Divison 12 Career Events and Talents

Career Events

The Temporal Echo Incident

During a routine sweep or investigative probe, your vessel intersected a localized chroniton rift. You encountered a short-term temporal duplicate of yourself or your ship, requiring immediate tactical choices to avoid a paradox.

Attributes: +1 Control or +1 Reason

Discipline: +1 Science or +1 Security

Focuses: *Temporal Mechanics*, *Tachyon Physics*, or *Chronal Paradox Mitigation*

Trait: *Chronal Anchor* (You have a heightened intuitive awareness when local time flows irregularly or is artificially altered).

Cognitive Hazard Containment

You were on duty when a retrieved alien artifact or bio-exotic specimen emitted an infectious psychic or cognitive frequency that compromised your squad or crew. You remained clear-headed enough to isolate the containment bay.

Attributes: +1 Fitness or +1 Presence

Discipline: +1 Security or +1 Medicine

Focuses: *Psionic Shielding*, *Hazard Containment*, or *Psychological First Aid*

Trait: *Iron-Minded* (You are resistant to subtle ambient cognitive pressure and psychic influence).

Subspace Incursion Defense

An entity or physical threat originating from subspace, dimensional bleed-through, or non-baryonic space attempted to breach physical reality aboard your installation or ship. You led or supported the containment response.

Attributes: +1 Daring or +1 Fitness

Discipline: +1 Engineering or +1 Security

Focuses: *Subspace Field Dynamics*, *Non-Baryonic Entities*, or *Close-Quarters Combat*

Trait: *Incursion Veteran* (You don't panic when the laws of standard geometry and physics break down around you).

Unresolved Referral

A case you worked (or a phenomenon you personally experienced) was referred to Division 12. Four of six similar cases in your knowledge returned with scientific or alien explanations; this one did not or the report you received was heavily redacted. The experience taught you how to document the inexplicable without forcing a premature conclusion.

Attribute: +1 Control

Discipline: +1 Command or Science

Suggested Focuses: Case Documentation, Redacted Intelligence, Scientific Skepticism, Pattern Recognition

Legendary Region Survey

You surveyed or traversed a region of space long associated with “ghost ships,” gravity anomalies, or disappearances. Standard sensors returned contradictory or null data. You developed methods to cross-reference historical tall tales with hard telemetry and kept the away team (or ship) oriented when instruments failed.

Attribute: +1 Reason

Discipline: +1 Conn or Science

Suggested Focuses: Anomalous Space, Historical Anomalies, Sensor Reconciliation, Navigation under Interference

Headquarters Briefing (or Secondment)

You were temporarily seconded to Division 12 or received an in-person (or heavily encrypted) briefing at one of their facilities. Location and full scope of their operations remain classified even to you. The experience expanded your analytical toolkit and your tolerance for open questions.

Attribute: +1 Insight or Reason

Discipline: +1 Science

Suggested Focuses: Classified Protocols, Cross-Disciplinary Analysis, Open Questions, Division 12 Procedures

Division 12 Talents

Investigation Lead

Requirement: Command 3+, Science or Security 2+

Effect: Once per scene, when you create an Advantage that represents a working hypothesis, investigative plan, or coordinated search pattern for an unexplained phenomenon, you may spend 1 Momentum to also grant a single ally an identical Advantage (they must be able to receive the information).

Compartmentalized Mind

Requirements: Security or Science 3+

Effect: You have undergone mental conditioning to isolate cognitive hazards, psionic pressure, or severe psychological shock. Whenever you take Stress or a Complication from a mental, psychic, or temporal source, you may spend 1 Momentum to ignore the Complication or reduce the Stress taken by an amount equal to your **Control** rating.

Exotic Containment Specialist

Requirements: Engineering or Science 3+

Effect: You excel at tuning deflector shields, force fields, and stasis units to hold non-baryonic matter and extra-dimensional entities. When modifying or maintaining a containment field, you ignore the first Complication rolled. Furthermore, any attempt by an entity to force its way through your containment field costs the GM **1 extra Threat**.

Chroniton Trace Analysis

Requirements: Science 3+

Effect: You can quickly identify subtle temporal displaced energy signatures. When using a tricorder or ship sensors to scan for chroniton particles, tachyon trails, or temporal displaced objects, you may reroll one **d20**. If successful, you generate **1 free bonus Momentum** that can only be spent on *Obtain Information* regarding the timeline vector or origin point.

