TRINITY CONTINUUM

ÆON
ÆXPANSION

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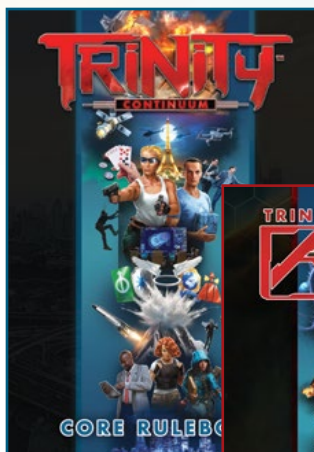**Developers:** John Heron Snead, Ian A. A. Watson

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INTRODUCTION

> The only way of discovering the limits of the possible is to venture a little way past them into the impossible.
> — Arthur C. Clarke

Trinity Continuum: Æon is a vast setting, including the entire Earth, the sprawling metropolis of Olympus on Luna, and many smaller colonies on Mars and circling other stars. A single book is insufficient to contain everything important about this era and the people and places in it. While several supplements providing more information about specific aspects of this setting are forthcoming, the Æon Æxpansion directly expands upon the material in **Trinity Continuum: Æon** and showcases the vast diversity of the setting. It includes new equipment, two varieties of playable characters, suggestions for entirely new types of campaigns, and a wealth of additional Aberrant foes.

The bulk of this book is devoted to new technology, in large part because technology is, along with the newly arisen psions and the recently returned Aberrant menace, one of the most distinctive and fundamental aspects of this setting. While the advanced technology available in this setting does not define or limit the characters or types of campaigns you can play in **Trinity Continuum: Æon**, the available technology helps define and flesh out the setting. In addition to a general discussion of the impact of technology, the equipment found in this book includes both new hardtech and new biotech devices, weapons, armor, and vehicles, as well as rules for and examples of the large battlesuits called VARGs and rules for creating new noetic biotech. These devices are designed to make the **Trinity Continuum: Æon** setting richer, more complex and, most importantly, to provide characters with an array of additional tools to aid them in their adventures.

The Æon Æxpansion is also a book about new possibilities. In addition to equipment, it includes information and character generation rules for two entirely new types of characters. The first are the artificially created Inspired characters known as Superiors. Superiors were developed in Nippon and are humans who have been mentally and physically enhanced well beyond the normal range of possibility for humanity. Additionally, this book discusses and provides rules for characters that require no technology to create — the rare and secretive naturally occurring psychics known as psiads. While most people in 2123 believe they are nothing more than an urban legend, the psiads are humans who are gifted with innate psychic powers that they can use without the intervention of a Prometheus Chamber.

While psions are both the most common type of powered character in this era, and the primary focus of most campaigns set in in the Æon era, they are not the only type available to players. **Trinity Continuum: Æon** already contains information about playing Talents in 2123, and this book expands the options to include both the naturally occurring psi users known as psiads, and the artificially enhanced individuals known as Superiors. Campaigns containing several varieties of powered characters are definitely possible, as well as campaigns where none of the characters are psions.

The primary purpose of this book is to help players and Storyguides create a greater diversity of campaigns and scenarios using **Trinity Continuum: Æon**. Such stories can include characters field testing, stealing, or attempting to retrieve stolen samples of cutting-edge noetic biotech. They could also include scenarios about heroic VARG pilots battling monstrous Aberrants or other foes. Similarly, the new types of characters provide both new options for characters, as well as unusual and mysterious individuals that the characters can encounter as either opponents, allies, or simply urban legends that they gradually discover are real.

The goal of this book is to help you run or play in exactly the type of campaign that you want, but you don't need to include any options that don't fit with you campaign. If you want the development of new noetic biotech to happen offscreen, and never want characters to pilot VARGS, or meet psaids or Superiors, that's perfectly fine too. **Trinity Continuum: Æon** is a large and diverse setting, and no single campaign can or should try to incorporate all elements of it. It's always up to the Storyguide,

with input from her players, to decide what elements of the Æon era she'll focus on, and what elements she won't.

The Æon Æxpansion also contains suggestions for using psions in campaigns set in the modern day. Storyguides are given a wide range of options for how to create campaigns set in a version of the modern day where psions exist, either publicly or in secret. It also provides information about how these psions might relate to some of the organizations discussed in the **Trinity Continuum Corebook**. Finally, because they are one of the most important threats to humanity, this book also includes a wealth of Aberrants and Aberrant Cults to serve as opponents for all types of characters.

