

STAR TREK™ ***—ADVENTURES—***

MISSION BRIEFS



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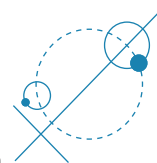
STAR TREK ADVENTURES

DEPARTMENT OF TEMPORAL INVESTIGATIONS

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.: INTRODUCTION

DEPARTMENT OF TEMPORAL INVESTIGATIONS



COMMODORE NELLA XEN

Time and space are not immutable. This has been proven many times throughout the course of the Federation and Starfleet's history—from early Starfleet encounters with the agents of the Temporal Cold War to the infamous Enterprise slingshot maneuver to the Battle of Sector 001. Ships are displaced, people travel through time, alternate universes are created and destroyed, and lives can be lived a hundred times over. Starfleet's Department of Temporal Investigations, or DTI, helps to keep things in the correct here and now. Usually.

"I'M AGENT YMALAY FROM THE DEPARTMENT OF TEMPORAL INVESTIGATIONS, A DIVISION OF THE FEDERATION THAT INVESTIGATES AND REPAIRS DAMAGE TO THE TIMELINE. YOU HAVEN'T HEARD OF US BECAUSE WE DON'T EXIST YET."
- AGENT YMALAY

THIS MISSION BRIEFS PACKET PRESENTS information on the **Starfleet Department of Temporal Investigations (DTI)**, advice on using the DTI, and eight detailed mission briefs, each of which you can modify for use as missions set during any era of play with minor modifications.

Each mission brief is designed to stand alone, though they could easily be strung together into a story arc or added to an existing campaign. These mission briefs are suitable for use with any edition of **Star Trek Adventures** and with **Captain's Log**.



THE DEPARTMENT OF TEMPORAL INVESTIGATIONS



FOUNDED IN THE EARLY 2270S, THE **Department of Temporal Investigations (DTI)** began as a branch of the Federation Science Council under Director Meijan Grey. A Human historian with a healthy respect for the sanctity of the timeline, Grey and her advisory committee took a cautious approach toward research.

They built the DTI as an investigatory and policing force that would monitor time travel research and mitigate any damage resulting from time travel incidents. This often put the fledgling organization in conflict with the ambitions of Admiral Antonio Delgado, a proponent of rapidly advancing the Federation's understanding of time travel.

Within a century, the DTI expanded to several branches, each overseen by a director and filled with agents, researchers, instructors, and counselors.

The field agents investigate temporal phenomenon and apprehend time traveling criminals, while the researchers and instructors take a more theoretical approach to their work, attempting to understand the nature of time and the timeline.

Counselors are on hand to work with time-displaced people and help them integrate into a society that could be radically different than their own: parallel but alternate, more advanced, or even less advanced.

.: RESPONSIBILITIES

All Starfleet personnel are trained on the Temporal Protocol and temporal displacement policy, which state that anyone displaced in time must take no actions to alter the course of history. If displaced downtime (backwards from their subjective time), they must avoid sharing knowledge of or technology from the future.

The DTI, however, follows a more robust set of guidelines called the **Temporal Prime Directive**, which itself is informed by the **Temporal Accord**—an interstellar treaty that regulates the use of time travel technology and was not actually signed until the 28th century.

Operating under the Temporal Prime Directive and the Temporal Accord, the DTI focuses its work on investigating any instances of time travel. They follow leads, interview witnesses, and apprehend suspects to determine how a disturbance happened and what potential damage has been done to the timeline. Where possible, DTI agents work to mitigate that timeline damage.

Another important responsibility is containment—the DTI will confiscate any uptime (forward from their subjective time) technology as well as any devices which enable traveling through time.

Finally, the DTI handles the bureaucracy of investigation. They follow up on reported time travel incidents and catalogue everything that has happened to determine the nature of the event and any repercussions that may result from alterations to the timeline.

.: ORGANIZATION

The DTI is headquartered in Greenwich, United Kingdom, though it has bases throughout Federation space. In

many cases, Starfleet will be tasked with transporting DTI agents or equipment, though some Starfleet vessels have been assigned to a DTI support role.

