting a time machine for a complex shift through space-time or compensating for the effects of a powerful temporal anomaly.

Virtually Impossible (TN 25): Using a piece of temporal technology in a new, different, or unintended way.

Additional Modifiers: This skill includes the operations of Temporal Weapons, Shields, Sensors, and Transporters.

Affinity: Temporal Systems skills gain an affinity bonus from Computer Use when attempting to recalibrate, or reprogram the control console of a temporal system. It also gains a bonus from Engineering (Temporal Systems) and Repair when diagnosing malfunctions and switching controls to an auxiliary console.

Action Time: Single action (crisis actions), full-round actions (simple diagnostics or recalibration), variable minutes (usually 1d6 minutes for random short operations or 1d6x10 for long-term operations)

Extended Test: No (crisis actions), Yes (all others)

Social Sciences (Historical Engineering): This specialization skill focuses on theories of history and how events shape the history of the timeline. In particular, it focuses on altering historical events to produce desired changes in the

timeline. For most scientists in the 23rd and 24th century this specialty is largely theoretical. For agents of the DTI, it is a highly practical skill. DTI personnel use Historical Engineering to understand where different nexus points lie in the timeline and how to prevent or undo possible changes to events in history.

Additional Modifiers: When using a tricorder to gather information, it adds a +5 bonus.

Affinity: Historical Engineering gains a +1 affinity with History Knowledge skill, as well as Investigate (Research) (when researching a particular time period, or event), or Investigate (Deduce) (when trying to estimate the effects of particular actions). When retrieving information from a computer Historical Engineering skill gains a +1 affinity bonus for Computer Use (Retrieve).

Action Time: Free action (remember facts, etc.), 1 minute (research on computer), 10 minutes (research from other sources), 1 hour (research using personal interview, inquiry, or other more antiquated or unreliable sources)

Extended Test: No (recall, etc.), Yes (all others)

Systems Engineering (Temporal Systems): The character is familiar with the design, construction and maintenance of temporal systems. A character with this skill can maintain and repair existing temporal equipment and even modify existing equipment to provide temporal functions, such as modifying a transporter to make it function as a temporal transporter.

Simple (TN 5): Making minor adjustments or upgrades to functioning temporal systems.

Routine (TN 10): Making repairs to damaged temporal systems, or making major adjustments or upgrades to functioning systems.

Challenging (TN 15): Repairing or modifying a system under difficult conditions, or during an emergency.

Difficult (TN 20): Modifying a preexisting system to function as a temporal device, or building an entirely new temporal system.

Virtually Impossible (TN 25): Building a new temporal system in a short period of time, building a new system under stressful conditions or with limited resources, or attempting to make repairs to a temporal system under such conditions.

Additional Modifiers: A Temporal Tricorder, or a standard tricorder modified to function as one adds +5 to skill tests to detect or diagnose a problem.

Affinity: When making repairs associated with this skill, you gain a +1 from Repair, or System Operations (Temporal Systems). Temporal Systems Engineering also gains an affinity from Construct when building a new temporal system. An additional +1 affinity from Physical Science (Temporal Physics) skill may be applied in an appropriate situation.

Action Time: Variable hours (usually TN/5 hours per action)

Extended Test: Yes

Medicine (Temporal Psychology): A branch of medical studies that covers the diagnoses and treatment of Temporal Psychosis, a mental disorder that is often the result of prolonged, and repeated time travel. This skill specialty is also important in studying the effects of even brief temporal displacement, and the effects that exposure to people from one's non-native timeline may have on the psyche of an individual over the long term.

Additional Modifiers: Modifiers from Counselor Professional Abilities apply.

Affinity: Temporal Psychology gains an affinity bonus from Culture Knowledge skills used to determine if someone is behaving according to the norms of their species. An additional affinity from Social Sciences (Sociology), Social Sciences (Anthropology), or History Knowledge skills may also apply depending on the actual task a Temporal Psychologist is trying to perform.

Action Time: Variable hours (usually TN/5 hours per action)

Extended Test: Yes

Displacement Procedures: This is a new skill, and not a specialty of an established skill, or group.

Academic (Untrained) – Perception

Sample Specialties: Different time periods (20th Century, Middle-Ages, Old West, Roaring Twenties, Stone Age, Ancient Egypt, etc.), and cultures (Earth, Vulcan, Klingon, various regions appropriate to Era specialties (*Renaissance France*, *Medieval England*, *pre-Surakian Vulcan*), etc.)

Test: A very intricate and somewhat hard to master skill, this area of expertise covers proper behavioral procedures and guidelines for interaction, by time travelers, in time periods they may be generally unfamiliar with. This skill trains time agents so they do not behave out of step with whichever time period their mission has sent them in to.

Additional Modifiers: Once acquired at level 3+, this skill becomes the default used in applicable tests, rather than History, or a Perception attribute test. And this is the skill used, at this point, in tandem with the *Inconspicuous* Professional Ability described above.

Affinity: Displacement Procedures gains a +1 affinity bonus from History Knowledge skill.

Action Time: Variable amount of time depending on the intricacy of the mission, and the general familiarity with the time period involved (usually TN/5 hours of preparation is required to function in any given time period)

Extended Test: Yes

PSIONIC SKILLS

Psionic skills are very valuable tools to a time traveler. They are “equipment” which is ultimately portable and difficult to take away. Skills such as Telepathy and Empathy are useful in better understanding natives in other time periods and overcoming language barriers. Telepathic skills can also serve to confuse or influence others. And Mind Shield skills can help to protect a time traveler from unwanted discovery by other time travelers, or even from people in a native time period who happen to possess some form of Psionic talent.

There are several Key Traits keyed to individual psionic skills that are also very useful for time agents and time travelers.

Temporal Projection

The character can project his consciousness through time to inhabit another physical body in a different time period. Conscious, deliberate control of this ability is unknown among the races of the Federation. But the DTI has recorded incidents of beings apparently able to use it

Prerequisite: Telepathy 7+, Physical Science (Temporal Physics) 6+

Effects: A Telepath with the Temporal Projection Key Trait may perform a Telepathy skill test, at +3 TN to project their consciousness through time at the following difficulty levels:

Simple (TN 5): Hours

Routine (TN 10): Days

Challenging (TN 15): Years

Difficult (TN 20): Centuries

Virtually Impossible (TN 25): Millennia or more

Upgrade: This ability may be upgraded twice. Each upgrade reduces the TN penalty by one. The penalty cannot be reduced below +1.

Temporal Sense

A talented Empath has the ability to sense shifts in temporal flux, including those that change the existing timeline.

Prerequisite: Empathy 7+, Physical Science (Temporal Physics) 5+

Effects: By making an Empathy skill test (TN 15), the character can “feel” the temporal signature of her location in space-time, pinpointing the correct time down to the nearest second. The character can also sense the Quantum Signature of the timeline (TN 20), and detect shifts in the timeline (TN 25)

Upgrade: This ability may be upgraded twice. On the first upgrade skill tests are performed at TNs reduced by 5 points each (10, 15, and 20 respectively). And on the second upgrade the TNs are reduced a further 5 points (5, 10, and 15)

Time Shift

Some very powerful Psions with Telekinetic skills can psionically alter her temporal flux and move into the past or future at will. But, this ability requires very, very high levels of skill and psionic power.

Prerequisite: Telekinesis 9+, Physical Science (Temporal Physics) 7+, Psionic Focus edge, Psionic attribute 10+

Effects: The character makes a Telekinesis skill test, at +3 to the TN to move into different time periods at the following difficulty levels.

Simple (TN 5): Hours
Routine (TN 10): Days
Challenging (TN 15): Years
Difficult (TN 20): Centuries
Virtually Impossible (TN 25): Millennia or more

Upgrade: This ability may be upgraded twice. Each upgrade reduces the TN penalty by one. The penalty cannot be reduced below +1.

Time Stop

Another trait of unusually talented Telekinetic Psions, this ability allows a character with the appropriate skill to step “outside” the normal flow of time, causing time to appear to stop while the character stands between moments.

Prerequisite: Telekinesis 8+, Physical Science (Temporal Physics) 6+, Psionic Focus edge, Psionic Attribute 10+

Effects: While Time Stop is in use, the world appears frozen to the character, who is able to move and act normally. Time Stop is initialized by performing a Telekinesis skill test, with the duration of the Time Stop depending on the difficulty of the test.

Simple (TN 5): A few seconds
Routine (TN 10): A minute
Challenging (TN 15): 4d6-4 minutes (4-20 min.)
Difficult (TN 20): 2d6 Hours
Virtually Impossible (TN 25): 1d3 Days

Upgrade: This Key Trait is not able to be upgraded. A naturally occurring version of this ability exists as a *Species Trait*, among the Ba’ku, however. And it is a talent known by all Ba’ku by the time they reach adulthood.

ESTABLISHED EDGES

Several Edges, described in the *Star Trek Roleplaying Game Player's Guide* (pp. 130-139) are very useful for DTI Agents, and for time travelers in general.

Ally (PG, p. 130): It is possible, although rare for a DTI Agent to have an Ally in a past time period. Field agents who perform research or other work in the past do their best to avoid contact with the local people, but sometimes find it advantageous to cultivate a relationship with a local to enhance their “cover”. Knowing a local can be quite valuable when agents need information or assistance in a particular time period.

Eidetic Memory (PG, p. 134): Characters with this Edge can recall vast amounts of historical information, but the Narrator must keep in mind that this information is only as accurate as its original source. There may be gaps in the character's knowledge, and some of the information may be inaccurate or erroneous because the original source material the character committed to memory was in error.

Promotion (PG, p. 136): The Department of Temporal Investigations does not have ranks in the same manner as Starfleet, or most paramilitary organizations. Instead a character's level of the Promotion Edge determines position and seniority within the organization according to the table below:

EDGE LEVEL	DTI POSITION
0	DTI Support Staff
1	Junior Agent, or Researcher
2	Field Agent or Senior Researcher
3	Special Agent
4	Branch Director
5	Assistant Director
6	Director of the DTI

Sense of Time (PG, p. 137): The “internal clock” this Edge provides is accurate only in terms of personal subjective time; it can be fooled by time travel. For example if a character leaves the present at 22:14:04 and arrives ten years in the past at 04:42:15, the character's internal clock will detect only the amount of time that has passed. Once the character learns the local time she can adjust her sense of time accordingly. But, until she does she won't know what time it is, only how much time has passed for her. Once the character has her clock adjusted this Edge functions as described in the Player's Guide.

NEW EDGES

Several new Edges can be of use to time travelers. These Edges should also be available to characters that do not make it their profession to travel in time, unless the ability to acquire the Edge would not make sense in the series in which the character plays a part.

Absolute Sense of Time: An upgrade of the Sense of Time Edge, in the same way as the Species Trait of Enhanced Rapid Healing had by Vulcans serves to upgrade the Rapid Healing Edge in respect to Vulcan physiology. With this Edge the character always knows where she is along the timeline within a minute or two. If a character with this Edge is moved through time 112 hours, and 7 minutes she knows it, even if she was unconscious at the moment of the time shift. This Edge functions as the Sense of Time Edge described in the Player's Guide, but the character suffers no depletion of her

natural abilities sense of time by moving from one timeline to another, or experiencing a temporal flux.

Quantum Sense: The character has an innate ability to sense the Quantum Resonance of anything he is touching including himself, or other persons. The character can tell, instantly, just by touching something whether or not it comes from his own timeline or another timeline. The character also knows immediately if he is in his own timeline. This ability functions automatically with respect to the character himself, and confers a +5 bonus to Perception attribute tests when attempting to read the Quantum Resonance of an object, or of another person.

Skill Focus (Historical): The character has a talent for understanding history. He receives a +2 bonus to all History Knowledge tests.

Skill Focus (Linguist): This Edge is very useful for DTI Agents, allowing them to speak and understand ancient languages more easily. But it also works for anyone trying to communicate without the benefit of a universal translator. A character with this Edge receives a +2 bonus to any test made to speak, read, or write any language they *are not* trained in.