HOW TO USE THIS BOOK

This book is a supplement for **Trinity Continuum: Æon** and requires it to use. The Æon Æxpansion provides both players and Storyguides with new equipment, new types of characters, and new information about the setting, Aberrants, and other useful information.

CHAPTERS

Chapter One: Technology in 2123 examines how this era's advanced technology changed life in the 22nd century. This chapter focuses on how the spread of noetic biotech affected the world and its inhabitants, and how using it is different from using hardtech. This chapter also provides brief descriptions of some of the larger corporations that produce both hardtech and biotech.

Chapter Two: New Peacetime Technology presents an assortment of both hardtech and noetic biotech for use by characters. The hardtech is primarily focused on espionage-related technologies and implants, which are primarily created and used in Nippon and are often used by Nihonjin Superiors. The noetic biotech includes more examples of this unique and powerful type of technology as well as rules for creating new pieces.

Chapter Three: Weapons of War includes rules for creating and using the large deadly

battlesuits known as VARGs (Vacuum Assault and Reconnaissance Gear) that permit specially trained soldiers to survive close combat with Aberrants. This chapter also includes other new weapons, armor, and military vehicles, from cutting-edge pistols to massive space battlecruisers.

Chapter Four: Superiors provides detailed information about the artificially enhanced individuals known as Superiors. Created by Nihonjin researchers, most of the world knows only rumors and half-truths about these Inspired individuals. This chapter details what they are and how they are created, and includes rules for creating Superior characters and suggestions for how to incorporate them in a **Trinity Continuum: Æon** campaign.

Chapter Five: Psiads reveals the truth behind the mysteries and urban legends surrounding the mysterious naturally occurring psychics known as psiads. This chapter discusses what psiads are and how they have remained secret, as well as provides information on creating psiad characters and suggestions for how to incorporate them in a **Trinity Continuum: Æon** campaign.

Chapter Six: Psions in the Modern Day provides extensive storytelling advice for how to introduce psions into a **Trinity Continuum: Æon** campaign set in the modern day. This chapter includes a variety of possible origins for modern-day psions and advice for how to use psions in modern-day scenarios, either in an all-psion campaign or in a campaign with both psions and Talents as characters.

Chapter Seven: Aberrants & Aberrant Cults examines one of the most profound horrors of this era, Aberrants and the Aberrant cults that desperate, foolish, or greedy and power-mad individuals join in order to worship or serve these monsters. This chapter includes ready-to-run descriptions of 10 Aberrants and sub-Aberrant mutants, as well as four Aberrant cults that worship or otherwise follow some of the Aberrants described in this chapter.

CHAPTER ONE

TECHNOLOGY
IN 2123

> Technology is the campfire around which we tell our stories.
> — Laurie Anderson

After the Aberrant War ended, the pace of technological change slowed. The lack of advanced technology created by novas was the primary reason, and the later distrust of some of the more invasive forms of technology, like computer enhancement, almost completely halted the pace of technological advancement. Other than cosmetic changes and features like improved reliability, technology in 2106 was little different from technology in 2086, when the Shanghai Accords restricted neural interface technology and artificial intelligence. However, the introduction of noetic biotechnology, combined with Nippon opening its borders, swiftly ended humanity's technological stasis.

Every day, new and ever more powerful noetic biotechnology is released. In response, hardtech manufacturers are now pushing the limits of their technologies in an attempt to keep up. The 22nd century has become an era of living cities and sentient biological starships, where people can interface directly with technology via non-surgical means. No one knows what technology will be like in 20 or even 10 years, but everyone agrees that it will be more impressive and powerful than it is now.

THE OPNET & SOCIETY

During the early days of the OpNet, just like during the early days of the internet before it, many futurists and social scientists believed that most people would telecommute to work and humanity would live spread out over the entire surface of the planet, creating goods with their makers and performing most of their socialization remotely. However, most people want to live in cities and arcologies and almost everyone enjoys interacting with their friends and colleagues in person. While many like having the option of telecommuting, fewer than an eighth of workers do so most or all of the time. Even people who move to small isolated settlements primarily do so to live and work in the location they moved to. While many who leave cities behind telecommute to earn additional money, the majority dream of the day that they can be financially independent within their own community. Similarly, while virtual reality permits inexpensive impromptu tourism and meetings, when circumstances permit, most people strongly prefer face-to-face meetings and in-person visits.