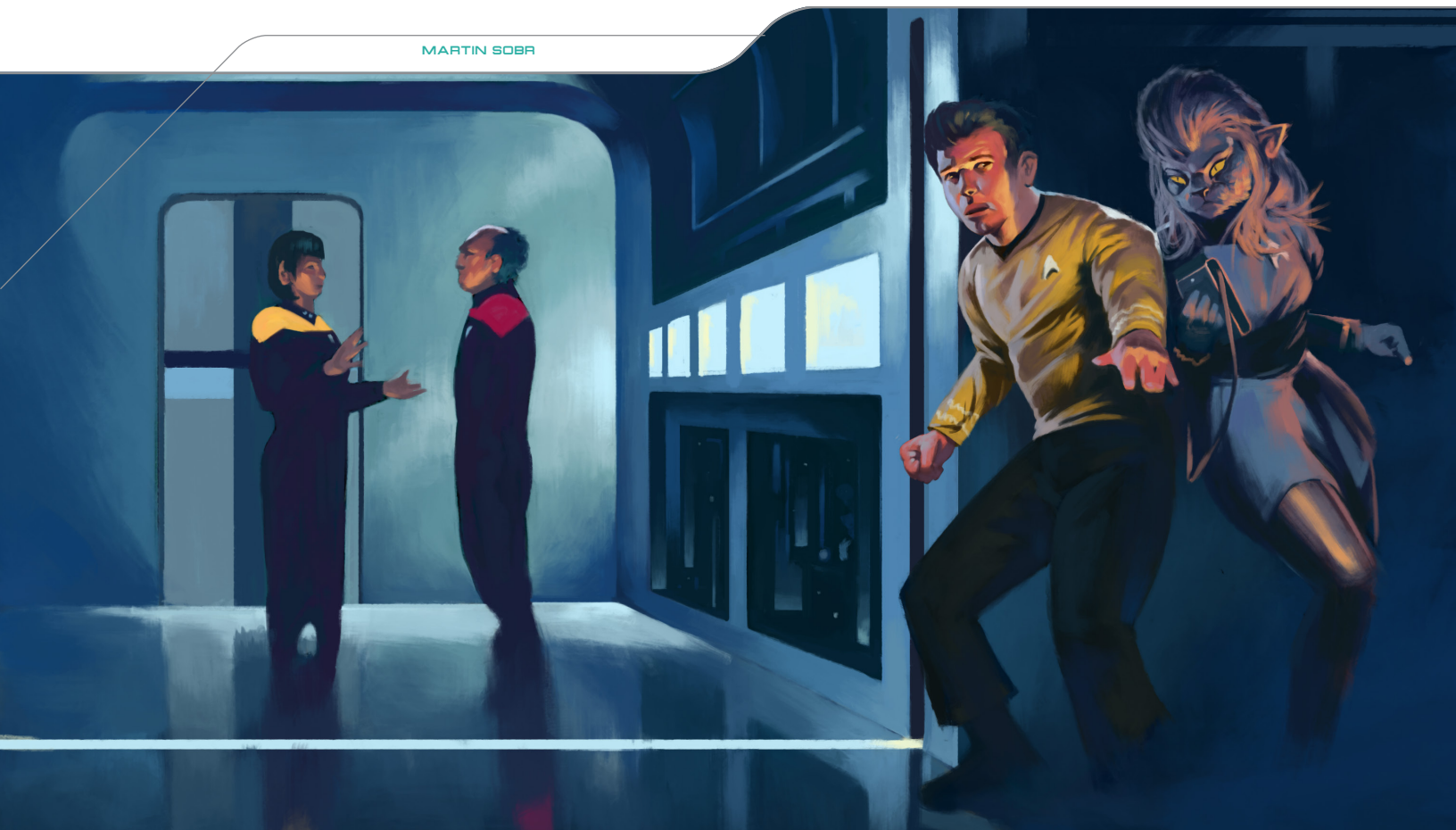
Each DTI branch is run by a director, and the larger branches have two or three assistant directors. Field operations are undertaken by highly trained agents, often in pairs, whose skillsets cover investigation, interrogation, temporal theory, and more. Because of the highly confidential nature of their work—as well as the existential considerations they must weigh every day—many DTI members find themselves isolated from Federation society.

.: TECHNOLOGY

The DTI makes use of several pieces of specialized technology to conduct their missions. Several of their stations make use of time-shielded archives, historical documents that chart the timeline and are stored in such a manner that they do not change if the timeline changes around them. By constantly reviewing these records, DTI researchers can determine if something has been changed and where the change originated.

