

Project Khitomer 2020

Discovery of the Picard Effect

Host: [NX-1701-G \(Zodiac Fleet\)](#)

Room One • Session 1

[16th] NX-1701-G 2/22/2020, 10:07:00 AM (edited 2/22/2020, 11:05:27 AM)

Welcome everyone to Discovery of the Picard Effect on the Lower Decks of the Prodigy at Section 31.... Err I think I made it to the character limit just with the title. Let's call it Discovery of the Picard Effect instead. I'm William, the Fleet CO of Zodiac Fleet, and I'm going to be essentially the moderator of this discussion because I don't see this as a presentation so much as I see it as a discussion amongst friends.

Before we begin though I have a couple ground rules for this discussion:

1.) We are going to be civil to one another. This is a very complex topic. There are going to be discussions doing on where we may/may not agree with what's being said. Let's remember the great mantra of the Vulcans that In Infinite Diversity there are Infinite Combinations. Our diversity here is going to be essential and let's remain the friends that we all are.

[SA] Wes of Star Army 2/22/2020, 10:07:38 AM

I don't have CBS all Access...I tried to watch the first episode while it was on Youtube but kept having to pause because of my toddler. By the time I had time CBS had made it private and I had only watched the first 2 minutes

[16th] NX-1701-G 2/22/2020, 10:08:32 AM

I'm going to give a heads up I have spoilers for the entire series in this presentation up to Stardust City Rag

So please, please, please be warned!

[SB118] German Galven 2/22/2020, 10:08:56 AM

the first 2 minutes were pretty good lol

[BF] aio 2/22/2020, 10:09:20 AM

They really were.

[PF]Kai1701E 2/22/2020, 10:09:50 AM

Amazeballs.

[16th] NX-1701-G 2/22/2020, 10:10:03 AM

2.) The discussion is primarily about the Star Trek Franchise, but can apply to any ongoing universe (Star Wars, Superhero, Harry Potter, etc.). We are prewarning everyone that this is a SPOILER ZONE. There are going to be spoilers for many different franchises potentially here so you have been warned. Same with tie in merchandise (yes I know not canon but some people count it). Again you've been warned!

3.) This discussion is meant to be interactive. There are going to be surveys as we go where you will have the option to react via the reactions option for an entry. I'll give about a minute for reactions

4.) I had planned to have this tied in with the first rule, but I think it needs to be separate. This discussion is group neutral. We won't criticize the decisions of any group on how they are handling the additions of Picard canon to their organization. There are no right or wrong answers to these discussions, and we won't criticize how any one particular group is handling their future. Please also leave recruiting out of this and in one of the dedicated channels.

5.) Have fun and interact! No need to raise your hand, feel free to ask questions or comment as we go. Just be respectful!

Ok that's more than enough rules already. If you think that you can abide by these rules please react with ❤️ . If you can't follow these rules please react with 🚫 . If you stumbled in here while looking for the bathroom react with 🚻 .

While you react just a little bit about me. I've been roleplaying since 2001 and been with the same game for that whole period of time. In that period I've played at least every role a person could imagine at least once (even Batman) and held a leadership role in a fleet or organization that entire time. I've seen series come and go, I've seen many different fads (I really bet wrong on Nova like my session last year can prove), and made a lot of great friends over the years. I really am happy to be back again this year hosting this session and cohosting another. I want to thank the leadership of the Khitomer Conference for inviting both myself and my organization to be here.

So, officially to get started, let's take a minute to have another poll. How many people here have actively roleplayed in the Star Trek Universe while a new show was being produced? React with ❤️ for YES and 🚫 for NO.

Billy/USS Sutherland 2/22/2020, 10:14:13 AM

❤️

[16th] NX-1701-G 2/22/2020, 10:14:30 AM

Ok, since that's out of the way we're going to go a bit more in depth for this one. How many people here have actively roleplayed in the Star Trek Universe while a new show was on television (Not CBS All Access / Amazon / Netflix)? React with ❤️ for YES and 🚫 for NO.