Holo-conferences, using holoprojectors considerably larger and more precise than those found on most minicomps, allow people from across the globe to interact with each other as if they were physically present in the same location. They are an invaluable tool, and are widely used. However, they are also a technology that few people use daily as part of their work and which even fewer use for socializing. Despite the fact that the modern OpNet has existed for more than 50 years, almost everyone, other than a few eccentrics, clearly differentiates between meeting someone holographically or in VR and meeting them in person, and prefers the second option when possible.

BIOTECH & SOCIETY

Noetic biotech is a powerful new form of technology that has been revolutionizing the way humans interact with technology for more than 15 years. However, it's important to note that different types of noetic biotech are used in very different ways. Ordinary unformatted biotech is somewhat cheaper and lighter than comparable hardtech, and while it is no more durable, it has the great advantage that it heals any damage that isn't sufficient to destroy it. Noetic biotech also repairs wear due to ordinary use, so a device constructed solely from noetic biotech still appears shiny and new after a decade of hard use. Many large biotech devices, like most vehicles, use a combination of biotech and hardtech components, and the hardtech components require normal maintenance and repair.

Formatted noetic biotech is a far more revolutionary form of technology. Formatted biotech is noetically linked to either a single user, or to a small number of pre-determined users. All formatted devices also have the option of a formatted user "locking" them so that no one who is not formatted to the device can operate them.

More importantly, formatted biotech functions as an extension of the user. Rather than pulling the trigger of a biotech laser pistol, or turning the steering wheel of a biotech car, the user decides when and how they want to operate the device and it responds as if it was an extension of the user's body. Users control these devices with their thoughts.

DIGITAL PERSONA EDITING

Real-time video, holographic, and VR editing has been possible since the late 2040s, which means everyone understands the person they see in a holo-conference or a VR game may be subtly or wildly different from what the person actually looks like. More importantly, advanced programs can also remove or reduce non-verbal cues or replace non-verbal indications of nervousness, deceit, or eagerness with equally convincing indications of calm, honesty, or disinterest. Everyone can easily notice when someone has removed their non-verbal cues from a video, hologram, or VR interaction, and while it's impossible to use these cues to determine the person's mood or intent, it's instantly and sometimes eerily obvious that they are missing. The use of this type of editing adds a +2 Difficulty to all Empathy rolls used on this person, but also imposes a +1 Difficulty to all Command or Persuasion rolls made by this person, because their non-verbal cues are absent or reduced.

However, replacing someone's actual non-verbal cues with a set of predetermined non-verbal cues is far more difficult to detect. Use of these techniques adds +1 Enhancement to all Command or Persuasion rolls made over this medium, unless the target notices that the speaker is employing these techniques. Noticing the use of altered non-verbals requires an Enigmas + Cunning roll with a Difficulty of 3. Success removes the speaker's bonus to affect this individual.

OpNet use remains an important part of daily life. Most children wear display glasses or contacts connected to their minicomp, and grow up in a world where getting lost is effectively impossible, because their helpful agent either guides them home or rapidly summons assistance. However, telepresence and virtual reality are primarily confined to limited business and entertainment purposes. Instead, most people use the OpNet for verbal or text communication and use augmented reality to facilitate and enhance their interactions with their physical surroundings, from getting recommendations for nearby restaurants and directions for how to get there to automatically receiving reminders about appointments or music appropriate to the user's tastes and suitable for the current situation.

While individuals using computer enhancement can control networked hardtech in the same fashion, this process requires expensive and invasive surgery, rather than an inexpensive formatting process that takes less than 15 minutes in any store that sells noetic biotech. In addition, a few pieces of noetic biotech permit neutrals to gain limited versions of a few psionic powers, which they can use in much the same way that a psion uses their powers. As a result, the dream of people effectively becoming one with their technology is realized without the necessity of implants or other surgery. Instead, after a few days of regular use, a formatted biotech device feels like a part of the user's body. This process sounds strange, but typically feels perfectly natural, even for formatted biotech vehicles. Experienced pilots of biotech vehicles describe the process as similar to running, swimming, or performing zero-G acrobatics, except without getting tired.