Although the organization functions with a strong aversion to time travel throughout its first 100 years of operations, they do eventually incorporate personal time travel devices into their missions.

MARTIN SOBR



.: ALLIES AND ADVERSARIES

The Department of Temporal Investigations has worked alongside and worked against many different organizations throughout its history.

UPTIME FACTIONS

When the Temporal Accord is signed in the 28th century, there are many polities with access to time travel technology, and the DTI works with two organizations in particular which have evolved from their own mandate:

- **THE TEMPORAL INTEGRITY COMMISSION (TIC):**
A 29th century Federation organization known for its cavalier use of time travel technology to reset timeline deviations.
- **THE FEDERATION TEMPORAL AGENCY (FTA):** A 31st century civilian organization that takes a more conservative approach after the TIC's actions caused more problems than they solved.

When determining jurisdiction, the “temporally superior” faction is considered to have the greatest jurisdiction as they have the longest view of the timeline and any action's potential consequences.

CONTEMPORARY FACTIONS

Though the Federation and the DTI have taken a conservative approach to time travel management, there are many polities in the Galaxy which work to develop stable time travel technology for use as a weapon or resource. Specialized organizations include the Romulan Temporal Group, the Tholian Chronological Defense Corps, and the Klingon Time Defense Authority, but other agencies such as the Tal Shiar or the Obsidian Order have also dabbled in time travel research or exploitation.

When it comes to specialized organizations, there is a measure of mutual respect and camaraderie between agents in the field—they understand the awesome responsibility of managing time travel and its unintended consequences.

.: USING THE DTI

The DTI can be whatever your campaign requires—they can be a smothering, bureaucratic antagonist that second-guesses your characters and threatens dire consequences for missteps. Or they can be the catalyst for thrilling missions. They could pose tantalizing questions or assign your crew to adventures that stretch the bounds of reality.

Just remember, time jokes are passé.

▷ ELEMENTS OF A MISSION BRIEF

A mission brief contains several elements that collectively create a high-level outline for a mission. Each element may be modified as needed to suit the needs of your particular game and group of players. The elements of a mission brief include:

- **TITLE:** An evocative title for the mission.
- **SUGGESTED ERA OF PLAY:** The time period in which the mission is recommended to be set (*Enterprise* era, original series era, *The Next Generation* era, etc. or a span of years).
- **SUGGESTED SPOTLIGHT ROLE:** The suggested focus player character role. This can be used to help you and your players plan milestones and character arcs.
- **SYNOPSIS:** A high-level summary, detailing key points such as location, antagonists, the overall plot, etc. The synopsis generally explains how the story might relate to the player characters and provides the essential details needed to start developing the story.
- **OPENING LOG ENTRY:** A captain's log or a personal log, usually written with the suggested spotlight role in mind.
- **MAJOR BEATS:** Key scenes or encounters to include, with room left for you to bridge them as needed with material unique to your cast of player characters and campaign events.
- **MINOR BEATS:** Secondary plot elements you could weave into the mission as a side scene or subplot.
- **KEY NON-PLAYER CHARACTERS:** Brief descriptions of key NPCs, including the main antagonist(s), and recommendations on whether they are Minor, Notable, or Major NPCs.
- **CONCLUSION:** The intended ending of the mission, with suggestions on how to adjust the conclusion if the players move the story in unanticipated directions.
- **ADDING THIS MISSION TO YOUR CAMPAIGN:** Advice on how you might fit the mission into your ongoing campaign.





MISSION BRIEF

"A MASTERPIECE OF TIMING"

SUGGESTED ERA OF PLAY: Any era
SUGGESTED SPOTLIGHT ROLE: Security

SYNOPSIS

While on shore leave at an art gallery on a non-Federation planet, the crew must pursue an art thief from uptime who has come to steal masterpieces before the gallery is destroyed during a military coup.

The non-Federation world Aremdor III is a peaceful monument to art, science, and prosperity. The Aremdorianians have an even disposition and a refreshing curiosity about other civilizations. They have extended their hospitality to our ship and encouraged the crew to attend a prestigious art showing.