Skill Focus (Temporal Genius): The character has a strong intuitive grasp of temporal mechanics, and theory. He receives a +2 bonus to all Physical Science (Temporal Mechanics) skill tests.

NEW FLAWS

There are no Flaws established in the *Player's Guide* that commonly, or directly effect DTI Agents or other professional time travelers.

There are several new Flaws that can adversely effect a time traveler, or occur as a result of time travel it's self. And these Flaws can be taken by characters who do not engage in time travel at the discretion of the Narrator.

Duplicate: This is a peculiar form of the Rival Flaw (PG, p. 143) known only to characters engaging in a fair amount of temporal or dimensional travel. The character has a duplicate of himself from another timeline or from something like a temporal mishap or a transporter accident. The Duplicate is like the character in every way, down to the genetic level, although the Duplicate may have a different history than the original (how different is up to the player, and the Narrator). This may result in slightly different skills or traits.

No matter how identical a Duplicate may be, he can be identified as a Duplicate using a Quantum Resonance scan. The character's Duplicate exists in his timeline, and cannot return "home" for some reason. The Duplicate can cause trouble for the original character since people will tend to mistake one for the other. The Duplicate automatically has the No Past Flaw (see below), and may resent the original character. A Duplicate can cause the original character no end of trouble by pretending to be the original character.

No Past: For some reason or another the character has no personal history. Most often this is caused by the character coming from an isolated world with no computerization, or from deliberate deletion of any and all records about the character. It may also be a result of time travel altering a timeline and erasing the character's personal history, or because the

character is from an alternate timeline. The character has memories of his own past but these events never actually occurred. There is no record of the character in various databases and no trace of his existence in any way.

In some ways this is an advantage and might even be considered an Edge. The character is difficult to track. Such rare individuals are valuable to espionage organizations, as well as agencies that deal in time travel and temporal paradoxes. On the other hand the character has no legal existence, is not recognized by governmental bodies, and has no claim to property.

Characters with the No Past Flaw have no Renown (score of 0), and cannot take the Contacts, or Ally Edges, or the Rival Flaw. This Flaw can be bought off over time by the character's actions. But for the character to ever accumulate any Renown or take an Edge such as Contacts he must first buy off the No Past Edge and this should only be allowed by the Narrator if the character's In Game actions warrant renown or the development of a contact, etc.

Primitive: The character comes from a culture less developed than that of the Federation at whatever time the character is operating (if the series in question is a TOS era, or Enterprise ERA series then the character comes from a more primitive culture than these ERAs – if the series is TNG or later this Flaw could apply to someone coming from the Enterprise ERA).

The character may come from a planet where the culture or civilization is more primitive, or from a time in the past. A man from the Terran Old West would be considered primitive in the 23rd or 24th centuries.

In any case a character with this flaw receives a -3 penalty to their dice rolls when attempting to use technology more advanced than their natural time period or level of advancement.

A character who begins the game with this Flaw may not have any skills in technology more advanced than their native ERA, or homeworld. ie. The aforementioned Westerner would have no skills more advanced than using devices from the 1870s to very early 1900s. This can change if the character learns skills and spends more time around advanced technologies. However to purchase skills involving more advanced technology the character must spend as many advancement points as a character attempting to advance a non-professional skills, even if the skill in question is a professional skill for the character.

Temporal Intolerance: Character with this Flaw do not handle Temporal or Dimensional shifting well. Any time the character moves to a different point in space-time using temporal or dimensional travel, he suffers disorientation and confusion for a duration of 2d6-Stamina reaction in turns. During this time the character suffers a -3 penalty to all tests. He also must make a Stamina reaction test (TN5) to avoid becoming physically ill as a result of the time or dimensional shift. Characters with this Flaw make poor DTI agents of Timefleet officers.

Agents with this Flaw can still work in the research and development departments of the DTI, but will not be assigned to work in the field.

NEW EQUIPMENT

Temporal Stabilizers

Specifications: Upright cylinders 2m tall and 10cm in diameter, with a tripod base and a “bulge” half-way up that consists of a collection of circuitry. Mass is 10kg each.

Description: These devices are similar to transport pattern enhancers and work in a similar fashion. Set up around an area or object, they create a zone of temporal stability by generating focused dekyons to ground out any chronal energies. This is useful for containing objects in a state of temporal flux, keeping them anchored in space-time. Temporal stabilizers can also contain limited temporal disruptions, although more powerful disruptions overload their phase coils and render them useless. Temporal stabilizers are usually used with a temporal or quantum-flux transporter.

Rules: Temporal Stabilizers provide a +10 bonus to Systems Operations (Temporal Systems) tests when using a Temporal Transporter or Quantum-Flux transporter. This should be enough to overcome any difficulties or any outside temporal interference when trying to use a temporal transporter.

Duration / Energy: 500 hours + induction recharging.

Temporal Tricorder

Specifications: 8.5cm x 12cm x 3cm; 0.35kg mass



Temporal Tricorder

Description: The tricorders used by DTI field agents and Timefleet officers are specially modified from the standard Starfleet model. Their scanners can detect chroniton emissions at a distance of 2,000meters, useful for analyzing small or local temporal phenomena. A temporal tricorder is tuned to perform a scan of an object's quantum signature at close range (25 meters), allowing the user to detect whether or not the object is from another time period or timeline. Finally temporal tricorders have an extensive historical database to assist agents in performing historical research in the field. Like all items of advanced technology, temporal tricorders must not be allowed to fall into the possession of people in the past. This is especially true because of the tricorder's database. This would have profound repercussions on the future if someone from the past were to gain access to this information.

Rules: The historical database contained in a temporal tricorder confers a -5 reduction to all TNs to perform historical research (Knowledge/History tests, etc.). Temporal Tricorders also convey the usual +5 bonus when used, in this case this bonus also applies to any attempt to scan for chroniton emissions or temporal flux.

Duration / Energy: 1,000 hours of intermittent use or 36 hours of continual use.

Range: 5 / 25 / 500 / 2000 +0. As with other sensors, interference can inhibit a Temporal Tricorder's range or function.

Temporal Bio-chamber

Specifications: between 1.7 & 2meters in length, capable of holding one humanoid adult life-form. Massing between

108.864 and 136.08kg.

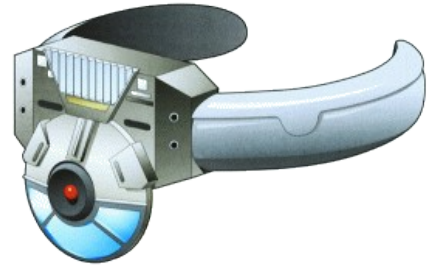
Description: A chamber similar to a chryo-chamber or a hyperbaric chamber used in late 20th century medicine used to revert a subject's cells to an earlier state of entropic decay.

Rules: This device may be used with Medicine (General Medicine) skill, gaining an affinity from Temporal Mechanics skill.

Duration / Energy: Unlimited as long as the device is connected to a constant external power source, such as being powered off of a ship's engines or through the power systems of a starship.

Temporal Beacon

Specifications: Size varies. Common beacons are discular in shape, roughly 17.78cm in diameter. These beacons weigh and average of 0.317kg.



A Temporal Beacon worn as part of an arm-band time-device

Description: A temporal beacon is a device used to transmit one's location through time. It is used by time travelers so they can be located and retrieved by somebody in another time period. A temporal beacon was found aboard a 31st century vessel by Commander Trip Tucker and Lieutenant Malcolm Reed. It was incorrectly identified as the black box. When it was activated, the beacon, the ship, and the corpse of the pilot vanished, presumably back into the future. Some temporal beacons are specified as Temporal Transport Beacons. A temporal transport beacon is a device utilized by Starfleet in the 29th century, for use in obtaining a pattern lock on individuals who had traveled through time using a temporal transporter. A temporal transport beacon was given to Seven of Nine, who was recruited from the year 2375 by the crew of the USS Relativity, for a mission to prevent a saboteur from destroying the USS Voyager. Lieutenant Ducane ordered Seven to recalibrate her temporal transport beacon, as her proximity to a force-3 temporal disruptor resulted in a level of interference which would endanger Seven's life if she were to be transported.

Rules: A temporal beacon gives a +5 bonus to any attempt to locate the beacon using a temporal sensor (Systems Operations (Temporal Systems)), while a Temporal Transport Beacon gives the same bonus when attempting to get a transporter lock using a temporal transporter or quantum-flux transporter.

Duration / Energy: 500 hours + induction recharging.

Temporal Communication Chamber

Specifications: Occupies an entire room, roughly the size of a transporter room, or a small holodeck or holosuite.

Description: A temporal communications chamber is a room aboard a Suliban helix that allows audio and minimal visual communications between Suliban soldiers and a mysterious figure from the 29th century. The room had a time-dilation effect, in that time appeared to be proceeding slower than normal.

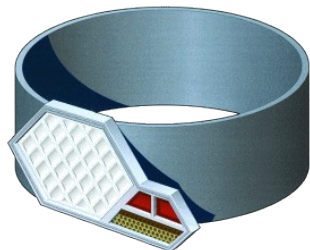
Rules: The Temporal Communication chamber is normally only able to be used or activated to communicate with the Suliban “patron” in the 29th century. But the device can be recalibrated as an extended test requiring a TN 75, using System Engineering (Temporal Systems) with a Physical

Sciences (Temporal Physics) affinity. Once recalibrated, if done properly, the Communication Chamber can be used to send communications through the timeline to and from any nexus point.

Temporal Communicator

Specifications: A small device often built into Temporal Tricorders. A temporal communicator is easy to disguise as another device and is usually built into a standard com-badge for use by agents traveling within the timeline occupied by Starfleet and the Federation. A stand-alone version of the device is usually discular in shape, roughly 7.62cm in diameter and having a mass of 0.0136kg.

Description: A temporal communicator is a device which can be used to communicate with other time periods. Temporal communications are dangerous to the integrity of time; they would be considered prohibited by the Temporal Prime Directive in the Federation. Communications from the future contributed to the Temporal Cold War, as future benefactors would send advantages and missions to be carried out by the Suliban Cabal. In the 31st century, Federation temporal communicators were dependent on a component called a quantum discriminator. Due to the volatility of this device, temporal communicators are not normally issued to time agents unless they originate from the 31st century. If it becomes necessary for a player character to use one, skill in Temporal Mechanics and Communications can aid in this attempt. Skill in the use of the item is available to personnel from the 31st century, and it could be possible for someone who is trained in the use of a temporal communicator to teach someone from an earlier time to use it.



One design of Temporal Communicator worn as part of an arm-band.

Rules: A Temporal Communicator can be used to communicate through the timeline the same way a standard communicator is used to communicate over distances.

Duration / Energy: 1,000 hours + induction recharging for a stand-alone unit.

Range: 29th century; 40 years or 60 years when boosted by a transceiver aboard a timeship. 31st century; 60 years, or 80 when boosted by a transceiver.

Temporal Observatory Device

Specifications: 15cm x 8cm x 3cm, 0.3kg mass.

Description: The temporal observatory device was a small hand-held object not unlike a tricorder used by Crewman Daniels to monitor the grand sweep of history as part of coordinating the Temporal Cold War. Silik tried to steal the device in September of 2151, but Jonathan Archer destroyed it to prevent it from falling into Silik's possession. It operated by projecting a holographic representation of the timestream, allowing Daniels to supervise various activities being carried out by time travelers. The device is only available to time agents and timefleet personnel originating in the 29th-31st centuries.

Rules: This device can be used to view the timeline by an experienced agent and contains the same database as the one built into the Temporal Tricorder. The Observatory Device gives a +5 bonus to any attempt to research the timeline using the historical database, and applies the same bonus to

researching temporal flux effecting the future timeline.

Duration / Energy: 1,000 hours of intermittent use, 36 hours of continuous use.

Temporal Tags

Specifications: 5.08cm x 9.8cm x 2.54cm, 85.05grams mass.