BIOCOMPS VS. MINICOMPS

Formatting a biocomp allows users to interact with it by thought — they merely need to think to operate the computer. Although it lacks the degree of integration the computer enhancement Edge provides, users do not require voice or a keyboard to operate it and can perceive the data it sends to them with their minds, without the need for display gear. Formatted biocomps can give one additional benefit: if the user wishes, they can permit the biocomp to perceive their emotions and sensations and react accordingly.

Some people find the idea that their biocomp knows if they're hungry, cold, or scared to be horrifyingly intrusive, but others find it comforting, especially since it can then ask the person if they want some food or direct the devices around the person to raise the temperature, play cheery music, or otherwise attempt to help ameliorate their distress. In addition, users can rapidly send messages to others without needing to speak or touch a physical or virtual keyboard. Formatted biocomps allow users to communicate verbally, visually, and via text with others in a fashion that is invisible to outside observers. A growing number of individuals, from teens who wish to discuss private topics while their parents are nearby, to individuals who are bored and stuck in meetings now enjoy using this type

NOETIC HOMES

One popular new living trend is biotech houses, where either the entire dwelling, or at minimum the fixtures and appliances, are partially or entirely biotech. For one dot of formatting, occupants can control everything in the house with a thought. Refitting an existing hardtech-based home with biotech is relatively expensive (Cost •••), but all apartments and houses in the new biotech cities like Brasilia are noetically active.

Controlling lights, locks, or the temperature can be done anywhere within the dwelling or from outside of the dwelling, as long as the individual is within Close range. If two or more people who are formatted to the same dwelling are in conflict over something like the temperature, each can change the temperature whatever way they want, but the other individual is free to change it again the next round. Noetically active homes also include a biocomp that can be set to allow it to act on the user's unspoken wishes. If someone feels cold, even while they are asleep, the biocomp increases the temperature of the room they are in. Some people find this last feature exceedingly handy, while others feel it is overly invasive and refuse to enable it.

In addition, the best fully biotech homes can also reshape themselves to some degree. While all such changes require an hour or two, and work best when no one is inside, high-end biotech homes can slowly move interior walls around. A user could transform a small utilitarian kitchen into one with a breakfast bar or enlarge a dining room to accommodate a large dinner party.

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of communication. But as with all other forms of communication, users remain incapable of actually paying attention to more than one conversation or event at a time, and can miss in-person occurrences if they focus on their secret communications.

While current biocomps are only slightly superior to hardtech minicomps, some Orgotek engineers believe they can soon create a biocomp version of the Computer Enhancement Edge that everyone can use. Such a device would require either no or at most minimal surgery and could largely eliminate the difference between a person and their technology.

BIOTECH VS. HARDTECH CITIES

In many ways, living in a biotech city is very similar to living in any other modern high-tech city or arcology. Your minicomp's agent regularly and unobtrusively communicates with nearby devices, providing information about your needs and preferences, and when you walk across a street the traffic automatically avoids you. Also, it's impossible for even the most powerful psion to format all or even a significant percentage of the many devices and buildings they'll interact with regularly. Instead, a formatted biocomp offers a bridge between individuals and the biotech city they are living in, and may provide hints about the future of noetic technology. A formatted biocomp allows a resident of a biotech city to interact with the city even more seamlessly than hardtech agents permit. The combination of a formatted biocomp and a biotech city permits the city to know how each individual is currently feeling and, if the individual permits, to attempt to maximize the happiness, comfort, and well-being of each resident.

Another, sometimes related, feature of biotech cities and arcologies is that they can reshape themselves to some degree. On rainy or icy days, not only do biotech streets and sidewalks actively work to shed rain and melt ice, they also subtly alter their texture to increase traction, while also extending awnings somewhat to provide more protection from the rain. The same changes occur on a smaller and more immediate level when someone with mobility problems and a formatted biocomp walks down a street in a biotech city — the city attempts to help the individual avoid falling, and can even slightly cushion their fall.

