

TEMPORAL STARSHIPS

These Talents are for time-traveling ships from future eras of *Star Trek*. Any ship that has at least one of these Talents gains the Timeship Trait and can easily take other ones. If the spaceframe does not have one of these Talents by default, GM permission is required to take the first temporal starship Talent.

Temporal Starship Talents

Expanded Temporal Drive

Requirements: Timeship or GM's permission

The temporal drive of this ship has expanded capacity and more efficient use of power. Jumps through time for this drive use one less Power than normal. Moving at warp is not affected.

Molecular Reconstruction

Requirements: Timeship or GM's permission

The vessel's temporal drive is not only able to transport the ship through time but it can also create a bubble of controlled time that can be used defensively to remove damage as if it never occurred. Doing so can have unintended effects on the stability of the local timestream, however. When a crew member aboard the ship succeeds at the *Damage Control* Task, they may generate 2 Threat to actually repair the Breach instead of removing its effects.

Temporal Sensors

Requirements: Timeship or GM's permission

This vessel is equipped with powerful sensors capable of scanning the spacetime continuum. This Talent confers the benefits of both the Advanced Sensor Suites and the High Resolution Sensors Talents.

Temporal Transporters

Requirements: Timeship or GM's permission

This vessel is equipped with an advancement on transporter technology that allows the user to transport to a desired space and time. In addition, these transporters are able to beam targets to and from sites at Long Range and through non-temporal shielding. The major drawback to this technology is that using the transporters too often can result in temporal psychosis.

Temporal Shielding

Requirements: Timeship or GM's permission

This vessel is equipped with a type of force field technology that anchors the vessel temporarily and shields it against changes in the timeline. These shields operate like normal in ship combat until enough damage is taken to bypass any resistance. At such time, roll a number of Challenge Dice equal to the vessel's Security score. The total result is then subtracted from the damage. These Challenge Dice cannot be rerolled by any means.