300

MAJOR BEATS

BLUE NEWS

Agents Moody and Xue from the Department of Temporal Investigations send a security briefing to the officers. They have been tracking a notorious art thief, "The Blue Carnation," and they believe he or she has targeted the Jubilations Gallery on Aremdor III. The Blue Carnation's targets are always priceless art pieces that are stolen shortly before their places of display are destroyed. Moody and Xue stress that The Blue Carnation must be apprehended and the proper course of events must play out.

ARTISTRY AND INNOVATION

During an opulent event at the Jubilations Gallery, the crew must search for someone who doesn't belong or is acting suspiciously. They can socialize with politicians, dignitaries, wealthy civilians, scientists, and military officers. The Blue Carnation may be disabling security measures, or they may give off measurable energy readings consistent with time travel.

CHANGE

However, just as the crew is closing in on their slippery prey, the Aremdorian military attempts a coup. They aim to destroy the gallery with an incendiary bomb. The crew must decide whether they get involved in local politics or if they focus on finding The Blue Carnation. Additionally,

they've been warned by the DTI that this gallery and its art would be destroyed—do they allow this to happen as expected, or do they attempt to disarm the bomb or recover some of the priceless artifacts before the time runs out?

MINOR BEATS

One of the science exhibits in the Jubilations Gallery begins to emit Eichner radiation, either making scanning for The Blue Carnation more difficult or causing nearby people to become ill.

KEY NON-PLAYER CHARACTERS

For The Blue Carnation, adapt the stats for a Tal Shiar Agent with the value **I preserve beauty that would be destroyed**. For Aremdorian military, use Starfleet Security officers.

CONCLUSION

The player characters' mission is to apprehend The Blue Carnation, but they might want to try and de-escalate the rapidly devolving situation in the capital. Foiling the heist could involve disarming the incendiary bomb and saving the art installations, capturing The Blue Carnation after a thrilling chase, or removing the art pieces themselves before the incendiary device explodes. Though, if the crew decides to act on their intelligence from the DTI about the fate of those art pieces, they may face disciplinary action for tampering with the timeline.

▶ ADDING THIS MISSION TO YOUR CAMPAIGN

If you want to set this brief in an era earlier than *The Next Generation*, Agents Moody and Xue could have sent their warning back through time.





MISSION BRIEF

"WHAT THE FUTURE HOLDS"

SUGGESTED ERA OF PLAY: Any era
SUGGESTED SPOTLIGHT ROLE: Science

SYNOPSIS

When investigating subspace distortions forming around a Class-L planet, the crew discovers several wounded humanoids in a bubble of slowed time. DTI agents tried to apprehend a Vulcan scientist who had become a walking time portal. Getting involved sends the characters to a far future where the planet hosts an industrial pre-warp civilization. To get home, the characters must find the remains of the Vulcan scientist and reignite the portal.

Long-range sensors have picked up strange subspace distortions forming around an uninhabited Class-L planet. Though rich in vegetation, the planet seems to harbor little animal life, and these readings can only be artificial in nature.

OC

MAJOR BEATS

DISTORTED READINGS

On scanning the planet's surface, the crew can locate the origin of the subspace distortions—a small research installation of Vulcan design. Hails go unanswered, and scanning for life signs results in a partial reading of three or four humanoids in some sort of distress just outside of the installation. The scanners are having trouble distinguishing the individuals for some reason.

THE TIME TRAP

Outside the installation, three Federation citizens in the grey suits of DTI agents lay wounded and unmoving. A venerable Vulcan scientist hovers a short distance above the ground, a kaleidoscope-like distortion of energy emanating from their chest. Everything is frozen in time, and tricorder scans reveal a slowly expanding bubble of altered time centered on the Vulcan. Accessing the wounded DTI agents or interfering with the Vulcan in any significant way causes the reaction to expand suddenly, which sends player characters, DTI agents, and possibly even the ship above in orbit a hundred thousand years into the future! They find themselves in an alien city similar to early 20th century Earth.

FUTURE TENSE

Now stranded in the future in an industrial, pre-warp civilization, the crew must avoid notice as much as they can while providing medical attention to a wounded DTI agent or three. Those agents can inform the characters that the Vulcan scientist became a time portal, and if their remains could be located, it might provide the key to reversing the time displacement.

MINOR BEATS

The civilization could be preparing for a significant event such as a ruler's ascension, a war, a musical concert, or a grand science experiment.

KEY NON-PLAYER CHARACTERS

Depending on how you want to portray the pre-Industrial civilization, consider using Romulan, Klingon, or Vulcan statistics for characters in the far future setting.