In a hardtech city, vehicles are in constant communication with each other and with the city itself, enabling traffic to flow swiftly and without unnecessary stops or disruptions, while also providing emergency vehicles fast, obstacle-free access to people or places experiencing problems. On a smaller scale, dwellings and workplaces learn their users' habits and preferences and work to anticipate them. This type of "smart city" or networked arcology
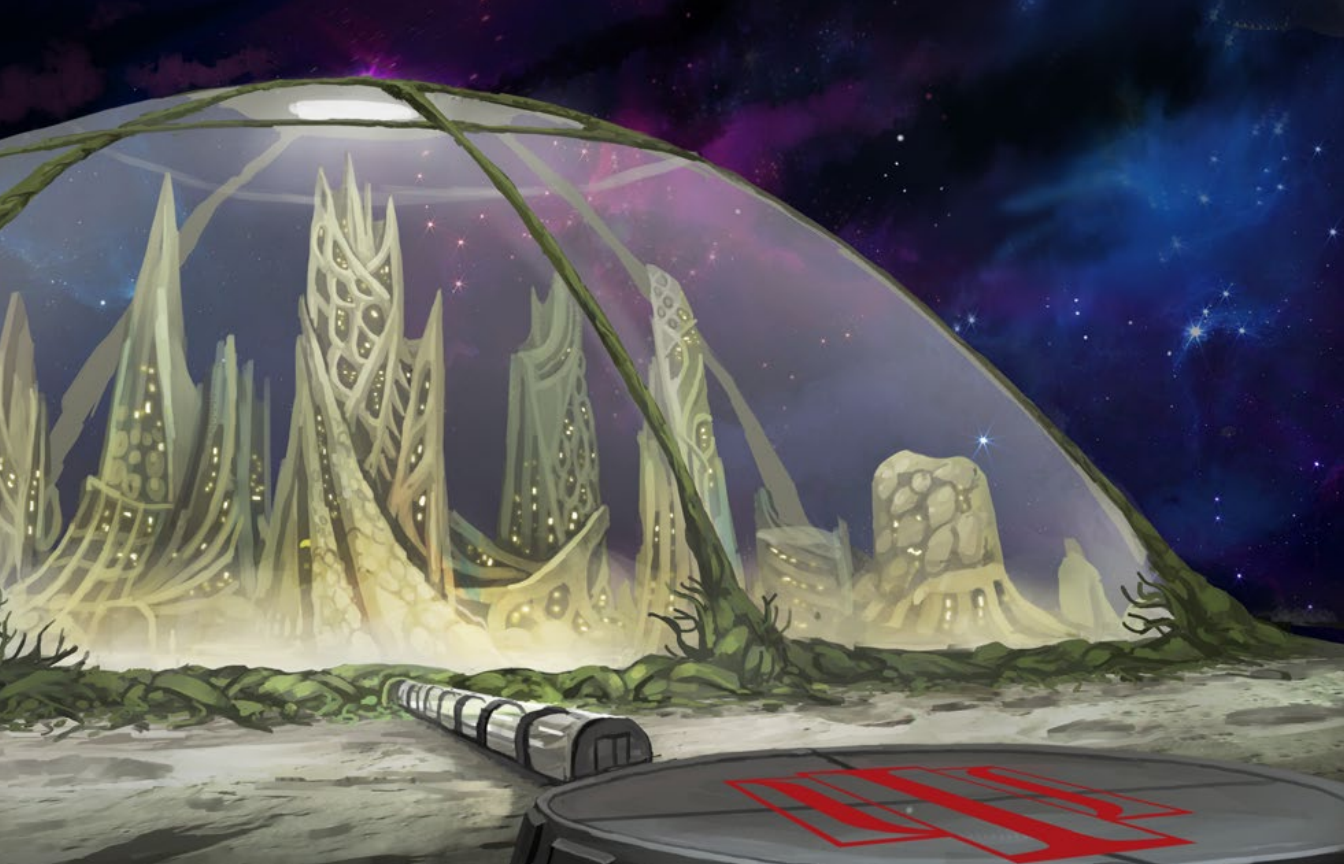
has existed for more than 50 years, and many people have never experienced life in any other sort of community. Biotech cities extend this trend by using formatted biocomps to learn their occupants' current emotions and physically reshaping themselves in minor ways to allow their occupants to be as safe, comfortable, and happy as possible.

Residents of the Brasilia bioarcology have noted neighborhoods seem to take on their own "personalities." In some, outdoor walls become more brightly colored on rainy and overcast days, while buildings in other neighborhoods display whimsical touches, like small sculptural elements that move and shift from place to place, or images that appear on walls and then gradually change, appearing to tell simple stories. Some researchers believe that the most advanced biotech cities are beginning to develop the same type of unusual intelligence found in Leviathan jump ships. So far, this theory has not been confirmed by either conventional or telepathic investigation, but research into this question is ongoing.