[PF]Kai1701E 2/22/2020, 10:15:43 AM

You just want us to show our age 😏

[16th] NX-1701-G 2/22/2020, 10:15:53 AM

😊

[PF] AlexM 2/22/2020, 10:15:57 AM

It's apparently working, haha.

[16th] NX-1701-G 2/22/2020, 10:15:59 AM

Maybe

[OF]Harrington 2/22/2020, 10:16:01 AM

old enough does that count?

[16th] NX-1701-G 2/22/2020, 10:16:05 AM

Going along with the above questions lets answer a third question (yes I love to ask questions). While you were roleplaying which series were ACTIVELY producing new episodes? Use ❤️ for THE ORIGINAL SERIES, 🧡 for THE NEXT GENERATION, 🟡 for DEEP SPACE NINE, 🟢 for VOYAGER, 🔵 for ENTERPRISE, 🟣 for KELVIN TIMELINE, ⚫ for DISCOVERY, and ⚪ for PICARD

[PF] Kai1701E 2/22/2020, 10:16:27 AM

Only on TV?

[16th] NX-1701-G 2/22/2020, 10:16:30 AM

Sorry there are a lot of time

Altogether

[STF] Simmyish 2/22/2020, 10:17:16 AM

was the internet around during TOS time? 😊

Billy/USS Sutherland 2/22/2020, 10:17:20 AM

I know who the two oldest are

[PF] Capt. Franklin Johnson 2/22/2020, 10:17:24 AM

There was the magazines

PBsM

Play by Snail Mail

[SB118] German Galven 2/22/2020, 10:17:36 AM

Rooms full of computers

[STF] Simmyish 2/22/2020, 10:17:39 AM

ahh true xD

[16th] NX-1701-G 2/22/2020, 10:17:45 AM

Actually I have a player who did roleplat during tos

Almost done: Has a change in canon affected you, your character, or your game?

React with ❤️ for YES and 🗲 for NO.

[OF] Paul - CO USS Athena 2/22/2020, 10:18:12 AM

I count First Contact as TNG 😊

[SB118] German Galven 2/22/2020, 10:18:30 AM

Generations would be TNG too

[16th] NX-1701-G 2/22/2020, 10:19:06 AM (edited 2/22/2020, 10:19:36 AM)

As I have worked on developing this I keep hearing a repeated line of dialogue from the Star Trek franchise that I want all of us to remember while we're here today. It is:

"Some people think the future means the end of history. Well...We haven't run out of history quite yet. Your father called the future...the undiscovered country. People can be very frightened of change."

I think this quote comes into play more than any other as questions of changes to canon come to the forefront. We sometimes feel that the future does mean the end of our history, but as the wise man once said we haven't run out of history quite yet. These changes to canon open up new possibilities, new adventures, and new side stories that can not only enhance our gaming experiences but develop new storylines for our future. We've entered a new renaissance for Trek, at least in my opinion, but the question becomes this: how do we include the changes? Do we? What's right for me? That's what we're going to explore here today - if my internet stays on. 😞

Billy/USS Sutherland 2/22/2020, 10:20:04 AM

Question from the floor: Is Harry Kim still an Ensign?

[BF] aio 2/22/2020, 10:21:08 AM

I feel like that's a 'yes' lol

[PF] Faulkner 2/22/2020, 10:21:10 AM

Well, Icheb was a lieutenant, so... yes

[16th] NX-1701-G 2/22/2020, 10:21:16 AM

SPOILER HEAVY!

So let's begin our Discovery of the Picard Effect.