Field Modifications (Division 12)

Requirements: Engineering 3+ or Security 3+

Effect: Once per scene, you can modify a piece of standard Starfleet equipment (e.g., phaser, tricorder, deflector badge) as a minor action to interact with exotic phenomena (e.g., setting a phaser to a chroniton phase, or re-tuning tricorder sensors for subspace bleed). This modification lasts until the end of the scene and requires no skill roll.

Subspace Navigation Instincts

Requirements: Conn 3+, Reason 10+

Effect: Navigating non-Euclidean space or severe subspace tears requires instinct as much as calculation. When piloting a vessel or shuttle through spatial anomalies, subspace pockets, or gravimetric shears, you reduce the difficulty of Conn tasks by **1** (minimum 1).

Bio-Exotic Quarantine Specialist

Requirements: Medicine 3+ or Science 3+

Effect: You are trained to treat physiology altered by exotic radiation, temporal age-shifting, or spatial corruption. When performing a Medical or Science task to stabilize, treat, or analyze a patient suffering from non-standard conditions (temporal sickness, cellular phase shift, exotic contamination), you may spend 1 Momentum to remove one negative condition immediately.

Memetic & Psychic Countermeasures

Requirements: Command 3+ or Security 3+

Effect: You know the vocal patterns, posture, and neurological tricks to disrupt active cognitive hazards or telepathic influence on team members. As a Task, you can make a **Command/Security + Presence** check (Difficulty 2) to break an active mind-control, confusion, or panic effect on an ally within hearing range.

Working Hypothesis

Requirement: Science 4+

Effect: Once per scene, after you Obtain Information about an anomalous event, you may create an Advantage that represents your current best theory (even if incomplete). Allies who use this Advantage on Tasks related to testing or acting on the theory may re-roll one d20.

Temporal Paradox Mitigation

Requirements: Science 4+, Reason 10+

Effect: You have a deep grasp of causal mechanics. If an action or outcome during a scene threatens to create a localized time paradox or causality loop, you may spend 2 Momentum (or give the GM 2 Threat) to alter one small physical detail in the present that reconciles the anomaly without triggering space-time collapse.

Tactical Spatial Field Reversal

Requirements: Engineering 3+ or Security 3+

Effect: You can manipulate energy fields to turn spatial distortions back against hostiles. When using a ship weapon or personal phaser against an entity originating

from subspace or non-baryonic space, you add the **Vicious 1** or **Piercing 1** damage quality to the attack by channeling localized field inversions.

Counter-Incursion Team Leader

Requirements: Command 3+, Security 3+

Effect: You excel at leading small boarding or containment parties into high-hazard operational zones. When leading an away team into an active anomaly zone or alien site, all team members gain **+1 Stress capacity** for the duration of the scene as long as you remain conscious and in command.

Advanced Subspace Encryption

Requirements: Engineering 3+ or Command 3+

Effect: Division 12 comms and logs must remain unreadable to non-cleared personnel. Any task to slice, decrypt, or intercept communications, files, or telemetry you have encrypted increases in Difficulty by **+2**.

Gravimetric Stabilizer Handling

Requirements: Engineering 3+ or Science 3+

Effect: You are accustomed to working under unstable physical conditions (zero-G, fluctuating gravity, micro-singularities). You ignore all Task difficulty penalties or complications caused by altered or absent gravity fields.

Unshakable Resolve

Requirements: Fitness 10+, Control 10+

Effect: Exposure to eldritch space anomalies and classified threats has hardened your nerves. Once per mission, when you would be reduced to 0 Stress or take an Injury from mental or environmental hazards, you can spend 2 Momentum to instantly regain Stress equal to your **Fitness** rating and avoid the Injury.

Residual Signature Analysis

Requirement: Science 3+, Insight 9+ or Reason 9+

Effect: When examining a location, object, or person that has been exposed to an unexplained phenomenon, you may spend 1 Momentum to automatically succeed at a Science Task (Difficulty 1) to detect residual energy, cognitive imprints, temporal echoes, or other non-standard traces. This grants the Advantage “Residual Trace Detected.”