TECHNOLOGY IN SPACE

Much fiction from the 20th and the early 21st century depicted living on newly settled planets, particularly worlds with breathable atmospheres, as being akin to living in primitive frontier settlements, with colonists cooking with wood-fueled stoves and using draft animals to farm. The reality is far more high-tech. Every settled planet has an abundance of weather and communications satellites in orbit, providing detailed real-time maps of the surface as well as easy access to the local OpNet anywhere on the planet. In addition, hyperfusion reactors generate abundant electricity, and makers provide colonists with the vast majority of the goods they require, including everything from spare parts for their hyperfusion reactors to entire vehicles. While colonists must wait for the latest Leviathan jump ship or teleporter from Earth to provide them with the latest plans and additional parts needed to allow their makers to create the newest hardtech or biotech, life off Earth is far from low-tech. Survival on even a habitable alien world is inherently difficult and access to advanced technology helps protect the colonists from the various dangers they could easily face.

The latest new technology on Mars, in the asteroid belt, and on various extrasolar colonies are biotech cities, like the Brasilia bioarcology. Using technology borrowed from the Qin, these cities literally

grow themselves from a series of enormous seeds over the course of a few years, and provide residents with all modern conveniences. They are ideal settlements for remote locations, although any growing in hostile environments like Mars or Luna requires extensive attention and large amounts of added nutrients. Those currently growing on Mars and the asteroid belt are covered in durable self-repairing bioglass domes and provide full life support, while the one that has just been planted on Far Nyumba will blossom into a more traditional bioarcology.

Some residents of Earth complain the presence of so much advanced technology detracts from the "romance of the frontier," and a few eccentrics who are planning to start settlements on various extrasolar colonies wish to deliberately limit their access to technology, but the vast majority of extrasolar colonists understand that constant OpNet access insures that they can call for help if they are stranded in a remote area, and that their technologies often makes the difference between life and death. Biotech is especially popular on extrasolar colonies because it is self-repairing and, if formatted, is exceptionally easy to use. The limited amount of Qin biotech being sold to humanity is self-reproducing and is ideal for colonies, as long as the colonists also pay for a reproduction license. The various Qin living vehicles, like the Qin bioblimp and Qin hauler are increasingly common sights away from Earth.

BEYOND THE OPNET

Everyone assumes all long-distance communications and data transfers take place over the OpNet, and mostly this is true. However, there are specialized alternatives, in large part because psions and advanced SIs can eventually defeat all but the most powerful encryption, and sometimes all you need to know is the communications metadata of who communicated with whom at what time. While the vast majority of people have no need for such measures, spies, criminals, and dissidents all require reliable, difficult to intercept communications. In addition, soldiers and explorers cannot count on always maintaining OpNet connectivity.

Often, the most secure digital communications consist of data that is physically carried from one location to another. It can take the form of a fingernail-sized chip in someone's pocket, a file stored on a minicomp with OpNet connectivity turned off, or even a chip the size of a grain of rice sewn into a courier's clothing or implanted under their skin.

Unless this courier is detained and searched thoroughly enough to find the data, the communication is completely secure, if also far slower than any form of OpNet data transfer.

There are other options for relatively short-range communications. Both ear radios (**Trinity Continuum: Æon**, p. 293) and similar devices provide short-range communication entirely divorced from the OpNet. Such communication methods have limited range and can still be intercepted, but all such communications devices use advanced frequency shifting, and so even simply determining that such communication is occurring usually requires an electrokinetic or a person or drone with advanced surveillance gear deliberately looking for electronic communications originating from one of the individuals involved. If this type of targeted surveillance is already being directed at them, spies, dissidents, criminals, and soldiers have far more serious problems than their communications being intercepted.

Short-range communications using devices like ear radios are extremely difficult to detect. Also, real-time communications are often deliberately limited to no more than Long range, a limit that is maintained by deliberately lowering the power of the transmitters to avoid detection. Longer range communication most often consists of short, roughly directional, message bursts, each of which last only a fraction of a second, followed by both parties changing location. Used carefully, these devices permit secure communications to occur even in a heavily surveilled modern city or arcology.

TECHNOLOGY COMPANIES

While Orgotek is the leader in noetic biotech, it is not the only company creating such devices, and its hardtech division is in competition with dozens of other similar firms. The following are some of the larger and most important metacorporations that build consumer and military technologies.