So when exactly does this begin? While some would say that there have always been complications from changes to canon for this discussion we're going to go a bit back in time to 2009 because that was the real start of the Picard effect with the premiere of the Kelvin Timeline. While our sidequel show started a new universe for Trek, it also had an effect on the Prime Timeline with the destruction of Romulus. For those whom played during that time we knew that there were complications caused by this event. While many organizations were still exploring the immediate aftermath of the Dominion War and had only entered the early 24th Century, some had progressed far enough to be involved with the destruction or (in some cases) had even surpassed it. While tie-in materials aren't canon, many studied what was available to get a feel for how games should be flowing with these new updates. The Countdown Tie-In was one of our only glimpses into the reality that was affecting our games. Countdown would tell us that Data was back (having been reborn in B-4 and was Captain of the Enterprise). Worf was off in the Klingon Empire as a General. Our old pal Geordi was an engineer working with the Vulcans on the Jellyfish. Plus Picard - our intrepid Captain - had resigned from Starfleet and become the Vulcan Ambassador. A lot of groups adopted this into their histories, feeling they had no other option.

SPOILER SECTION

With the emergence of Star Trek: Online we had some additional details about an undiscovered country - but many found it easy to ignore these ideas. It was not until Discovery came to pass that we really started to see the effects on canon. Immediately a line of dialogue regarding the Federation/Klingon First Contact with the Klingon Empire had gone from only being "disastrous" to a full fledged war that had never been mentioned before. Technologies that were new in the 24th Century

(holographic technology) were incredibly intricate to the point that communications (again new in DS9) were commonplace. Not to mention the Spore Drive – boy could Voyager have used that! Each of these had impacts on canon, to the point that some took steps to explore their advantages, only to have them written out in the Second Season at the recommendation of Hot Spock (that's what my wife calls him and when we met him at SteelCity Con).

All the while we clamored to see what came next for our intrepid heroes left behind in the 24th Century. Many of us never thought we'd see our heroes back on the screen, but indeed we have them back to the forefront. Jean-Luc, Seven, Number One, Deanna, all of them are back to tell us their stories and boldly go into the unknown. The problem is that with their return we had some major changes we never imagined... As we worked to incorporate the destruction of Romulus, some of us having had it in our histories for the last ten years and having had worked out what we felt was the backstory, we never imagined what other histories we could have experienced. Things that we missed out on from the big (No more Neutral Zone/Mars is burning) to the small (Jean-Luc likes kids/Holograms are plentiful/Quark has a franchise!).

What's a gamer to do?

Let's find out together

[PF] Faulkner 2/22/2020, 10:29:06 AM

I just want a clear look at that map in Admiral Clancy's office

[16th] NX-1701-G 2/22/2020, 10:29:37 AM

I think we all do 😊

Option 1: Deus Ex Machina

This is one of the oldest tricks in the book. Deus ex machina – Which means God from Machine - is a plot device whereby a seemingly unsolvable problem in a story is suddenly and abruptly resolved by an unexpected and unlikely occurrence. The easiest method of accomplishing this in a Trek game is to call into play a deity-esque character. These are your people like Q, Trelane, the Metrons, etc. that have powers beyond the comprehension of our mere mortal characters. In the wink of an eye they can make anything happen – including merging our world into the new one being created on our screens every week.

Option 2: Crisis on Infinite Earths... Err... Universes

Anyone else watch this? Wasn't it cool to see the Arrowverse Flash meet the DCEU Flash? I missed Welling as Clark Kent and what about finally seeing Kevin Conroy as Batman in live action. WOW! I warned you there may be spoilers for things other than Trek above so sorry if you missed it. Though this concept gives another perfect opportunity to merge universes. Did a Tholian interface rip a hole in the space time continuum and pulled you in? Were you going through the Bajoran Wormhole when the Prophets decided you should voyage to a different home? Was your Captain secretly changing calculations while you were riding a mushroom high? This could even take Q or a deity character into account, that they may've chosen to merge all universes into one. Maybe it was just a good old accident that caused all life to merge? Don't be afraid of shameless borrowing. 😊

[PF] AlexM 2/22/2020, 10:32:54 AM

I missed the Crisis, but I've never kept up with any of the shows.

[16th] NX-1701-G 2/22/2020, 10:33:36 AM (edited 2/22/2020, 10:34:40 AM)

That was the first one I watched. I'm not really a fan of the Arrowverse.