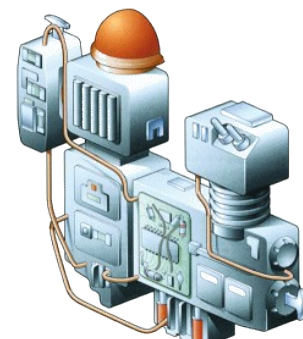
Description: A temporal tag is a 29th century technological device that allows objects and living beings to be transported through time. In 2153, Daniels provided Captain Archer with temporal tags when Archer and T'Pol were sent to 2004 Earth to stop a Xindi threat and retrieve anything that did not belong in that time.

Rules: These devices can be attached to items in one timeline and used to get a temporal transporter lock on the item, or in the case of an emergency on an individual. A Temporal Tag provides a +3 bonus to any Systems Operations (Temporal Systems) skill test to get a lock with a temporal transporter.

Duration / Energy: 1,000 hours of continuous use + induction recharging.

Ranges: 29th century Temporal Tags have a range of 400 years, 31st century tags a range of 600 years, or 6 centuries.

Temporal Transmitter



Borg Temporal Transmitter

Specifications: approx. 30cm x 29.4cm x 10cm with a mass of 2.3kg.

Description: A complicated and somewhat antiquated looking device comprised of Borg technology including tubules and nanoprobes. A temporal transmitter is a piece of technology used by the Borg to transmit messages to Borg drones in another time period.

Rules: although normally only usable by the Borg, a Temporal Transmitter can be modified by an engineer or tech using Systems Engineering (Temporal Systems), or (Borg Systems). Properly modified the Temporal Transmitter can be used to send a signal through time to any properly modified receiver such as a Temporal Communicator or Temporal Tricorder.

Ranges: A Borg Temporal Transmitter has a temporal range of roughly 300 years.

WEAPONS

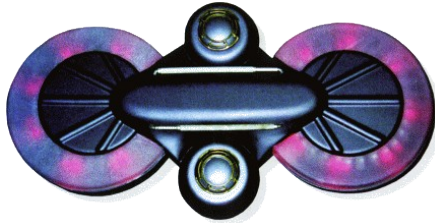
It was inevitable that special agents of a semi-military organization who's job it was to travel in space and time to enforce temporal directives and arrest temporal interlopers would be forced to develop weapons that were able to use the technologies associated with time travel in a military application.

There are several primary weapons used by the crews of DTI Time Ships. These are detailed below.

Temporal Disruptor

There are actually three different types of Temporal Disruptors. The first type of temporal disruptor is, literally, a "time bomb"; the disruptor destroys its target by fragmenting and distorting the space-time around it to the point where the target could no longer hold cohesion. A small device only about forty centimeters long, the disruptor has an effective range of about 150 meters.

It can be used effectively if a character has Demolitions (Temporal Disruptor) skills of at least level 3+.



"Temporal Disruptor" Bomb – aka a Force-3 Temporal Disruptor.

Specifications: 40cm x 10cm x 0.7cm; .03kg mass.

Rules: This device can be placed using Demolitions (Temporal Disruptor) skills with a TN 15 to install the bomb, and an extended test with a TN 30 to set the bomb to go off at a predetermined time, and to also plant the bomb out of phase preventing it from being disarmed. A Force-3 Disruptor set out of phase gives a -10 penalty to any attempts to disarm it (Demolitions (Defuse Explosives) skill). Once a Force-3 Disruptor has begun to discharge it creates a temporal distortion within it's effective range that does 10 structural points of damage to a Spacecraft on which the bomb has been installed until the vessel is destroyed by having it's cohesion in the space-time continuum disrupted.

Range: 5 / 25 / 75 / 150 +0

The second type of Temporal Disruptor is a side arm carried by most time agents. A powerful weapon, issued in either a pistol or rifle variety, a temporal disruptor should be treated as a phaser of equivalent size set to disintegrate, because that is exactly what it does. Like the "time bomb", a Temporal Disruptor pistol, or rifle will distort the space-time of it's target until that target simply ceases to exist.

Temporal Disruptor "Pistol"



A Type-I Temporal Disruptor "pistol", often confused with the standard Type-II phaser issued by Starfleet in the 24th century.

Specifications: 18.5cm long, 0.55L in volume, 0.4kg mass.

Settings: 3, 6, 9, 12, 15, 16 (damage is done via temporal distortion)

Duration / Energy: 1,000 charges

Range: 5 / 20 / 50 / 100 +20

Temporal Disruptor "Rifle"

Specifications: 54cm long, 2.3L in volume; 1.98kg mass.

Settings: 3, 6, 9, 12, 15, 16 (damage is done via temporal distortion)

Duration / Energy: 1500 charges

Range: 5 / 40 / 80 / 160 +40

Most DTI agents will only carry, or use this weapon under very

controlled circumstances, and only if deemed extremely necessary. Under normal circumstances time agents will carry a standard issue phaser.

The third, and most devastating of the temporal disruptor weapons are the cannon varieties mounted on most time ships. Mounted in alternation with standard phaser arrays and drawing their power from the same source as produces the temporal vortex in the displacement drive, the temporal disruptor cannons have the same effect as the "time bomb", or the hand-held variety. The temporal disruptor cannon will dissipate it's target upon scoring a hit by disrupting space time within the space occupied by the target. And the target- in this case usually a ship of some kind, or some large inorganic body -will simply cease to exist. It is feasible, if several time ships were to concentrate their weapons in unison, to temporally disrupt an entire planet. But any such act would be considered a highly immoral, and unconscionable act- an act of temporal terrorism.

Chroniton Torpedo

A chroniton torpedo is a projectile weapon based on temporal science. They are able to pass unhindered through the shields of enemy ships due to their existing in a state of temporal flux. Standard chroniton torpedoes operate on a temporal variance of 1.47 microseconds. A chroniton torpedo's warhead yield is equal to a quantum torpedo in terms of it's capability of doing actual physical damage to a ship, and it's primary advantage over a standard quantum torpedo is the ability to penetrate shields and defenses. The skill needed to operate a chroniton torpedo arming and firing mechanism is the same skill used in firing photon or quantum torpedoes aboard a starship.

THE FEDERATION TIMEFLEET

A division of Starfleet that functions by assigning officers to serve aboard Timeships, vessels equipped with advanced technology allowing for controlled time travel. Officers of the Federation Timefleet are bound by the same laws and regulations as regular Starfleet Officers, as well as by the rules and standing orders of the Department of Temporal Investigations. As a matter of fact the Timefleet is the 29th century military equivalent of the DTI and often recruit officers to serve in the Timefleet from 23rd or 24th century Fleet officers just as the DTI often recruits their agents from other time periods as suits their missions and their goals.

The Federation Timefleet is actually a joint-venture with Starfleet working together with DTI agents and operatives to complete vital time-sensitive missions. The Timefleet is first recorded in history in the 29th century, however the first Timeship is commissioned in the late 28th century when the technology allowing controlled time travel was first introduced as part of starship construction and design.

TIMEFLEET OFFICER PROFESSION

Officers of the Federation Timefleet are Starship Officers and have the same skills, and prerequisites as regular Starship Officers. (see pages 65-66 of the *Player's Guide* for more information.). Timefleet officers also have the same Elite Professions (see pages 67-77 of the same volume) available to them to allow them to function aboard a starship.

A Timefleet Command officer, or Security officer, or Engineer is still a Starship Officer, and still a member of the appropriate Elite Profession. They just happen to serve aboard a ship that is also a time machine.

There are some minor changes to the basic information given for a Starship Officer in the Player's Guide required to create a Timefleet Officer.

While the attributes and reactions mentioned on page 66 of the Player's Guide, and those listed for each Elite profession still apply slight changes should be made to the Professional Skills for a Timefleet Officer.

TIMEFLEET PROFESSIONAL SKILLS

Athletics	STR
Computer Use	INT
Energy Weapons	AGL
Knowledge*	INT
Repair	INT
Survival	PER
Unarmed Combat*	AGL
System Operations (Temporal Systems)	INT
Physical Science (Temporal Physics)	INT

* *This entry denotes a skill-group. Choose one skill from inside the group each time this entry is selected.*

Timefleet Officers have the same Professional Abilities as Starship Officers, available at the same Tiers and with the same benefits, or in some cases penalties.

Timefleet Officers also have the same Professional Abilities as Starship Officers depending on their Elite Professions (Medical, Command, Security, Engineering, etc.). However certain Professional Abilities associated with DTI Agents and described earlier in this volume can be acquired by Timefleet Officers depending on their own Elite Professional Status. Consult the following chart to determine which Professional Abilities apply to which Elite Professions for Timefleet Officers.

ABILITY	ELITE PROFESSION	TIER
Gather Intelligence	Command	1
Historian	Science Officer	1
Chronal Systems	Engineering	1
Inconspicuous	Security	2
Antiquated	Operations	2
Chronal Navigator	Flight Control	2
Estimating Effects	Science Officer	3

All Professional Abilities associated with DTI Agents applicable to Timefleet Officers must be purchased at the same cost as other Professional Abilities of their Tier, and carry the same prerequisites for Timefleet personnel as they do for DTI Agents.

Note that there are no Professional Abilities drawn from the DTI Agent set, available to Medical Officers, or Counselors. These Professions, while still very essential in the Timefleet,

do not require much special training to function on a Timeship. Disease and injury is still very much the same in the 29th century as it is in the 23rd or 24th. And the same hold true for mental illness and psychological disorders.

Medical Officers will have to learn how to treat Temporal Narcosis, and Counselors will need to be experienced in treating Temporal Psychosis.

Of course, Timefleet Officers have access to the same skills as DTI Agents, as well as the new Edges and Flaws described above.

Temporal Integrity Commission

The Temporal Integrity Commission exists in the 29th century. Armed with equipment which can scan time, they look for any temporal anomalies, and make efforts to correct them. Captain Braxton and the timeship Aeon were sent to Earth in 1996 to return the USS Voyager back to the Delta Quadrant in 2373 at the request of the TIC.

This organization most likely evolved out of the original DTI, and player characters can chose to be a member of the TIC instead of working for the DTI. If a character does follow this path after being recruited for training in the 29th century their career should parallel a Starfleet Intelligence agent and not a time traveling Starfleet officer like Captain Braxton.

TIC characters should use the rules for service for DTI Agents, and Timefleet Officers; or substitute rules for the generation of Starfleet Intelligence characters.

DEVELOPMENT PACKAGES

DTI AGENT / OPERATIVE

You've been selected to for training as a Time Agent. Your career will involve traveling through time and working to maintain temporal integrity and enforce the Temporal Prime Directive.

Skills: Athletics (Climb or Run) +2, Energy Weapons +3, First Aid +1, Inquire (Interview) +2, Investigate (Deduce) +2, Repair +1, System Operations (Temporal Systems) +2, any one Unarmed Combat skill +2

Pick 5: +1 to any Professional Skill

Pick 1 Edge: Alert, Dodge, Quantum Sense, Skill Focus (Historical)

TIMEFLEET OFFICER

You are an officer of the Federation Starfleet, but you serve aboard a Timeship in either the 29th or 31st century. Maybe you fight in the Temporal Cold War, maybe you serve aboard a Timeship similar to the USS Relativity, correcting disruptions in the space-time continuum.

Skills: Administration +2, Computer Use +2, Energy Weapon +3, Knowledge (History) +2, Negotiate +1, Repair +1, System Operations (Temporal Systems) +2, Tactics (Chronal) +2, any one Unarmed Combat skill +2

Pick 5: +1 to any Professional Skill

Pick 1 Edge: Bold, Confident, Iron Willed, Quantum Sense, Skill Focus (Historical)

TEMPORAL ROGUE

(a Development Package for Rogue characters who travel through time). You make your way through space and time as a rogue, rascal, and a bit of a scoundrel doing whatever you need to to survive, even if it is not exactly legal, or might violate the Temporal Prime Directive.