BIOSYSTEMS

This Brazil-based metacorporation is the second largest producer of noetic biotech after Orgotek. While the vast majority of their products are designed for civilians, they recently introduced several bioVARGs, but have focused their marketing on the peacetime uses for VARGs. BioSystems works closely with Norça and pioneered a number of cutting-edge biotech designs based on floral templates.

Also, since recontact with Qinshui, BioSystems has been working to establish better relations with the Qin, in an effort to produce devices based off of Qin biotechnology. Currently, five BioSystems representatives are on Qinshui, working to negotiate these agreements.

IRIS

Iris is a hardtech microelectronics company based on Luna, with offices in Johannesburg, Mumbai, and Sydney. It is widely considered to be the premier maker of hardtech minicomps outside of Nippon, but has recently suffered setbacks as biocomps continue to grow in popularity. Iris also makes a wide range of other small consumer electronics, from various sorts of display gear to small drones, all of which are affected by the increasing array of consumer biotech. Iris recently announced it has started its own biotech division, but many analysts believe its late entry into the field may further reduce its already faltering profits. To counter these reports, Iris recently hired Beckett Flynn to oversee their new biotech division. Flynn is an electrokinetic who worked for Orgotek's biocomp division until Iris lured him away with the promise of considerably more money and a chance to run Iris Biotech. However, this move increased the likelihood of bitter legal battles over patents between Iris and Orgotek.

L-B SPACECRAFT

Leland-Berrios (L-B) is the largest manufacturer of both military and civilian hardtech spacecraft and aircraft. Recently, it has also begun producing limited numbers of biotech spacecraft and aircraft. The company has offices all across Earth, and was based in Los Angeles until 2112, when disagreements with the FSA government caused the corporation to shift its headquarters to Shanghai. In 2119, L-B opened a branch in Umoja City, a floating city that had recently joined the newly independent nation of Oceania. These offices became the headquarters for L-B's new branch, L-B Undersea, which specializes in manufacturing submarines. L-B Undersea is now widely regarded as the finest manufacturer of submarines and its sales may soon surpass those of the leading submarine manufacturer, FangTech, an Australia-based corporation.

Under the direction of its young and brilliant CEO, Stark Sharp, L-B recently indicated an interest in reopening offices in the FSA, but talks have stalled. While the FSA would benefit from the corporation's employment and taxes, some FSA leaders believe that L-B is partly interested in reopening its FSA offices because it wishes to use its votes to work with Orgotek in an attempt to transform and liberalize the current FSA regime.

L-K ARMS

Based in the District of Columbia arcology, Liberty-Kruz (L-K) Arms is the FSA's largest manufacturer of personal weapons and a leading manufacturer advanced intelligence technologies. While no one denies the overall excellence of L-K products, the leaders of many nations frequently complain to the FSA that criminals, terrorists, and dissidents are regularly found with L-K weapons and surveillance technologies when they are arrested. This fact fuels rumors of L-K's unorthodox shipping policies, which are believed to include smuggling their goods to nations where the particular technologies are either illegal or require registration. After a recent terrorist incident in the Philippines, China began an extensive investigation into these rumors, which if proven true could lead to a massive international boycott of L-K. The Ministry is believed to be heavily involved in this investigation, which both L-K and the FSA government have denounced as a "witch-hunt."

NKUMBE INDUSTRIES

Nkumbe is based in the UAN and began as a manufacturer of spacecraft and space stations. It was the primary company involved in the construction of the Abuhisi space station and the space elevator connected to it. Since 2110 it moved into supplying equipment for Martian and extrasolar colonists, and swiftly became known for being able to supply all equipment needed to start and maintain an off-Earth colony. This division shrank and focused its efforts solely on Mars when Upeo wa Macho vanished in 2116. However, it recently revived its extrasolar colony division.

Primarily a manufacturer of civilian equipment and spacecraft, Nkumbe also supplies spacecraft equipped with limited armaments for self-defense. After the Chromatic attack on Earth, Nkumbe began manufacturing spacecraft designed for military use that can then be fitted with weapons. Nkumbe's primary rival is L-B, but Nkumbe mostly manufactures huge freighters, small civilian spacecraft, and equipment for colonies, while L-B mostly focuses

on intermediate-sized civilian spacecraft and military spacecraft of all sizes, making the relations between the two metacorporations more complementary than antagonistic.