Option 3: Behold. A gateway to your own past, if you wish.

Who all knows this quote? Then you probably already know where I'm going with this. Sometimes time travel gives us an opportunity to explore unique possibilities that we didn't before imagine, or bring new events into play. We've seen this a lot in the past – even on Trek – where a simple change brings about an entirely new universe. I immediately thought of the episode Trials and Tribbleations with this. At the end of the episode we learned the eradicated Tribbles were back and bigger than ever because of Odo. Or, as has been discussed much earlier, don't forget that the entire Discovery of the Picard Effect began with time travel gone wrong.

Option 4: Change? What Change?

This one is the simplest. Just ignore the change like it was always there. Starfleet seemed to abandon exploration? We're different because we're a special branch that was assigned to keep exploration on the forefront. This has actually been done on Trek itself even by one of the shows causing the changes to canon. When Discovery premiered we all were waiting to see the 1701 (no bloody A, B, C, D, or E) show up on screen in a fight against the Klingons. Instead we found out it was told to sit out the war and continue seeking out new worlds while the Federation faced destruction.

Option 5: Change? What Change? Redux.

So you may be thinking that William has lost his mind and just hit copy and paste for this section. Well I did, but just for the title. This section explores a controversial topic why do you have to make any change? Why does your game have to incorporate Picard, Discovery, or any of the above into its history? Some groups even borrow from canon what they like and discard the rest. They're not wrong. The galaxy is truly limitless - just look at the million Enterprises in Parallels!

Time for another poll. For this poll which of these do you like? Use ❤️ for Option 1, 🧡 for Option 2, 🟡 for Option 3, 🟢 for Option 4, 🟣 for Option 5, 💜 for I'm lost and how do I get to the other presentation?

[PF] AlexM 2/22/2020, 10:44:33 AM

I've personally always taken the approach that canon should never get in the way of a good story. I tend to do what the showrunners have always done: use canon as more of a guideline.

[STF] Simmyish 2/22/2020, 10:45:02 AM

I'm with Alex on that as well 😊

ReminderBot 2/22/2020, 10:45:02 AM

15-Minute Warning

[16th] NX-1701-G 2/22/2020, 10:45:31 AM

Exactly. That's a very evolved answer. For me this has a tremendous effect because my game (18 years old) has reached 2430

[22] Confusedfire [VFY|CO] 2/22/2020, 10:45:42 AM

I've pulled pieces of canon from Picard to implement in Vidal Fleet Yards, but I've always taken the approach that my Command Team should have a vote on it and my players should have some say

[22][118][SARP] Kylindra 2/22/2020, 10:45:45 AM

(I'm the opposite side: the canon drives the story, or you should agree ahead of time to ignore bits of the canon so it's not a surprise.)

[16th] NX-1701-G 2/22/2020, 10:45:48 AM (edited 2/22/2020, 10:46:25 AM)

Any change to canon affects me terribly, so we openly identify that we pick and choose. We lost the poll a bit

Time for another poll. For this poll which of these do you like? Use :heart:t for Option 1, 🧡 for Option 2, 🟡 for Option 3, 🟢 for Option 4, 💙 for Option 5, 💜 for I'm lost and how do I get to the other presentation?

Shatner's Hair 2/22/2020, 10:47:23 AM

I think it's worth trying to incorporate Picard where practical, or even just acknowledge it, since it's got the potential to bring people into rp writing, or bring some back.

[PF] AlexM 2/22/2020, 10:47:37 AM

For me, it depends on the context for what works best. That's why it's hard to pick something in the poll.

[MFU] TFCO/CO J'Tagh Saigon 2/22/2020, 10:47:49 AM

I find that cannon has its good and bad points when trying to put together a mission plot.

[16th] NX-1701-G 2/22/2020, 10:49:16 AM

Canon can affect us all. I know a distinct group that any mention of Romulus being destroyed and they immediately correct you. There is nothing wrong with it.