CONCLUSION

Finding the Vulcan scientist's remains to reignite the time portal could involve searching below the city for the installation or researching archaeological digs. Perhaps the remains and installation have been moved to a museum, university, or military base. Once the remains have been located, the characters will have to combine their technology with available materials and the DTI agents' expertise to find a viable way to return to their own time.

ADDING THIS MISSION TO YOUR CAMPAIGN

If using this mission prior to the formation of the DTI, you could replace the agents with the Vulcan scientist's colleagues.





MISSION BRIEF

"FAIR TRADE FORTUNES"

SUGGESTED ERA OF PLAY: 2374 or later

SUGGESTED SPOTLIGHT ROLE: Command

SYNOPSIS

A Bajoran freighter captain uses glimpses of the future to swindle people on Deep Space 9. Investigations reveal she helped a Klingon captain acquire time crystals from Boreth, and now the crew must discreetly recover the goods.

Peldor joi! We have docked at Deep Space 9 to attend the annual Bajoran Gratitude Festival where our crew will benefit from some well-deserved downtime. However, while station security is occupied by event considerations, they have asked us to lend some personnel to look into one of the festival exhibitors at the request of the Department of Temporal Investigations.

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MAJOR BEATS

CELEBRATION ON THE PROMENADE

Deep Space 9's promenade is filled with food vendors, jugglers, performers, musicians, and more. Characters can play games, sample cuisine, and otherwise have a good time. One attraction, run by a freighter captain named Tosa Isold, purports to be able to tell your future for a few slips of latinum. She says her predictions are a gift from the prophets after an orb experience at the Temple of Iponu. Agents Lucsly and Dulmer from the Department of Temporal Investigations are on their way to investigate, but they will not arrive for a week.

THE PROGNOSTICATOR

While giving her theatrical visions, Tosa uses a time crystal sliver from Boreth to gain glimpses of the near future. If suitably compensated or intimidated, Tosa will reveal the crystal is a souvenir from a smuggling mission she just completed. She transported time crystals to Deep Space 9 and left them in a cargo bay for her buyer, a Klingon by the name of J'shash Kurn.

THE CAPTAIN OF THE KHO'BAL

Captain Kurn convinced a monk on Boreth to provide her with a few time crystals so she could better anticipate battles. The crate containing the time crystals is still within one of the Deep Space 9 cargo bays, but if the players go to retrieve it, Kurn and some of her warriors will arrive at the same time—leading to a tense negotiation or an armed altercation.

MINOR BEATS

One of Tosa's customers is a ranjen, and after being so impressed by her abilities, he proclaims she is truly blessed by the prophets.

KEY NON-PLAYER CHARACTERS

For Captain Tosa, adapt a Ferengi Salesman, but replace her value with **I'm sure we can come to an understanding**. Use statistics for Moq'var, son of Koloth for Captain Kurn and Klingon Warriors for her crew.

CONCLUSION

Do the player characters turn Kurn in, revealing the conspiracy and straining Klingon/Bajoran relations? Or do they let Kurn leave with the crystals so she can protect her crew? Or maybe they turn the crystals over to agents Lucsly and Dulmer from the DTI?

ADDING THIS MISSION TO YOUR CAMPAIGN

If you want to set this in an earlier era, you can replace the setting with suitable details from another culture, though you can probably retain the Klingons and the time crystals from Boreth.





MISSION BRIEF

"TO BRAID THE SUBSTANCE OF TIME"

SUGGESTED ERA OF PLAY: 2380s or later
SUGGESTED SPOTLIGHT ROLE: Science

SYNOPSIS

When an experimental, chroniton-based warp engine malfunctions during its test, the crew's away team is sent back in time and split up over three parallel timelines. Through a bit of good luck, they can still communicate—but then they must decide whether to recreate the experiment and converge the timelines or find another way to reunite.

We have been invited to observe the first test firing of a new warp engine prototype which incorporates transwarp technology recovered from the Delta Quadrant.

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MAJOR BEATS

IT'S TIME TO WINE AND DINE

The away team beams over to the *U.S.S. Bolt* three hours before the scheduled warp engine test, and the *Bolt's* crew is eager to extend their hospitality. They offer food, drinks, and tours of the ship and the prototype engine. The characters can learn about the engine and become acquainted with the friendly crew and the cramped layout of the *Bolt*.