Skills: Any one Armed Combat skill +2, Conceal +2, Influence (Intimidate) +3, Observe (Spot) +3, Sleight of Hand +2, Stealth (choose) +2, Streetwise +3, System Operations (Temporal Systems) +2

Pick 5: +1 to any Professional Skill

Pick 1 Edge: Blends In, Quantum Sense, Fast on Your Feet, Skill Focus (Furtive), Quick Shot, Dodge

ADVANCEMENT PACKAGES

DTI OPERATIVE

Your service to the Department of Temporal Investigations has been duly noted, and you have been promoted to a position in which a person of your skills and abilities can better serve the Department.

Professional Skill: System Operations (Temporal Systems) +2

Edge: Promotion (2)

Pick 2 Skills: First Aid +1, Systems Engineering (Temporal Systems) +1, Tactics (Chronal) +1, Computer Use (Research) +1, Energy Weapons (Temporal Disruptor) +1

Pick 1 Edge: Famous Event, Cultural Flexibility, Skill Focus (Temporal Genius)

Pick 1 Flaw: Intolerant (TimeRogues), Intolerant (Vorgons), Arrogant

TIMEFLEET OFFICER

Your service to the Federation Timefleet has resulted in an exemplary record, and you've been slated for promotion in the fleet.

Professional Skill: Computer Use (Research) +1

Edge: Promotion (1)

Pick 2 Skills: Systems Operations (Temporal Systems) +2, Knowledge (History) +2, Energy Weapons (Temporal Disruptor) +1, Systems Operations (Sensors) +2, Administration (Timefleet) +1, Construct (any) +1, Physical Sciences (Temporal Physics) +2, Social Sciences (Sociology) +1

Pick 1 Edge: Cultural Flexibility, Contacts, Ally, Confident, Lightning Reflexes, Quick Shot, Dead Aim.

Pick 1 Flaw: Intolerant (TimeRogues), Intolerant (Vorgons), Intolerant (Suliban Cabal), Arrogant, Proud, Reckless

TIMESHIPS

There are several different classes of time ships used by DTI agents, and Timefleet officers working to uphold the temporal prime directive under the direction of DTI or TIC commission directors.

Each ship has similar characteristics in that they are all constructed in the future- or at least the future from the perspective of someone originating in the 24th century or earlier. Each ship is capable of travelling through time as well as through space by generating a transwarp vortex that creates a temporal rift capable of sustaining up to two vessels of equal size and transport said vessels to whichever location in time, and space are programmed into the advanced navigational circuitry controlled by a Temporal Navigations Officer trained to operate such equipment.

The statistics given here for each time ship correspond with the systems used in Starships, and the Expanded Spacecraft Operations Manual useable with the CODA system, and Decipher's Star Trek Roleplaying game.

Timefleet officers serving on, and commanding these ships will be under the direct authority of administrative officials affiliated with either the DTI, or the TIC. But, in most cases, the officers assigned to a time ship will report directly to a higher ranking Starfleet officer who originates from either the 26th, 29th, or 31st century.

Smaller time ships that can support a full crew will normally be commanded by an officer at the rank of commander, and these vessels normally report to a Starfleet captain, who is in command of a Wells class time ship (the flag level vessels of a temporal fleet).

TIMESHIP SYSTEMS

Most systems aboard a Timeship – sensors, transporters, medical systems, etc. - function in much the same way as they do aboard a Starship from the 24th century, or earlier, depending on the systems installed aboard the Timeship. There are some systems that are individual to vessels classified as Timeships and these systems and their special costs and reliabilities are detailed below.

TEMPORAL DISPLACEMENT DRIVE

Also known as Temporal Drive, or Chronal Drive.

The temporal displacement drive is an expansion of the warp drive, manipulating the curvatures of space-time with great precision, allowing Starships to travel through many centuries into the past, or into the future. The drive produces usable energy, most likely through tapping into energy stored in space-time itself. Working on a similar principal to a slipstream drive, the temporal displacement drive generates a temporal vortex using a time ship's warp field. The ship is then pulled into the vortex as it goes into warp, thus traveling across the distance in space set into the ship's navigation controls, and traveling to the location in time programmed by the temporal navigator, at the same time. If the calculations are correct the

time ship will arrive at it's desired destination both in space and time simultaneously. The journey through the temporal vortex is virtually instantaneous, unlike travel via traditional warp drive.

Temporal Displacement Drive System Costs

SYSTEM	SPACE	TIMEJUMP	MAX. SIZE	RELIABILITY	AVAILABILITY
TDD-X1	4	+3 / +2 / +2	5	F	2782
TDD-X2	4	+4 / +3 / +2	7	FF	2812
TDD-V	5	+5 / +3 / +2	8	G	2914
TDD-VII	6	+5 / +4 / +3	11	GG	3009

Timejump Modifiers: Since the Temporal Displacement Drives actually use the warp-engines of a Timeship to generate a temporal vortex Timeships do not travel through time the way a Starship travels through space. A trip into the past, or future, termed a "timejump" is instantaneous. Moving the ship instantly from one place in time to another. The more powerful a Temporal Drive is the better it is at making accurate timejumps.

The Timejump Modifiers given in the table reflect the modifier each Temporal Drive gives to a Systems Operations (Temporal Systems) test to properly plot and execute a Timejump. There are three modifiers given – the first represents shorter Timejumps (10-50 years), the second medium range Timejumps (51-100 years), and the third, long-range jumps (101-300 years). A timeship will usually not make a jump of more than 3 centuries at a time, but rather make several quick jumps to travel an extensive length backward or forward in time (ie.: a Timeship wishing to travel from 2840 to 2365 might make one long-range jump of 300 years back to 2540, and then another jump of 100 years, then a jump of 75 years to reach its destination time.)

Timejumps are conducted as Systems Operations (Temporal Systems) tests.

In the above example, if a Temporal Navigator was attempting to plot the timejumps from 2840 back to 2365 aboard a Timeship fitted with a TDD-V temporal drive the modifiers for the tests to initiate the jumps would be +2, +3, and +3. Indicating a long-range and two medium-range jumps.

Successful jumps move the Timeship to its desired location in time, while failed jumps move the Timeship to a temporal location 2D6 years back, or further forward in time from the desired temporal co-ordinates. To determine whether a failed jump missed, sending a ship backward or forward of it's destination can either be left to the discretion of the Narrator or determined with another dice-roll. 1D6. 1-3 indicating backwards, 4-6 indicating forward of the intended destination.

Such mistakes can easily be corrected using temporal sensors and making other, successful timejumps.

Reliability Ratings: The factors given in the chart above can be tabulated for their appropriate Reliability Modifier using the Reliability Modifiers chart on page 9 of *Starships* and extending the modifiers exponentially. ie. A Reliability of GG would have a modifier of +13.

Temporal Transporters

Temporal transporters are an advancement on transporter

technology, allowing the user to transport to a desired space and time. It gives off a chroniton flux of 0.003. Time Ships are equipped with temporal transporters, one is even located at the starboard-aft of their bridge. The transporter is used in unison with several other technologies, such as temporal sensors and temporal shields. Temporal sensors allow for the precise moment and location for the transport to occur, and temporal shields are raised before making any temporal transports. Presumably, this is so that if the agent sent back in time alters the timeline, the ship is not affected (for example, being erased from history, or never existing in the first place.)

Temporal Transporters are used just as normal transporters, and require Systems Operations (Temporal Systems), or Systems Operations (Transporters) to use properly. Characters attempting to use Systems Operations (Transporters) skill to operate a Temporal Transporter receive a -3 penalty to their initial test roll, but receive an affinity from Physical Sciences (Temporal Physics).

Temporal Sensors

A sensor array installed aboard all Time Ships. Temporal Sensors are programmed to scan the spacetime continuum for anomalies and then compare these anomalies to established data presets to ascertain the severity of the anomaly and the level of threat priority. Temporal sensors are also used to plot temporal navigational courses, and in conjunction with a temporal transporter to make certain that time co-ordinates are properly calculated into either the navigational circuitry or the location lock program of the transporter.

Temporal Sensor Costs

TYPE	SPACE	BONUS	RELIABILITY	AVAILABILITY
Class-1	3	+3/+2/+1	EE	2810
Class-2	4	+4/+3/+2	F	2831
Class-3	5	+5/+4/+3	F	2842

Temporal Sensors are used exactly like regular sensors on board a Starship, using the Systems Operations (Temporal Systems) or Systems Operations (Sensors) skill. The bonus conferred by the sensor systems represents the sensor's ability to scan at short (10-50 year), medium (51-100 year), and long (101-300 year) temporal range. Using Systems Operations (Sensors) skill to operate a Temporal Sensor receives a -3 penalty, but gains an affinity with Physical Sciences (Temporal Physics).

Operations / Life Support Systems

These systems are still very similar to those used in the 24th century, and the Operations / Life Support Systems charted on page 10 of *Starships* can be used aboard Timeships with no penalties or ill effects for antiquated equipment any more than effect a ship commissioned in 2380, using a Class-2R Life Support system.

Propulsion Systems

In addition to the Temporal Displacement Drives, initiating timejumps, Timeships also have normal warp and impulse drives to get them where they need to go, moving through physical space.

Most Timeships will be fitted with high-end impulse drive systems fitted to their size and maneuverability of their spaceframe. The same goes for warp drives and the information on the available drives can be found on tables **1.10** and **1.11** on pages 12 and 13 of *Starships*.

Advanced Sub-light Drive Costs

System	Space	Rating	Max. Size	Reliability	Availability
HID-2	9	.95	14	G	2521
HID-V	9	.97	14	GG	2780
HID-VII	10	.97	17	H	2832

Some Timeships will be fitted with Quantum Slipstream Drives.

Quantum Slipstream Drive Costs

System	Space	Speed (MCU)	Max. Size	Reliability	Availability
QSD Mk5	7+1/2 Size	9.999995	14	F	2520
QSD Mk6	8+1/2 Size	9.999996	14	FF	2784
QSD Mk7	9+1/2 Size	9.999997	15	G	2836

TEMPORAL SHIELDING

Timeships not only carry advanced deflector shields and are normally fitted with some kind of ablative armor, but Timeships are usually fitted with Temporal Shielding to protect against attacks with chronal-based weapons. Temporal Shielding is rated on the same curve as normal defense screens, but provides a higher degree of protection from all forms of attack by cloaking the ship in a quantum flux wave that prevents weapons from making contact with the vessel unless the weapon in question is tuned to the same chroniton frequency.

Defense Systems Costs

Type	Space	Protection	Threshold	Reliability	Availability
FCS-2	20	24	5 / 10	FF	2580
FCS-5	22	27	6 / 12	G	2756
TDS-1*	9	29	10 / 15	GG	2784
TDS-2*	9	31	12 / 17	H	2820
TDS-3*	9	34	18 / 21	H	2940

* Temporal Shields do not take up much space as they generate their power from the main shield grid. A basic shielding system must thus be installed prior to installing Temporal Shielding. Temporal Shielding is Adaptive, and regenerative as are all the defense screen types listed here. All of these defenses are regenerative and can adapt to repeated attacks reducing damage taken from a subsequent hit by the same weapon or weapon type by 50%.

Temporal shields are a technology, theoretical prior to the 28th and 29th centuries, that protect against weapons utilizing aspects of temporal science. Temporal shields also protect a vessel against changes in the timeline. Temporal shielding will protect a Time Ship from an attack using any time-based weapon including a temporal disruptor or a chroniton torpedo. Temporal shields also protect the time ship from any temporal eddies occurring in the temporal vortex that can throw a ship off its course and force the vessel to re-materialize from the vortex in a non-predetermined point in space and time.

A Timeship may run with their temporal shields up, and rely on them exclusively during combat but they must have other shielding installed for the temporal shields to function.

TEMPORAL WEAPONRY

One of the most important aspects of Timeship design are the weapons a Timeship carries. Advanced Phasers, Chroniton torpedoes, and Temporal Disruptor Cannons. The latter of which has been discussed previously in the section on Temporal Weapons that covered the Temporal Disruptor as not only a type of bomb, but a side-arm carried and used by Time Agents.

