## "I, HOLOGRAM"

SUGGESTED ERA OF PLAY: **TNG**
SUGGESTED SPOTLIGHT ROLE: **OPERATIONS MANAGER**

SYNOPSIS

The crew enjoys a new holoprogram together, but hear an alert from the bridge regarding a discovery of a probe. When they exit the program, they discover they are no longer aboard their own ship, but alone on a starship in the year 2385. They must discover what went wrong: they have been afflicted by a temporal incursion algorithm. Can they figure out how to return to their right time and place before it's too late?

OPENING LOG

"Sometimes it's necessary to take a much needed break. A new holoprogram was suggested, so we are getting a group together to test it out. Let's hope it's a good one."
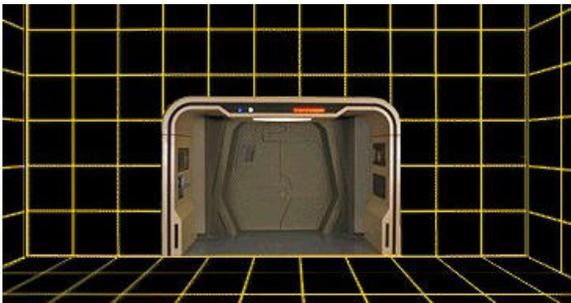
MAJOR BEATS

HOLO-ADVENTURE

The crew enjoy a holoprogram together (see Key NPCs for possible scenarios, or let the players make one up). But their adventure is interrupted when the bridge alerts them to an encounter with an alien probe. When they leave the holodeck, they discover that they're no longer on their own ship.

THE WRONG SHIP

They find themselves on a starship in the year 2385. This could be a starship (and captain) they know, but now outfitted with holoprojectors on every deck, like the *Prometheus*-class. Or, use the *U.S.S. Chimera* captained by **Nog**, or the *U.S.S. Deucalion* captained by the Xyrillian Captain **Rili'L**. In this version of the future, their ship was reported lost around the time they entered the holodeck. Worse, the crew scans as holoprograms!

UNSIMPLE FUTURE

The crew of the future will think they are malfunctioning holograms, and will try to quarantine them for study. But the crew discovers that their photonic matrices are in quantum flux, at risk of collapse. They must return to their time soon. They must convince the crew they are real, or escape efforts to trap them so that they can analyze the holoprogram at fault. Then they will have to calculate and generate a proper anti-chroniton wave in the holodeck, to get back to their own time and bodies. If they can't fix it, see Conclusion for ideas.

MINOR BEATS

The crew may wonder what it's like if they are stuck being holograms, and might interact with an EMH or other holo-programs. They may also try to find out more about this version of the future, although this future won't exist after their return. Feel free to make up a potential 2385 future.

KEY NPCS

Search our site for **ADV009** for stats and further information on possible **Holo-Pursuits**; *U.S.S. Chimera; U.S.S. Deucalion*; **Captain Nog**; and **Rili'L**.

CONCLUSION

When they return to their true time and bodies, they discover that the probe had infected the holoprogram with a very experimental temporal incursion algorithm, which has now been purged. If they couldn't escape the future on their own, they could spend some length of time being studied by the crew of the future, before they figure out how to send them back. The future the crew visited won't come true. But will this algorithm be a new threat?

ADDING THIS MISSION TO YOUR CAMPAIGN

The mission can be adapted for non-Federation campaigns, but is best for the TNG era because of the holodecks. The source of the probe can be tailored to your campaign, but likely comes from a species with holographic expertise, or temporal technology. For example, the Krenim, the Na'khul, or the Maloculans in the Sargon & Beyond setting.