THE BIG BANG

The experiment goes smoothly from Warp 1 to Warp 6; however, at Warp 7, chronitons in the reaction exceed expectations. The crew of the *Bolt* terminates the experiment, but it's too late—the warp core will explode unless dealt with! Whether the characters avoid a breach or not, the excess energy will blast through the ship, and the characters find themselves thrown back in time! They step off the transporter pad again, but the away team has been split up between three parallel timelines.

CONVERGING CONSEQUENCES

Luckily, the characters' combadges were entangled during their displacement, and they can communicate across the resonating timelines. They are otherwise unable to interact. If they investigate, the crew learns each

timeline has a different system which was damaged by the chronitons—main propulsion, shields, and replicators.

MINOR BEATS

An overbearing science officer on the *Bolt* could demand to discuss multiversal theories with their other versions across the timelines.

KEY NON-PLAYER CHARACTERS

Populate the *Bolt* with Notable and Minor NPC officers and crew as desired.

CONCLUSION

The engine's overload was caused by chronitons from the experiment flowing backward in time and then being present during the experiment. This looping interference can be solved either by purging chronitons from affected systems before running the engine test or by simply refusing to run the test. The characters could attempt to converge the three timelines by purging the invading particles and running the experiment simultaneously in all three timelines, or they could choose one reality as their prime reality and modify the *Bolt's* transporters to beam the crew from two of the timelines into a third, effectively choosing one timeline to move forward in as their new reality.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission is intended to represent the development of new scientific techniques based on technologies brought back by the *U.S.S. Voyager*. However, chroniton-based technology could be developed in response to the Control incident in the *Discovery* or *Strange New Worlds* eras, investigated by a friendly species in the original series era, or recovered from the Borg during *The Next Generation* era.





MISSION BRIEF

"ANARCHY ON THE TIMELINE"

SUGGESTED ERA OF PLAY: Any era
SUGGESTED SPOTLIGHT ROLE: Medicine

SYNOPSIS

After the characters are tasked with completing some routine medical procedures, they discover one of their crewmates is missing. They investigate and trigger a time displacement device which sends them back to a historic punk rock concert in mid-1970s London. The characters must now apprehend a time criminal for the Temporal Integrity Commission.

There's always one or two officers who are surprisingly adept at avoiding their routine physicals. For this round, I've had to call in reinforcements. Hopefully with a few extra hands, we'll finish up before we reach our destination.

POC

MAJOR BEATS

AN APPLE A DAY

The characters are assigned to medical auxiliary duty conducting fitness tests and medical tricorder scans. The first crewmember is performing maintenance in the Jefferies tubes. The second crewmember is conducting flight simulations for ensigns. The third crewmember, Lieutenant Sabine Locke, schedules a time for the examination in her quarters, but when the characters arrive, she can't be found.

PRETTY VACANT

Locke's combadge is on her table beside a strange device which has clearly been activated. The device is emitting a pulsing energy field, but the signal isn't strong enough to leave the room. Interacting with the device or leaving the room triggers a sudden flash of blinding light, and the characters find themselves on stage in a dingy auditorium hall in 1970s London! The small crowd goes wild as these strange figures appear, and then Lieutenant Locke in a period-accurate outfit hustles the characters away.

SAVE PUNK ROCK

Locke was recruited to complete missions for the Temporal Integrity Commission, an uptime Federation organization that corrects time anomalies. Her mission is to apprehend an Andorian time voyeur who is here to steal a guitar from the headline band, and if this show doesn't go well, the entire punk music genre could fade away.

MINOR BEATS

A disturbance could draw the attention of the police, who threaten to shut the show down.

KEY NON-PLAYER CHARACTERS

The Andorian thief uses Section 31 Operative statistics.

CONCLUSION

The Andorian thief is wearing a pullover hoodie and gloves to hide his antennae and blue skin, and after seeing several Starfleet officers appear out of nowhere, he's strongly considering calling this theft off. The characters may apprehend the thief or convince him to stand down. Once the thief is apprehended or neutralized, Locke will activate her time displacement device, returning the characters to their ship.

ADDING THIS MISSION TO YOUR CAMPAIGN

Because Lieutenant Locke has been recruited by an uptime faction, this can be used in any era. Consider replacing Locke with a supporting character from your crew, especially if there's one who always seems a bit flustered or out of touch—it could be because they're going on time travel missions!