Advanced Beam Weapon / Phaser Costs

Type	Space	Offense Value	Min. Size	Availability
Type XXI	9	40	11	2600
Type XXIII	9	43	12	2723

TEMPORAL DISRUPTOR CANNONS

The most devastating of the weapons are the Temporal Disruptor cannon varieties mounted on most time ships. Mounted in alternation with standard phaser arrays and drawing their power from the same source as produces the temporal vortex in the displacement drive, the temporal disruptor cannons have the same effect as the "time bomb", or the hand-held variety. The temporal disruptor cannon will dissipate its target upon scoring a hit by disrupting space time within the space occupied by the target. And the target- in this case usually a ship of some kind, or some large inorganic body -will simply cease to exist. It is feasible, if several time ships were to concentrate their weapons in unison, to temporally disrupt an entire planet. But any such act would be considered a highly immoral, and unconscionable act- an act of temporal terrorism.

Temporal Disruptor Cannon Costs

Type	Space	Offense Value	Min. Size	Availability
TD-Type I	3	50	3	2784
TD-Type II	7	55	8	2820
TD-Type III	8	65	10	2842
TD-Type V	9	75	12	2951

CHRONITON TORPEDOES

A chroniton torpedo is a projectile weapon based on temporal science. They are able to pass unhindered through the shields of enemy ships due to their existing in a state of temporal flux. Standard chroniton torpedoes operate on a temporal variance of 1.47 microseconds. A chroniton torpedo's warhead yield is equal to a quantum torpedo in terms of its capability of doing actual physical damage to a ship, and its primary advantage over a standard quantum torpedo is the ability to penetrate shields and defenses. The skill needed to operate a chroniton torpedo arming and firing mechanism is the same skill used in firing photon or quantum torpedoes aboard a starship.

Advanced Chroniton Torpedo Launcher Costs

Type	Space	Offense Value	Min. Size	Availability
C-C (micro)	4	6	3	2450
C-D	18	14	8	2600
C-Da	20	16	10	2782
C-E	21	21	12	2835

All weapons aboard a Timeship may be targeted and fired using the same skills and maneuvers as those on a regular Starship. However, firing a Temporal Disruptor Cannon without

using Systems Operations (Temporal Systems) skill results in a -3 penalty to all attacks and Tactical Maneuvers. This penalty can be offset by an affinity with Physical Sciences (Temporal Physics), however.

NEW STARSHIP EDGES

Timeships can have traits not normally available to other vessels. These traits reflect the Timeships' abilities as time-traveling vessels.

Note that all Edges applied to Starships from the *Narrator's Guide*, *Starships*, or the *Expanded Spacecraft Operations Manual* (a popular fan-publication) can still apply to all Timeships.

New Edges include:

Temporal Refitting: A skilled Temporal Engineer has retrofitted one or more of the ship's systems to function as a Temporal System. Select either Sensors, Transporters, or Shields, and add a Temporal System fittable aboard the ship given size restrictions.

Temporal Weapon Upgrade: Size permitting, the vessel has received a Temporal Weapon installation. Usually 1 Temporal Disruptor Cannon, or Chroniton Torpedo Launcher is added to what is otherwise not a Timeship. This Edge is most useful for ships that have to deal with Temporal criminals and work with the DTI but are not, otherwise, Timeships.

TimeEngine Upgrade: Size permitting, the vessel has received an engine upgrade to a Temporal Displacement Drive. This Edge is most useful for non-Timeships that are forced by circumstances to travel through time to complete a mission. The TDD must be able to fit aboard the ship given Size and Space restrictions, and the crew should not be allowed to take too much advantage of the ship's new-found traveling abilities. Ships fitted with a Temporal Drive are usually done so at the request of the DTI, or TIC and the use of the drive will be strictly regulated.

Timejump Upgrade: The Temporal Displacement Drive has been upgraded to produce more accurate Timejumps. A Timeship with this Edge adds an additional +1 to each Timejump.

NEW STARSHIP FLAWS

Like Starship Edges, there are several new Flaws that effect Timeships. Timeships can acquire Flaws in the same way as a normal Starship and all Starship Flaws listed in the above-mentioned sources are available to effect Timeships as well.

New Flaws Include:

Chronal Jury-rigging: One of the ship's systems has been jury-rigged to perform as a Temporal system. Choose either Sensors, Transporters, or Shields and apply the appropriate modifiers to allow the system to function as a Temporal System with the restrictions that the system must now be operated by someone with Temporal Systems skills. Also decrease the system's Reliability factor by one level (a Reliability of A is reduced to B, or BB as appropriate for the system).

Overused System:

Temporal Systems are often more vulnerable to wear and tear than normal Starship systems that do not involve the manipulation of time to perform their functions. If a Timeship has overused one of its systems, taking this Flaw reduces that system's reliability rating by one level.

NEW STARSHIP MANEUVERS

Timeships in combat can be very formidable, indeed. Especially with the introduction of the Temporal Disruptor Cannon, which can easily obliterate an opposing ship. Due to the nature of a Timeship's missions, however, prolonged ship-to-ship combat is not usually undertaken by a Timeship unless they have no choice in the matter.

Timeship commanders have developed several maneuvers useful by Timeships in a combat situation.

New Maneuvers include:

Tier 1 Maneuver:

Timejump (Command): A Timeship may disengage from combat by making a Timejump and this is often necessary to avoid a prolonged Starship battle that could adversely effect the timeline.

Prerequisites: None

Duration: Instant

TN: 10 +5 per opponent

Effect: A successful Timejump removes the Timeship from the timeline and from the combat, disengaging all weapons locks had by the Timeship or any of its opponents.

Tier 2 Maneuver:

Weapon Hold (Tactical): A Temporal Disruptor Cannon can be made to continuously bombard a target with a chroniton wave inflicting exponential damage for each round the weapon locks its fire onto the opposing vessel.

Prerequisite: Successful hit, Successful shield penetration, and Successful weapons lock. May only be performed with a Temporal Disruptor Canon. Not a normal Phaser or Disruptor.

Duration: Instant

TN: Opponent's Protection, re-rolled each round.

Effect: The Timeship's Disruptors are locked to a target and continuously bombarding it with Temporal Distortion. This causes the ship to absorb normal damage from the weapon each round until the Weapon Hold fails, or the Timeship loses its Weapons Lock.

Tier 3 Maneuver:

Jump Back (Helm): A Timeship commander may order a Timeship micro-jumped back to the beginning of a combat encounter. This is a tricky jump and requires precise timing on the part of the Temporal Navigator.

Prerequisite: Disengage (H)

Duration: Instant

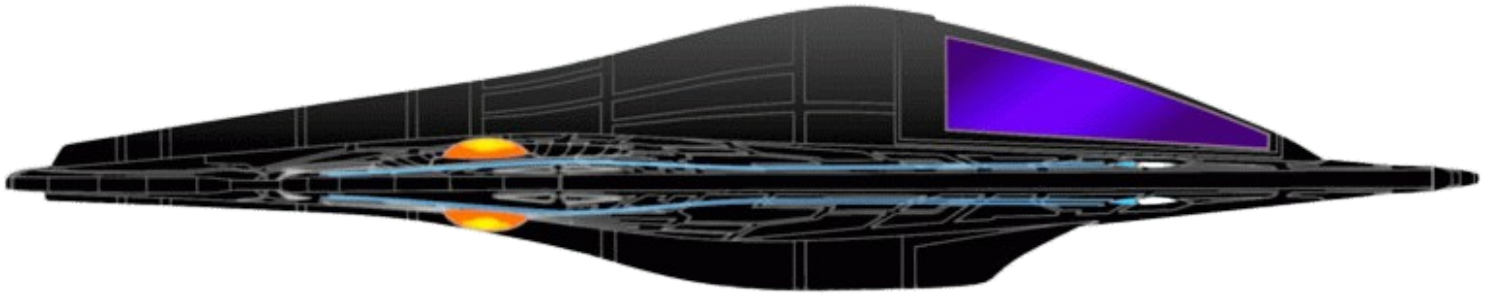
TN: 10 +5 per opponent

Effect: The Timeship is sent back to the immediate moments before combat was engaged thereby negating any damage done to the vessel and to any opposing ships. A tricky way of reversing one's losses but also risky in re-engaging in combat and potentially suffering greater damage to the Timeship.

AEON CLASS TIMESHIP

Temporal Shuttle / Runabout – Commissioned, c.2840

FEDERATION



HULL DATA

Structure	5
Size / Decks	1 / 1
Length / Height / Beam	6 / 2.8 / 2.71
Compliment	1 – 2 (equipped for 1)

PROPULSION DATA

Impulse System	FIB-3 (.75 / BB)
Warp System	LF-9x4 (3 / 4 / 5) (BB)
Temporal Drive	TDD-X1 (+3 / +2 / +2) (F)

OPERATIONAL DATA

Atmosphere Capable	YES
Transporters	1 (single-person emergency)
Cargo Units	1
Shuttlebay	N/A
Shuttlecraft	N/A
Tractor Beams	1fv
Separation System	NONE
Cloaking Device	NONE
Sensor System	Class-3 (+3 / D) Temporal (Class-1 / +3 / EE)
Operations System	Class-3 (D)
Life Support	Class-3 (D)

TACTICAL DATA

Phaser Arrays	Type-VII (x2 / B) Temporal Disruptor TD-1 (x1 / D)
Penetration	4 / 3 / 3 / 0 / 0 6 / 6 / 6 / 0 / 0
Torpedoes	C-C (micro) Chroniton (x1 / A)
Penetration	4 / 4 / 4 / 4 / 4
Deflector Shield	FSQ-1a (BB) TDS-1 Temporal Shielding (GG)
Protection / Threshold	12 / 1 29 / 15

MISCELLANEOUS DATA

Maneuver Modifiers	0 C, +2 H, 0 T
Traits	Nimble

HAWKING CLASS TIMESHIP

Temporal Scout Ship— Commissioned, c.2840

FEDERATION



HULL DATA

Structure	25 (5 ablative)
Size / Decks	5 / 6
Length / Height / Beam	150.7 / 28 / 90
Compliment	64

PROPULSION DATA

Impulse System	FIG-7 (.95c / E)
Warp System	QSD Mk5 (9.999995) (F)
Temporal Drive	TDD-X2 (+4 / +3 / +2) (FF)

OPERATIONAL DATA

Atmosphere Capable	YES
Transporters	1 standard, 1 emergency, 1 temporal
Cargo Units	43
Shuttlebay	1a
Shuttlecraft	4 size worth
Tractor Beams	1fv, 1av
Separation System	NO
Cloaking Device	NONE
Sensor System	Class-4 (+4 / E) Temporal (Class-2 / +4 / F)
Operations System	Class-5 (F)
Life Support	Class-5 (F)

TACTICAL DATA

Phaser Arrays	Type-XII (x4 / B) Temporal Disruptor Type-II (x2 / D)
Penetration	4 / 3 / 3 / 0 / 0 6 / 6 / 6 / 0 / 0
Torpedoes	C-Da Chroniton (x2 / B)
Penetration	6 / 6 / 6 / 6 / 6
Deflector Shield	FSS (E) TDS-2 Temporal Shielding (H)
Protection / Threshold	17 / 5 31 / 17