Since we're running low on time lets look at the last section its a look at time 😊

When a change in canon happens when should we bring those changes into our group? That's just as important a question as how we do it. There are two options:

Option 1: All Stop

For many this is the default answer and the most common. Waiting has many advantages in that you can see how things progress before committing fully to an idea or change in canon. The Neutral Zone dissolution, the discovery of the artefact, their true fates can be explored rather than just hoping that they still exist during your game and won't affect you too much. One downside though is that by waiting you run the risk of invalidating something in your game. It can also lead to a decision not to follow through on an event.

[PF] AlexM 2/22/2020, 10:52:27 AM

For Pegasus Fleet we've been working on reconciling our canon with official canon, which actually won't be too bad for us. But we're waiting for the whole 1st season to be done before we implement anything.

[16th] NX-1701-G 2/22/2020, 10:52:46 AM

Nothing wrong with that 😊

[22] Confusedfire [VFY|CO] 2/22/2020, 10:52:48 AM

22nd Trek Division is given the option to do what they will

[16th] NX-1701-G 2/22/2020, 10:53:15 AM

Zodiac Fleet is allowing our individual games decide what they will include.

Option 2: Damn the Canon... Full Speed Ahead!

This is the more dynamic choice of learning and applying change as you go. Some may see this as a gamble, but it can lead to some interesting narrative choices as you go. I'd like to share a story – an old timey story from back when Enterprise was still on the air – that goes along with this discussion. As Season 3 began we learned of one of the most important storylines of Earth's "past" that had never been brought up before: the Xindi assault on Earth as part of the Temporal Cold War. As Season 3 started a very bright GM that I had been familiar with came up with a great idea for his own game: it was going to explore the Delphic Expanse in the 24th Century. He struggled with the idea not because he didn't have a good plan, he just didn't know when to implement it. After a lot of thought he decided to go forward with his story shortly after the 3rd Season Premiere.

The game did very well during that year and gained a lot of players who were excited to see how the region was in the 24th Century. They got to see how the region affected a Vulcan character, encountered strange anomalies, even had a storyline not too dissimilar to Enterprise's Twilight. As the season started winding down though there was one critical change in the show that affected them: the Delphic Expanse was going to be repaired at the end of the season. So, left with few options he realized something important: his entire game's background had just become moot. Technically it shouldn't have existed. Believe it or not that was the same idea that his players also came to. So this active game (it was on Yahoo Groups back then and averaged around 250 posts a month) died almost overnight because of the Picard Effect – before it was even a thing!

[PF] AlexM 2/22/2020, 10:54:04 AM

We're doing that too. We make a distinction between Fleet canon and Sim canon. The sims are free to follow the former, but that's what we'll use for the "official" timeline.

ReminderBot 2/22/2020, 10:55:02 AM

5-Minute Warning

[PF] AlexM 2/22/2020, 10:55:11 AM

I think that's a big part of why we're leaning towards the All Stop approach.

[16th] NX-1701-G 2/22/2020, 10:55:22 AM(edited 2/22/2020, 10:55:58 AM)

Thank you Mr. Robot for the time check can we call it that from now on?

[22][118][SARP] Kylindra 2/22/2020, 10:55:42 AM

mm

[16th] NX-1701-G 2/22/2020, 10:56:43 AM

That's not to say though that some aspect can't be mentioned in passing though
(Unless Picard ends with Jean-Luc asking Q to fix the timeline)

[SB118] German Galven 2/22/2020, 10:57:49 AM

Or it's all a fever dream

[16th] Kate, CO Langley Station 2/22/2020, 10:57:57 AM

Now that would be funny. After everyone adapted their background stories

[16th] NX-1701-G 2/22/2020, 10:58:07 AM

The book is really good

[22][118][SARP] Kylindra 2/22/2020, 10:58:23 AM

I think, though, that I run by the "if your fleet canon would violate official canon, honor the fleet canon first":

because that honors the sims that come before you

[STF] Simmyish 2/22/2020, 10:58:32 AM

I feel that we shouldn't be shackled by canon, but at the same time to make use of it for our own storytelling. That's why I feel it's good for the sim's leadership to discuss the change during, and make decisions that would come into effect later 😊

[PF] AlexM 2/22/2020, 10:58:49 AM

We should probably start heading over to #680468431975481419 to continue the conversation.