MISSION BRIEF

"TO EXTEND A HAND IN TRUST"

SUGGESTED ERA OF PLAY: 2360s or later
SUGGESTED SPOTLIGHT ROLE: Engineering

SYNOPSIS

The DTI dispatches two agents to monitor a predicted temporal event on the player characters' ship, but the Obsidian Order intercepts them and deploys surgically altered spies to steal information about Federation time travel. What they do not expect is that the temporal incident is actually one of the player characters warning themselves about this very event.

After receiving intelligence regarding an imminent temporal incident upon our ship, the Department of Temporal Investigations has dispatched a team of agents to support our defense and apprehend the criminal. We have been ordered to give these agents our full cooperation.

300

MAJOR BEATS

CROSSED WIRES

Agents T'Foves and MacLeir, as well as their support staff, arrive on the ship and immediately request engineering help to install their equipment. They cannot share their intelligence sources or pinpoint when the incident will occur, but temporal fluctuations suggest it will occur within the next day. The equipment connects the ship's sensors with the DTI shuttle's computer and will help scan for temporal disturbances.

THE LONG SCANNING

Once the equipment is set up, the agents monitor for temporal fluctuations, but they also start two clandestine tasks. They install malicious subroutines in the computer that they can trigger to sabotage systems, and they start copying the ship's logs and sensor readings. They prioritize any incidents involving time travel. If caught, they call these standard procedures.

MESSAGE FROM THE FUTURE

When the temporal incident begins, a surge of chronitons builds up around one of the characters.

They feel fatigued and disoriented, and agents T'Foves and MacLeir gather as much information as they can, showing no concern for the character. The affected character feels an external but familiar consciousness attempting to communicate with them—it's a message from themselves in the future! The message reveals that the DTI agents are members of the Obsidian Order. When revealed, T'Foves and MacLeir trigger any exploits they were able to install in the ship's systems.

MINOR BEATS

One of the DTI agents could be noticeably but not life-threateningly ill, but they refuse all offers for medical treatment or diagnostics—tests which would reveal the agents' true heritage.

KEY NON-PLAYER CHARACTERS

Agents T'Foves and MacLeir use Cardassian Glinn statistics, and their support staff use Cardassian Soldier statistics.

CONCLUSION

If the Obsidian Order agents were able to accomplish their mission without arousing too much suspicion, they may be in their shuttle flying away with their data while the player characters manage their malfunctioning ship. If quick thinking security or engineering officers countered the exploits, the Obsidian Order agents attempt to fight their way to their shuttle.

ADDING THIS MISSION TO YOUR CAMPAIGN

In the *Enterprise* era, the imposters could be Suliban aiming to destroy time travel records, or in the original series era, they could be Klingon agents like Arne Darwin. Alternatively, instead of Cardassians in *The Next Generation* era, the opposition could be Romulans or Changelings.





MISSION BRIEF

"THE RAPSCALLION"

SUGGESTED ERA OF PLAY: Any era
SUGGESTED SPOTLIGHT ROLE: Conn

SYNOPSIS

After the crew discovers a charming but reckless scientist from the past, the DTI arrive and demand to take custody of him. Rather than go quietly, the time traveler steals a shuttle and flies it into a plasma storm.

While conducting a routine planetary survey, we discovered the recent wreckage of a ship of unknown, possibly unique design. There were no signs of crew, so we have begun scanning for evidence of any survivors.

300

MAJOR BEATS

A ROGUE ON HIS OWN

The crew locates an escape pod which contains one humanoid with very weak life signs. The pilot is initially unconscious and requires medical attention for severe malnutrition as well as cellular degradation. Once conscious, he will introduce himself as Dr. Hiram Orville Ward, a theoretical physicist and engineer of fabulous science. He's a charming adventurer scientist with a wide-eyed curiosity. Interviewing him or studying his technology will reveal he designed a time machine and travelled 100 years into his future. If his pod hasn't been brought onboard, he requests access to it so he can gather some personal belongings including his designs and a celebratory drink, which he offers to share.