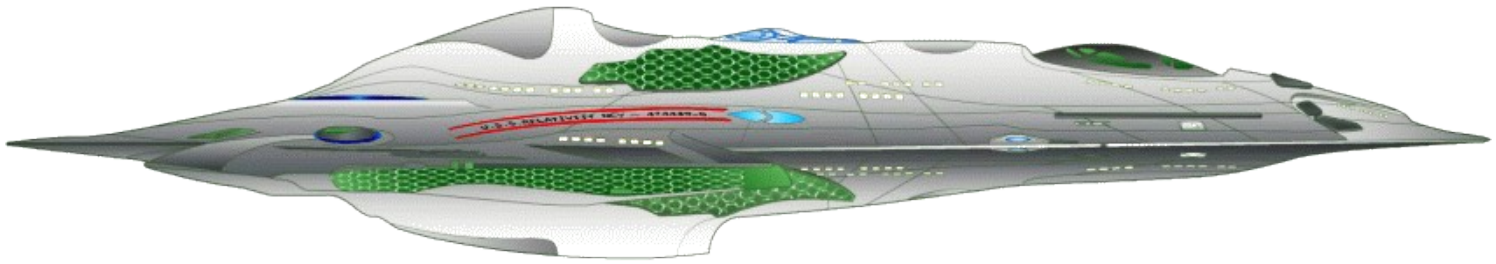
MISCELLANEOUS DATA

Maneuver Modifiers	+1 C, +2 H, 0 T
Traits	Ablative, Timejump Upgrade

WELLS CLASS TIMESHIP

Temporal Light Frigate— Commissioned, c.2840

FEDERATION



HULL DATA

Structure	40 (5 ablative)
Size / Decks	8 / 19
Length / Height / Beam	336 / 71 / 137
Compliment	162

PROPULSION DATA

Impulse System	HID-VII (.97 / H)
Warp System	QSD Mk6 (9.999996) (FF)
Temporal Drive	TDD-X2 (+4 / +3 / +2) (FF)

OPERATIONAL DATA

Atmosphere Capable	NO
Transporters	4 standard, 3 emergency, 1 temporal
Cargo Units	55
Shuttlebay	2 av
Shuttlecraft	8 size worth
Tractor Beams	1fv, 1av, 1ad
Separation System	NO
Cloaking Device	NONE
Sensor System	Class-6 (+6 / F) Temporal (Class-3 / +5 / F)
Operations System	Class-6 (F)
Life Support	Class-5 (F)

TACTICAL DATA

Phaser Arrays	Type XXI (x6 / C) Temporal Disruptor Type-II (x3 / D)
Penetration	6 / 5 / 5 / 0 / 0 6 / 6 / 6 / 0 / 0
Torpedoes	C-Da Chroniton (x4 / B)
Penetration	6 / 6 / 6 / 6 / 6
Deflector Shield	FCS-5 (G) TDS-2 Temporal Shielding (H)
Protection / Threshold	27 / 12 31 / 17

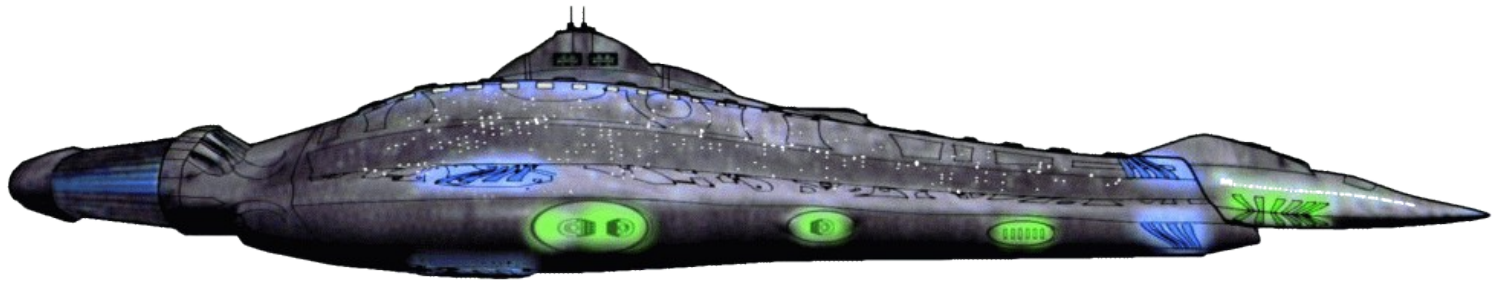
MISCELLANEOUS DATA

Maneuver Modifiers	+2 C, 0 H, +1 T
Traits	Ablative, Timejump Upgrade

VORTEX CLASS TIMESHIP

FEDERATION

Temporal Explorer / Heavy Cruiser— Commissioned, c.2920



HULL DATA

Structure	45 (5 ablative)
Size / Decks	8 / 26
Length / Height / Beam	694.3 / 86 / 321
Compliment	1,200

PROPULSION DATA

Impulse System	HID-VII (.97c / H)
Warp System	QSD Mk7 (9.999997) (G)
Temporal Drive	TDD-V (+5 / +3 / +2) (G)

OPERATIONAL DATA

Atmosphere Capable	NO
Transporters	6 standard, 4 emergency, 2 temporal
Cargo Units	110
Shuttlebay	2a
Shuttlecraft	10 size worth
Tractor Beams	1fv, 1av, 1ad
Separation System	NO
Cloaking Device	NONE
Sensor System	Class-7 (+7 / G) Temporal (Class-3 / +5 / F)
Operations System	Class-6 (FF)
Life Support	Class-6 (FF)

TACTICAL DATA

Phaser Arrays	Type XXIII (x6 / C) Temporal Disruptor Type-III (x2 / D)
Penetration	6 / 5 / 5 / 0 / 0 7 / 7 / 6 / 0 / 0
Torpedoes	C-E Chroniton (x4 / B)
Penetration	6 / 6 / 6 / 6 / 6
Deflector Shield	FCS-5 (G) TDS-2 (H)
Protection / Threshold	27 / 12 31 / 17

MISCELLANEOUS DATA

Maneuver Modifiers	+3 C, -1 H, +2 T
Traits	Ablative, Timejump Upgrade

STAR TREK ROLE PLAYING GAME

MISSIONS

Timeships are vessels which have undergone temporal transit. Some timeships were designed and constructed for that purpose, while others underwent time travel through accidental or external forces.

Time travel pods, Wells-class starships, and Aeon-type ships were built for use as timeships.

The Federation experimented with sending vessels back in time as early as 2268, but timeships were not regularly built or used until after the 24th century.

In the 23rd century, the USS Enterprise used the light-speed breakaway factor to travel through time. By the 29th century, timeships used both temporal rifts and a temporal displacement drive to travel through time.

Timeships were either operated exclusively to travel through time, or were sent on time-travel missions in addition to their primary goals.

Timeships are usually sent on missions by either the Department of Temporal Investigations, or the Temporal Integrity Commission to correct damage done to the normal fabric of time. The Federation Timefleet uses timeships exclusively for their missions and crews them with the finest officers of the 29th century Starfleet, and officers from other eras who qualify for duty as Timefleet officers.

FEATURES

Timeships are usually fitted with Temporal Displacement Drives that allow them to travel through time via a timejump initiated by generating a temporal vortex from the warp-field created by the ship's standard warp drive engine.

Timeships also feature Temporal Sensors capable of scanning the space-time continuum for individuals, and for temporal anomalies. Temporal Transporters, which are able to transport people and equipment through time the same way a normal transporter can make molecular transports over distance. And Temporal Weapons such as Temporal Disruptor Cannons, and Chroniton torpedoes, as well as Temporal Shielding that serves to protect the Timeships from damage by such dangerous weapons.

BACKGROUND

Often called "time shuttles", or "temporal starfighters", the **Aeon class** one-man time ship is the smallest of the four common varieties of time traveling vessels used by the DTI/Starfleet agents.

An Aeon class ship was the time vessel Captain Braxton was commanding when he originally confronted the USS Voyager for a presumed temporal incursion. It is a 29th century vessel normally used in the same way a Runabout is used by 24th century Starfleet personnel.

Less heavily armed, or powerfully shielded than even the **Hawking class**, and only able to support one occupant, Aeon class ships are normally used for temporal recon and a temporal communications signal is usually maintained between the Aeon on it's mother ship.

Unlike starfighters, Aeon class ships are not usually launched in squadrons or formations. They are utilized more like shuttle craft, and their offensive capabilities are often downplayed.

The smallest of the fully crewed time ships, the Hawking class (named for physicist Stephen Hawking) time ship is classed as a temporal escort frigate and is very similar to the Defiant class in it's size and power despite being very different in it's exterior design and internal layout.

The Hawking class ships are the time ships most often sent to negative temporal co-ordinates (the past), and they are crewed almost exclusively by officers recruited from prior to the 29th century. Most commanders of Hawking class ships are at the rank of Commander, but there are one or two Hawkings commanded by officers of Captain rank.

90% of the time ships player characters will be serving aboard, unless a full-scale DTI Series is being run, will be the Hawking class vessels. They're fast, heavily armed, and able to make time jumps almost twice as fast as the larger ships, but with the same degree of temporal accuracy.

Although not the largest or most powerful time ship encountered, the **Wells class** ships are considered the flag ships of the temporal fleet.

Commanded by an officer of at least the rank of Captain, a Wells class ship will always have a Temporal Navigator on duty, as well as an officer designated as a Displacement Procedures Officer. Most crew of a Wells class ship will have originated in the same period as the vessel - the 29th century.

The Wells class time ships are equipped with some of the most powerful temporal weaponry in use, and Wells class ships were the time ships who most often turned the tide of battles during the Temporal Cold War. Captain Braxton commanded a Wells class ship.

The largest and most powerful of the time ships, the **Vortex class** is the last line of defense in any temporal war, cold or otherwise.

Although not as fast as a Wells class, and thus unable to complete a time jump as quickly, a Vortex class time cruiser (as they are known) is much more heavily armed, and features stronger basic and temporal shielding. All Vortex class ships will be commanded by a Captain, or an officer of higher rank. And among the senior officers will be assigned one or more Temporal Navigators, as well as a Displacement Procedures Officer and a Ship's Counselor skilled in dealing with Temporal Psychosis.

It is the Vortex class ships that are most often sent into the future (beyond the 29th century), and several officers assigned aboard a Vortex will be from the 31st century. There will also usually be an agent of the TIC assigned to field agent duty aboard a Vortex class ship.

OTHER TEMPORAL VESSELS

Lazarus' Ship

Lazarus' ship was a domed, single-person timeship used by the time traveler Lazarus and his antimatter universe counterpart to travel through time and between different dimensions of space. Powered by dilithium crystals, the ship provided access to the negative magnetic corridor, allowing

travel to and from the antimatter universe.

Time Pod (26th century)

A time-pod was a small craft, originating from the 26th century, that was five meters in length, and constructed of a plasticized tritanium mesh. Of unknown origin, this pod utilized time travel for field observation by future historians.

Time Pod (31st century)

The 31st century time travel pod was a small craft, first encountered by Enterprise NX-01 in 2152. The craft was approximately six meters long, but was much bigger on the inside than on the outside. Pods commissioned during the 31st century were powered by a temporal displacement drive. They also could absorb electromagnetic radiation, allowing them to remain undetected by the sensor technology of the 22nd century. They were, additionally, equipped with organic circuitry. Their power or propulsion systems were not visible or detectable from the outside.

TARDIS

A TARDIS or TT Capsule was the main kind of spacetime vehicle used by the Time Lords and Time Ladies of Gallifrey.

Best known from the BBC TV series, Doctor Who, and it's eponymous protagonist, The Doctor; the Gallifreyans are a race of nearly immortal time travelers. Some Gallifreyans travel through space, and time in their TARDISES working to correct mistakes in the space-time continuum in much the same way as the agents of the DTI.

OTHER METHODS OF TIME TRAVEL

THE GUARDIAN OF FOREVER



The Guardian of Forever, in 2267

The Guardian of Forever is a construct of an unknown, ancient alien race, that apparently functions as a time portal, or gateway to other times and dimensions, located on an ancient planet where the focus of all timelines throughout at least the Milky Way Galaxy converge.

It is apparently sentient, responding to external stimulus such as questions and actions, and can even somehow control the flow of time. It generates immense ripples in time that manifest themselves as spatial disturbances in the region around the planet where it is located.