[16th] NX-1701-G 2/22/2020, 10:59:27 AM

So as we start to wrap up I'd like to thank you all for taking the time to take part in this discussion and the adventure that is the Khitomer Conference. This is by far one of the most important events in our community and I want to thank you all for being part of it. If online roleplaying is to survive we have to work together, play together, and continue to build friendships among the stars. I hope that you all made a friend here today and got some useful ideas to help incorporate changes of canon into your game. Don't forget to check out Ceciri Ariadust's Writing With Canon (6PM GMT, 1 PM EST) later today or, if you enjoyed this journey, I'll be back with my dear friend Amethyst for Engage (11PM GMT, 6PM EST), a look at the CO's need to be involved in a game.

Thank you all again and let's keep discovering the future together.

And sorry we started late

I'll be around for a bit if anyone wants to chat about ideas

[OF-TGCO/ZF-Academy] Kristi 2/22/2020, 11:01:56 AM

I was a bit groggy starting out, I need to go back and read what you wrote, lol

[16th] NX-1701-G 2/22/2020, 11:02:37 AM

Sorry, it's a bit long

[OF-TGCO/ZF-Academy] Kristi 2/22/2020, 11:03:03 AM

nah you're fine, I just slept in a little bit and the brain wasn't quite firing right yet

[16th] NX-1701-G 2/22/2020, 11:03:05 AM

You unfortunately know how much I like to write

[16th] Kate, CO Langley Station 2/22/2020, 11:03:07 AM

I'm also gonna read it back. Only caught glimpses but it looked good!

[OF-TGCO/ZF-Academy] Kristi 2/22/2020, 11:03:21 AM

😊 that's never been a problem to me, haha

[16th] NX-1701-G 2/22/2020, 11:04:20 AM

It got a bit technical in places, but I hope it helps people.

I also edited as i went to get rid of more in depth spoilers

[PF] Faulkner 2/22/2020, 11:05:14 AM

for people wanting more info about Picard-period backstory, the book Last Best Hope is really good and has a lot of stuff about the Romulan evacuation

[16th] NX-1701-G 2/22/2020, 11:05:50 AM

I love that book

[OF-TGCO/ZF-Academy] Kristi 2/22/2020, 11:06:01 AM

oooooooo

[16th] NX-1701-G 2/22/2020, 11:06:24 AM

I haven't finished it yet, but it's been good so far. The new Enterprise Captain was surprising.

[16th] Kate, CO Langley Station 2/22/2020, 11:07:03 AM

There is already a book out on Picard?

[OF-TGCO/ZF-Academy] Kristi 2/22/2020, 11:07:43 AM

will go buy it right now, haha

[16th] NX-1701-G 2/22/2020, 11:07:44 AM

Yep. The Last Best Hope

It's pretty good and explains some of the characters a bit more.

[OF-TGCO/ZF-Academy] Kristi 2/22/2020, 11:09:24 AM

yep, found it

[16th] Kate, CO Langley Station 2/22/2020, 11:10:33 AM

Also found it, but it's a bit above my budget. Must be expensive because of shipping.

[PF] Faulkner 2/22/2020, 11:10:50 AM

check your local library!

SteveClaypole 2/22/2020, 11:11:10 AM

Was nicely done @nx1701g

[16th] Kate, CO Langley Station 2/22/2020, 11:11:40 AM

Not here, but I live in NL. Most books are in Dutch and Star Trek books aren't even being translated to Dutch

[16th] NX-1701-G 2/22/2020, 11:17:32 AM

Thank you @SteveClaypole. @Kate I'm sorry to hear that they aren't translating them. That's horrific.