

Time Travel (for Spock)

The Enterprise has had an inordinate amount of experience with time travel, both backward and sideways in time. This has made Chief Science Officer Spock and Chief Engineer Scott experts in the technology and science of the paradoxes and methods of travel through time.

The timeline is resilient. “Changes” seem to be either things that would have happened anyway, things that were inexplicable but are now explained *by* time travel, or things that rebound back onto the cause of the change.

The latter is the most dangerous to the time traveler: it means that the most likely target of changes to the timeline is the person changing the timeline. The most likely effect is a cessation of existence. You theorize that the paradox this creates—the person changing the timeline has ceased to exist, thus not being able to change the timeline—somehow isolates the change and prevents it from propagating.

It is a most logical effect, although its mechanism remains mysterious. It means that if you cause a major change, such as killing someone, you yourself are the most likely to be affected—even erased—by the change. Your immediate companions are the next most likely, and the history that most affects you after that.

How this happens is beyond any science you know.

Analysis (for Spock)

In the timeline that you are familiar with, l’Entreprenante inspired a line of ships among European nations and through them into the Imperium. In this new timeline, it appears that l’Entreprenante was captured by the English, and the Imperium never built ships named Enterprise. It is possible that this bifurcation plays into the mirror universe you visited in which the Enterprise was part of something called the Federation.