The Guardian is located among the ruins of a large, forgotten city that stretched beyond the horizon in all directions around it. Based on initial observations, the ruins appeared to be at least one million years old. It should be noted that the Guardian claims to be on the order of at least five billion years old. Capable of speaking to those around it, the Guardian explained that it is "its own beginning and its own ending," and

that, "since before your sun (Sol) burned hot in space", it had awaited a question. Apparently an inert formation of quasi-metallic substance, the Guardian creates portals to other times.

The Guardian was discovered by the crew of the USS Enterprise in 2267. The Guardian's power was demonstrated when ship's doctor Leonard McCoy, suffering from the hallucinations induced by a cordrazine overdose, passed through the portal and into the past, where he inadvertently altered history. Captain James T. Kirk and his first officer, Spock, followed McCoy through the Guardian, and were ultimately successful in restoring (or preserving) the timeline.

In 2269, a team of historians, accompanied by Captain Kirk and Spock, used the Guardian to investigate Federation history. Their investigation included firsthand accounts of the formation of the Orion civilization and the monitoring of Vulcan history of the 2230s and 2240s. While Kirk and Spock were visiting Orion, their support team was monitoring Vulcan's past, which, in doing so, inadvertently removed Spock from the proper timeline. Spock, however, was protected from the change while he was in Orion's past, and the change to the timeline went unnoticed until he and Kirk returned through the Guardian. Once the cause was determined, Spock was able to use the Guardian to return to his own childhood on Vulcan, and prevent his death during the kahs-wan ritual.

Unsupervised use of the Guardian is expressly forbidden by the Temporal Prime Directive, and although Time Agents will use it on occasion as a method of time travel less reliable than a Time Ship, it is also one of the primary duties of a Time Agent to enforce the ban on useage of the Guardian.

In 2285, Kirk, Spock and McCoy were sent by Starfleet Command to repair the malfunctioning Guardian. It was shortly after this that the Federation set up the Ellison Research Outpost on Gateway to study the Guardian and the timeline. In 2373, Special Agents Dulmer and Lucsly of the Federation Department of Temporal Investigations used the Guardian of Forever to visit Earth in 2063 and 1996 to follow up on recent temporal incursions by the USS Enterprise and the USS Voyager. During the Dominion War, around 2374, Roga Danar was recruited by Section 31 to prevent the Dominion from seizing the Guardian. In 2375, James T. Kirk encountered another Guardian inside a Preserver vessel in orbit of planet Halka in the mirror universe.

THE SLINGSHOT EFFECT

The slingshot effect, also known as the light-speed breakaway factor, is a method of time travel that requires a starship to travel at warp speed towards a star. As the ship approaches the star, it begins to travel back in time, using the gravitational field of the star, then breaking free the starship is sent forward or backward in time. It requires very precise calculations - variables include availability of fuel components, acceleration, and vessel mass through a time continuum.

THE TEMPORAL PRIME DIRECTIVE

The Temporal Prime Directive is a fundamental Starfleet principle. All Starfleet personnel were strictly forbidden from directly interfering with historical events and were required to maintain the timeline and prevent history from being altered. It

also restricts people from telling too much about the future, so as not to cause paradoxes or alter the timeline.

When Captain James T. Kirk, Spock, and Dr. Leonard McCoy were transported from 2267 to 1930 by the Guardian of Forever, Kirk acted to preserve the timeline by allowing Edith Keeler to be killed in a traffic accident, even though he had become involved with her romantically. Although the Temporal Prime Directive was not mentioned by name, his actions preserved the timeline which culminated in the birth of the Federation and Starfleet.

It is unclear exactly when the Temporal Prime Directive came into effect. The first mention of a Temporal Prime Directive was by Captain Jean-Luc Picard in 2368.

Picard postulated that the existence of such a directive might be what was preventing a traveler from the future from helping him to avert the destruction of Penthara IV. It was clear that Picard was unaware of any formal Starfleet equivalent to a TPD at this date. Captain Kathryn Janeway seemed to be aware of the directive's existence in 2371, long before the temporal incursion by Captain Braxton in the timeship Aeon in 2373, which implies that the Temporal Prime Directive was not exclusively a 29th century regulation. Julian Bashir referred to the similar "temporal displacement policy", something taught at Starfleet Academy, in 2024 when he traveled back in time to that year from 2371. Starfleet Regulation 157, Section 3, Paragraph 18 also seemed to relate directly to time travel. Of course, determining exactly "when" a directive relating to time travel came about is difficult.

The events of the Temporal Cold War may suggest that the regulation has been rescinded, at least temporarily, by the 31st century. However, the Federation faction in the Temporal Cold War is dedicated primarily to keeping the timeline intact and preventing the other factions from interfering with it, which would be completely in keeping with the Temporal Prime Directive. On a few occasions, a temporal agent, Daniels, had to tell the crew of the Enterprise NX-01 some things about the future. This Directive was violated at least twice by USS Voyager crew members from alternate futures. First, Chakotay and Harry Kim from 2390 altered the past by preventing Voyager from crashing on a Class L planet and killing all aboard. Later, an Admiral Kathryn Janeway from the year 2404 went back in time and successfully assisted Voyager in returning some sixteen years earlier than it had in her timeline.

It appears that Starfleet has several overlapping rules relating to time travel.

The primary duties of DTI agents and Starfleet officers working with the organization is to investigate incursions that violate the Temporal Prime Directive and to enforce this directive on individuals to whom it applies. If a time agent working with either the DTI or the TIC are proven to have violated the Temporal Prime Directive they will be removed from active duty as a time agent, returned to their own time, with their memory of their involvement with either organization erased.

A Note on Character Rank

Unless a player character is the commanding officer of a Wells class Time Ship it is not likely he or she will have a rank as high as that of Captain while working with the DTI or TIC. 29th century Captains will be who the characters report to.

TEMPORAL LAW & ITS ENFORCEMENT

This section should have special close attention paid to it by both players and Narrators, as the details covered here will be the basis for most of the missions of time traveling Starfleet officers working for the DTI. The information given earlier on the DTI is repeated in part here as are descriptions of other time regulating agencies and the descriptions of several time laws and temporal regulations in effect that govern Starfleet officers and how they interact with the time continuum.

Department of Temporal Investigations

The Department of Temporal Investigations was a bureau of the government of the United Federation of Planets, mandated with investigating and reporting on all incidents of time travel involving Federation citizens or otherwise affecting the UFP. Whenever they come to investigate someone, they get a headache with jokes, predestination paradoxes, indication that no alternate timeline has been created, etc. James T. Kirk has the biggest file in the Department's records with seventeen temporal violations. In 2373, the Department of Temporal Investigations interviewed Captain Benjamin Sisko of Starbase Deep Space 9 over an inadvertent temporal incursion resulting from the attempt of a disgraced Klingon Imperial Intelligence agent to assassinate the legendary James T. Kirk in the year 2268. Temporal Investigations agents later concluded that Sisko and his crew had acted appropriately in attempting to uphold the Temporal Prime Directive. This is the agency most if not all time travelling player characters will be associated with, although they will maintain their ranks and positions in Starfleet at the same time, in keeping with Captain Braxton's position as a Starfleet captain and time agent. It is likely the Braxton incident that sparked the DTI and other time enforcers of the 29th and later centuries to begin recruiting Starfleet officers from earlier times to work for their organizations on a mandate from Starfleet Command. Given Braxton's failure, compared with people such as Kirk and Janeway, and their relative success in time travel it was easy for DTI directors to arrive at the conclusion that these people from the past actually survived time travel better than trained personnel who lived in an era in which time travel was semi-commonplace.

Temporal Accord

The Temporal Accord is an interstellar treaty regarding time travel, similar to Starfleet's Temporal Prime Directive. When time travel was first developed, all the major temporal powers agreed it would only be used for research. Some factions broke the accord, initiating the Temporal Cold War. Unnamed powers such as those represented by the individual informally known as Future Guy fought with proxies such as the Suliban Cabal, the Tholians, and the Tandarans. Others, able to travel themselves sent Temporal agents like Crewman Daniels. The Na'kuhl, a 29th century faction in the Temporal Cold War, were violently opposed to the Temporal Accord; they deemed time travel their innate right, going as far as assisting the Nazis in defeating their enemies to reach their goals.

Temporal Agent

A temporal agent is someone associated with a faction of the Temporal Cold War, or with an organization such as the DTI. These time-traveling agents can enact great changes to the timeline, and can also enforce temporal law. Temporal agents

of different governments or factions are often in conflict with each other, mainly due to differing reactions to the Temporal Accord. If one faction of agents attempted to alter a series of events in the past, another faction would try to prevent the other faction from succeeding. In 1944 of an alternate timeline, where the Na'kuhl had sided with the Nazis to aid them to victory in World War II, Vosk suspected that Travis Mayweather and Charles Tucker, two crewmen aboard the NX-01 Enterprise, were temporal agents. Player characters playing time travelling officers are classifiable as Temporal Agents, and although the Temporal Cold War is not active in the 24th century, it was not technically active in the 22nd century either, until temporal agents began using that period in time as a sort of nexus for their activities. A revival of the temporal cold war taking place in the late 24th century, or in a less explored period in Trek's future history such as the Movie Era might make for an interesting backdrop for a campaign involving time traveling characters.

Temporal Cold War

The Temporal Cold War is an ongoing conflict being fought between several time-traveling factions in different periods, each trying to manipulate history for its own benefit, in violation of the Temporal Accords. The origins, locations, and battlegrounds of the war are highly complex and rapidly shifting, with new incursions and alterations made by temporal agents making it almost impossible to keep track. It remains unknown exactly what the motivations of the different factions are, although it seems clear that the Temporal Prime Directive has been rescinded (at least partially) by a future Starfleet for the duration of this conflict. This future Starfleet is most likely the Starfleet of the 31st century. The Starfleet the player characters will be assigned to once they become DTI agents is the Starfleet of the 29th century. Therefore the Temporal Prime Directive should be considered in effect in respect to the player characters. It is quite possible that the war is now over, though it must be understood that the word "now" is largely meaningless when applied to a war fought by time travelers. Also, the repercussions of this conflict on the "normal" flow of time are incalculable. Some of the damage may leave open unalterable paradoxes through history. This should give Narrators and players an opportunity for several time-based adventures; even adventures that do not necessarily include or involve DTI agents.

TEMPORAL POWERS

Mysterious benefactor of the Suliban Cabal (28th century)

Unable to travel through time, only able to communicate. Motives very mysterious: has tried to both assist and thwart Earth interests in the 22nd century. Usually opposing the Federation, which he holds responsible for violating the Temporal Accord. Also opposes the Sphere Builders.

Na'kuhl (29th century)

Led by Vosk, this race vehemently opposed the Temporal Accord because they believe time travel is something to be used by all races for self-improvement. Responsible for the Cold War temporarily igniting into open conflict.

Sphere Builders (21st and 22nd centuries, until 26th century in a possible timeline)

Beings from a transdimensional realm able to examine alternate futures, but seem to have limited time travel abilities as well. Tried to destroy Earth to prevent the Federation from ever existing, to stop their race's defeat at the Battle of Procyon V.

United Federation of Planets (31st century)

Represented to Enterprise, and Captain Archer by Daniels, who claims the Cabal's benefactor violated the Temporal Accord. Has acted against Cabal interests on several occasions. Also opposes the Sphere Builders and the Na'kuhl.

If the Temporal Cold war is used as a device in game play any of these powers could, and probably should be involved. NPCs could be created from both the 29th and 31st centuries' Starfleets to act as superior officers to the player characters or to come into conflict with each other as the new temporal cold war would progress.

PROXY POWERS

Andorian Empire (22nd century)

Assisted Earth during the Xindi conflict.

Klingon Empire (22nd century)

The Suliban Cabal tried to destabilize them and start a civil war.

Nazi Germany (20th century)

The Na'kuhl provided an alternate timeline version of the Nazis with advanced technology in exchange for resources and assistance.

Suliban Cabal (22nd century)

Performs actions for their mysterious benefactor in exchange for technology. Led by Siilik.