PROCESSED THROUGH THE SYSTEM

After the crew spends a little time getting to know Dr. Ward, the captain is contacted by the *U.S.S. Arrowhead*, a Starfleet vessel assigned to support the Department of Temporal Investigations. The *Arrowhead* was en-route to investigate a temporal disturbance and asks for an explanation. Their procedure is to apprehend any time-displaced person to be briefed and then offered counselling, with further steps at the discretion of the DTI.

THE GREAT ESCAPE

Dr. Ward has no intention of being handed over to some bureaucratic prison for time travelers. If he thinks it's

necessary, he'll trigger a recall device which transports him to his escape pod. From there, he'll steal a shuttle and make a break for it, heading into a plasma storm and displaying some impressive piloting skills.

MINOR BEATS

Dr. Ward might fall in love with one of the crew members, regardless of gender.

KEY NON-PLAYER CHARACTERS

Dr. Ward uses an adapted Starfleet Conn Officer. Increase his Presence and Reason to 10 and reduce his Control to 8. He also gains focuses in **Persuasion** and **Time Travel Studies**.

CONCLUSION

The crew could choose to let Dr. Ward go, leave his pursuit to the *Arrowhead*, or pursue him into the plasma storm themselves. Avoiding the dangers of a plasma storm requires a series of difficult piloting maneuvers, which are more difficult with a larger ship. If captured, Dr. Ward will wryly apologize, and say "you can't blame a guy for trying."

ADDING THIS MISSION TO YOUR CAMPAIGN

Dr. Ward can be modified to suit your campaign, with him originating from the past of any world or species that makes sense for your narrative. If the DTI hasn't been founded yet, then rather than the *Arrowhead*, a DTI agent will arrive directly on the player character's ship intending to return Dr. Ward to his time and destroy his designs.





MISSION BRIEF

"RUN AROUND ON THE SANDS OF TIME"

SUGGESTED ERA OF PLAY: 2250s or later
SUGGESTED SPOTLIGHT ROLE: Command

SYNOPSIS

Operating with a DTI advisor, the crew investigates a space station with Federation markings stuck in a quantum fissure. The station holds the last survivors of a civilization removed from the timeline by an uptime faction, and the crew must decide whether to return the station to the fissure or to reintegrate the people into the timeline.

We have been sent to investigate a distress call emanating from an unpopulated area of space. Curiously, they are using Federation channels and claiming to be Federation citizens. Director Orson Lannis of the Department of Temporal Investigations has been assigned to accompany us, and he has provided classified information regarding the history of these people. Their descendants broke the Temporal Accord, and the Accord signatories enacted their highest punishment—erasing the civilization from the timeline.

300

MAJOR BEATS

SHIPWRECK

The crew finds the space station partially protruding from a spatial distortion. Commander Tevlor, a Galaen Starfleet officer, oversees the station population of over 3,000 as well as a Starfleet office of a few dozen. The station has been stuck in a quantum fissure for just over a decade, and their scientists were finally able to push through into normal space. However, they need assistance to escape completely.

A FUTURE PROBLEM

Director Lannis warns that re-introducing the Galaens to the timeline might invite the upstream factions to return and destroy the survivors. For her part, Commander Tevlor acknowledges their station could be self-sufficient in the fissure with some additional equipment, but she is adamant that any potential threat from the future is not as dire as being consigned to a prison dimension forever.

A FLARE FOR THE DRAMATIC

When solar flares cause the quantum fissure to contract, it becomes a race against time to either tow the station out or push it fully back inward. The ship must be modified to operate a tractor or repulsor beam within the dimensional eddies before a more significant solar flare causes the opening's collapse. Finally, difficult piloting maneuvers must be carried out to ride the distortion waves while making significant progress in either direction.

MINOR BEATS

Director Lannis or a Starfleet officer from the Galaen station might suggest that only the Galaens need to return to the quantum fissure, with any non-Galaen Starfleet officers being rescued.

KEY NON-PLAYER CHARACTERS

Adapt the Romulan Centurion for both Director Lannis and Commander Tevlor, replacing their values with **I will not fail in my duty to the timeline** and **I will get my people home** respectively.

CONCLUSION

If the Galaens are returned to the fissure, the mission will be classified by the DTI. If the Galaens are returned to the timeline, the DTI will process them through the time displacement program—but there will be the looming threat of an uptime faction coming to complete the court's sentence.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission can be dropped into any campaign and potentially used as a starting point for activities in the Temporal Cold War or with uptime factions.



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