Suliban renegades (22nd century)

Former members of the Cabal, such as Sarin, who have left and now oppose its actions. Assisted both Earth and the Klingons during the Broken Bow Incident.

Tandar Prime (22nd century)

The Tandarans have been at war with the Suliban Cabal since 2144, aware of the Temporal Cold War. But, their degree of involvement is unstated.

Tholian Assembly (22nd century)

Tried to acquire a future timeship. Alliances with any temporal powers unknown, though they seem to be opposed to the Suliban Cabal.

United Federation of Planets (26th century)

Battled the Sphere Builders and defeated them at the Battle of Procyon V in a timeline now likely defunct. Xindi (21st and 22nd centuries). Manipulated by the Sphere Builders into attacking Earth.

Several of these powers have altered their positions and political alignments severely since the original temporal cold war effected the 22nd century.

The Xindi, and the Andorians have become members of the

Federation, with several officers from both races serving aboard Starfleet vessels. And if the Triangle II or Romulan Civil War campaigns are being played then the Tholians and the Suliban Cabal should be considered allies of the Reman Axis, if the civil war between the Romulans and the Remans is in effect as a plot-element of an ongoing series.

This could mean the Remans would become involved in a new temporal cold war, either from a point in their own future or from their position in the 24th century. Such a turn in the tide could drastically effect the outcome of the Romulan Civil War The Tandarans, although never allies of the Federation, have such a lengthy history of war with the Suliban that they could be counted on to join the allies against the Reman Axis.

And now that the Klingons have a strong alliance with the Federation, and have even put aside some of their differences with the Romulans due to Reman incursions in Klingon space, if a new temporal cold war were to erupt and involve the Reman Axis, the Klingons would, no doubt become involved.

Temporal Displacement Policy

The temporal displacement policy was a series of guidelines which, like the Temporal Prime Directive, instructed Starfleet officers how to act so as not to change the timeline if they somehow travel out of their own time. This will be the first regulation taught to and enforced by characters trained in Displacement Procedure.

Temporal Integrity Commission

The Temporal Integrity Commission exists in the 29th century. Armed with equipment which can scan time, they look for any temporal anomalies, and make efforts to correct them. Captain Braxton and the timeship Aeon were sent to Earth in 1996 to return the USS Voyager back to the Delta Quadrant in 2373 at the request of the TIC. This organization most likely evolved out of the original DTI, and player characters can chose to be a member of the TIC instead of working for the DTI. If a character does follow this path after being recruited for training in the 29th century their career should parallel a Starfleet Intelligence agent and not a time traveling Starfleet officer like Captain Braxton.

TEMPORAL SCIENCE

There are several conditons and phenomena to explore in regard to time travel, as well as several different types of temporal and chronological disruptions that can occur either naturally or due to someone's actions (or, in some cases, inactions) that can effect a time agent's duties.

Temporal Anomalies

A temporal anomaly was any sort of phenomenon that has a direct effect on the space-time continuum. In 2369, Captain Jean-Luc Picard gave Lieutenant Commander Data the order to contact the USS Enterprise-D and let Commander Riker scan the area for temporal anomalies after they experienced the "frozen in time" phenomena. A temporal anomaly formed a barrier around the Gamma Quadrant planet of Gaia.

Temporal Causality Loop

A temporal causality loop (or simply temporal loop) is a special condition of time, in which time runs for a certain period, then resets itself to a point back in time, after which the events play

out over again. However, afterimages of previous loops can be found to have effect on the dekyon field. This causes humanoid lifeforms to experience déjà vu. A causality loop can be caused by an antimatter explosion in close proximity to a temporal anomaly.

Temporal Displacement

A temporal displacement is a temporal phenomenon in which a certain element from one time period is misplaced into another time period. If not corrected, a temporal displacement could have devastating effects to the timeline.

Temporal Distortion

A temporal distortion is a distortion in the spacetime continuum, a temporal anomaly. The temporal disruptor uses temporal distortions to fracture space-time. In the earliest stages, the distortions cause symptoms in humanoids akin to space sickness.

Temporal Explosion

A temporal explosion is a detonation in the fabric of space-time, capable of destroying an entire star system. A temporal explosion could be caused by the improper use of the time drive aboard a timeship. Temporal Fragment A temporal fragment is a phenomenon where a small spherical region of space has its own timeframe. In some fragments, time passes more quickly than normal in the space-time continuum while it passes more slowly in other fragments. Captain Picard and Lieutenant Commanders Data, Geordi La Forge and Deanna Troi encountered several temporal fragments in late 2369 which caused the "freeze of time", including the two starships USS Enterprise-D and a Romulan warbird.

Temporal Flux

Temporal flux is a condition in which an object fluctuates between different timeframes, jumping from past to future and vice-versa.

Temporal Incursion

A temporal incursion is a deliberate action which creates an alternate timeline. It is possible to accomplish temporal incursions by pushing a target, anything from a molecule to a civilization, out of the space-time continuum. This essentially erases the target from history, changing the timeline to one in which it had never existed. Numerous incursions can create turbulence in the timeline. This can make time-travel very dangerous. Careful calculations need to be performed prior to such an incursion, as every interaction between the target and its surroundings over its entire history must be considered. Erasing something as simple as a rogue comet could, in theory, eliminate countless civilizations in a radius of 50 light years, because fragments from that comet had seeded life in the sector billions of years before the incursion. Temporal incursions are one of the chief time offenses DTI agents are assigned to reverse or prevent.

Temporal Inversion

A temporal inversion is a type of major temporal incursion. A temporal inversion in the Takara sector was one of three major time travel incidents attributed to the USS Voyager, that Captain Braxton had to repair. This refers to the USS Voyager's aborted quantum slipstream flight in 2375, which in an alternate timeline resulted in the ship's destruction in the Takara sector. Years later, Harry Kim and Chakotay, the only survivors, sent a message into the past to avert the disaster.

Temporal Radiation

Temporal radiation is a type of radiation emitted by certain vessels equipped for time travel. Exposure to this radiation can cause individuals to repeat their last moment in time prior to being exposed. **Onset:** One round. **Potency:** +3 TN. **Effect:** Exposed individual experiences the last moment in time they originally experienced before exposure to the Temporal Radiation (2d6-Stamina mod to determine how long before exposure to the radiation the re-experienced time-loop will be).

Temporal Rift

A tear in the fabric of spacetime, a temporal rift is a highly dangerous temporal anomaly. There have been numerous encounters with such rifts, in many cases, the vessel making the encounter has been transported through space and time. Such a structure requires highenergy interaction in a small area of space in order to be formed, such as the detonation of a volley of photon torpedoes. The creation of artificial temporal rifts allowed certain 29th century Starfleet vessels to travel through time.

Temporal Shift

A temporal shift is an event in which a person or thing is transported out of their timeline into another point within the space-time continuum.

Temporal Surge

A temporal surge is an abrupt but brief rise in temporal energy. Occurrences of these surges are often linked to the presence of chroniton particles. A microscopic singularity passing through the Sol system at the time of a transport reacted with the accumulated chronitons emitted by the USS Defiant's cloaking device and caused Benjamin Sisko, Julian Bashir and Jadzia Dax to be transported to the year 2024.

Temporal Vortex

A temporal vortex is a rift in the space-time continuum that allows a vessel to travel from one point in time to another. Temporal vortices can be opened artificially, but are only open for short periods (long enough for two starships to enter) before collapsing. Their destination point in time can be precisely targeted and achieved. This is the method most Time Ships in service, and in use by the player characters will use to travel in time. The proper calculations for creating an artificial vortex is achieved using Temporal Navigation skill. Failure to program appropriate temporal co-ordinates can have all sorts of results, but it is assumed that a good GM who wants to keep his players interested without making them roll up new characters every week will not allow the time ship to be destroyed due to "pilot error". Rather, a faulty set of time co-ordinates can be the source of all sorts of unexpected adventures. A good example of how this can be arrived at is the British TV series, Doctor Who.

Temporal Wake

A temporal wake is an energetic phenomenon created as a byproduct of a temporal vortex that insulates anything caught inside the wake from a change or alteration of the timeline.

Temporal Integration

Temporal integration is the process of taking versions of a person from different time periods and integrating them into a single person. Captain Braxton's first officer, Ducane, stated that the self which Braxton was before succumbing to temporal psychosis would be temporally integrated with two other versions of him, both of which were from a point in the future

after which Braxton had succumbed to temporal psychosis, so that Braxton could stand trial. Presumably, the goal of the process in this case was to produce a version of Captain Braxton who both knew of the crimes he had attempted to commit and who also had not succumbed to temporal psychosis and was therefore fit to stand trial.

Temporal Narcosis

Temporal narcosis is a condition in which one experiences neurophysical stress when entering a separate time continuum unprotected. Captain Jean-Luc Picard experienced a form of the condition when he was on the USS Enterprise-D, which was stuck in a temporal disturbance while helping a Romulan Warbird during a warp core breach. Lieutenant Commander Data described the condition to be similar to nitrogen narcosis. Characters inexperienced in Time Travel may suffer from temporal narcosis. **Onset:** 1d6 rounds after making a temporal jump or moving through time. **Potency:** +0 TN. **Diagnosis:** +2 TN. **Treatment:** +3 TN. **Effect:** -3 to all Agility attribute tests, Quickness reactions, and skill tests with AGL-based skills.

Temporal Psychosis

Temporal psychosis is an illness affecting the nervous system, causing irrational behavior. The use of a temporal transporter to "recruit" an individual from his/her original timeline more than three times leads to an increased risk of temporal psychosis. Sensory aphasia is an early warning sign of potential temporal psychosis. In the 29th century, Captain Braxton eventually suffered temporal psychosis as a result of his interactions with the USS Voyager. This led him to attempt to destroy Voyager using a temporal disruptor. **Onset:** Upon failure of a Stamina reaction test after the fourth major temporal displacement. **Potency:** +4 TN. **Diagnosis:** +5 TN. **Treatment:** +5 TN. **Effect:** The character loses emotional stability, losing one point of Perception per week of Temporal Psychosis, and one point of Intellect per every 3 days suffering from the condition. Skills and reactions are exponentially effected by the degenerative effects of Temporal Psychosis and quite often it is only curable by reintegrating a Temporal Psychosis sufferer with their other selves from other timelines, to reverse the process of degradation that triggers the psychosis in the first place.

IN CLOSING

It is impossible to document every item, incident, and possible gaming statistic that could come into play if these Time Travel rules are actively incorporated into an ongoing Star Trek roleplaying Series. But, the information provided here should enable players and narrators alike to be able to produce hours of exciting gaming adventure using the tried and true element of time travel that has provided so much excitement for Star Trek viewers in the combined 40+ years of Trek that has been played out on television and mo-vie screens since the Original Series debuted in 1966.

Time Travel has always been an important part of the Star Trek experience. And additional ideas and information necessary for an individual campaign can easily be derived from episodes of Trek, or movies, or the many Star Trek novels that have been published over the years.

It is also highly recommended that if players wish to experience the full flavor of time travel adventure they try to acquire a copy of **Cubicle 7's** excellent Doctor Who Role-Playing Game, *Adventures in Time and Space*. The system is easily compatible with the CODA system. Conversion can be done by multiplying Cubicle 7's values by 2 for their CODA equivalents, or dividing CODA values in half to get their equivalents in the Cubicle 7 system.

Doctor Who provides not only additional rules for time travel and the use of time traveling vessels and devices, but also a new and very unique universe for players to adventure in as they take on the role of a time traveling Gallifreyan or one of his intrepid companions. For prepared adventures, a narrator could easily use adventure modules published by such gaming companies as FGU, or even TSR that have a historical setting (FGU's *Falshing Blades* or *Privateers & Gentlemen*, or TSR's *Boot Hill* or *Top Secret* had several adventures produced for their systems that could be easily adapted as adventures for Starfleet time agents).

With the Star Trek roleplaying game the universe of space adventure is presented in an open ended game format leaving the possibilities limited only by the imagination of the players. Now, not only space is there for exploring, but time, as well.