YAMATA MICRO-ELECTRONICS

Yamata is based in Nippon and is widely regarded as the best producer of mid-range minicomps and the finest manufacturer of hardtech intelligence technologies and cyberware. Despite having offices in both Australia and Oceania, Yamata has shown no interest in the burgeoning biotech market and recently released a widely seen series of ads proclaiming both the superiority of hardtech and the supposedly horrific and "unnatural" nature of noetic biotech. Increasingly, consumers who use both hardtech and noetic biotech devices avoid Yamata products. There are also rumors that Yamata secretly funds anti-psion groups in Australia, China, the FSA, and Russia.

NEW PEACETIME
TECHNOLOGY

> Technological change is not additive; it is ecological. A new technology does not merely add something; it changes everything.
> — Neil Postman

The 22nd century is an era of technological wonders. Every year brings new and more advanced devices. This chapter describes a variety of new peacetime technology, including cybernetics, espionage technologies, as well as new noetic biotechnology, and rules for creating even more noetic biotechnology.

NEW CYBERNETICS

Thanks to the rise of noetic biotechnology, and residual fears from the Aberrant War, the manufacture and use of hardtech implants and body part replacements is rare outside Nippon. Even within the Home Islands, cybernetic limbs and appendages aren't common. They are most frequently used by individuals with job specific requirements, and a small but persistent cyber-fetishist subculture. The advanced nature of Nihonjin medical science — even without the use of biotech or vitakinesis — means that damaged body parts are often more cheaply and easily replaced with cloned versions rapid-grown from the patient's own tissue samples.

Though Nihonjin don't needlessly swap flesh with artificial replacements, the people are very willing and comfortable with implanted hardtech that adds functionality or improves their quality of life. The near-ubiquitous augmented reality implants are so much a part of everyday life that Nihonjin rarely even think of them as separate from their natural-born selves.

Outside Nippon, cybernetics are primarily confined to criminals and other people who work in the shadows, such as investigators, spies, and special forces soldiers. These individuals use every advantage they can get, and few of them are lucky enough to have the latency to become psions and format multiple powerful bioapps without exceeding their tolerance.

INSTALLATION

Despite sensationalized OpNet dramas portraying augmented humans as cold, unfeeling remnants of the Aberrant era, modern cybernetics don't lead to losses in empathy or the dehumanization of the subject. That doesn't mean a recipient can simply add more and more cyberware — the human body has physical limitations on how much space can be made available. Cybernetic equipment is carefully designed to be as compact as possible, but each location in the body can still only host so much technology. A single appendage can hold no more, and nothing larger, than indicated in the nearby table. Each Size category can be broken into two smaller categories: one Large placement could be filled with two Medium items, four Small items, eight Tiny items, or combinations thereof. Full-limb cybernetic replacements are engineered to be able to hold slightly more than a character's natural limbs.

Some items specify where they must be installed, whereas others can exist wherever space exists. This doesn't mean that all items are suitable for every location. The Storyguide has final say on where certain equipment can be installed. Even if she allows an installation of an item in an unusual location — such as a firearm installed within a character's torso — she may rule that the item suffers additional Difficulty to use, and may have other complicating factors.

CYBERWARE CAPACITY

LOCATION	AVAILABLE SPACE
Hand, biological	Small
Hand, cybernetic	Small, Tiny
Arm, biological	Medium
Arm, cybernetic	Medium, Small
Foot, biological	Small
Foot, cybernetic	Small, Tiny
Leg, biological	Large
Leg, cybernetic	Large, Medium
Torso, biological	Large
Head, biological	5 x Tiny *

 * The head can only accept items of Tiny size, except where noted in the equipment's description. Up to five items of this size can be installed.

DAMAGE

Most of the time, characters don't have to worry about their hardtech cyberware wearing out, suffering malfunction, or being damaged. Keeping up with routine maintenance is a narrative issue — the player should keep it in mind, but it doesn't need to be at the center of the action. However, some attacks can directly target cyberware. Attackers can aim at external cyberware, like replacement limbs, and some abilities, like many Electrokinetic powers, can target internal cyberware. These attacks inflict Status Conditions instead of or in addition to any Injury Conditions (see sidebar).

Additionally, the Storyguide may decide that injury inflicting attacks may also affect a character's cyberware. The Storyguide may simply impose Status Conditions instead of Injury Conditions, may divide the damage between Injury and Status Conditions, or apply a Status Condition as well as the full Injury Conditions. The player can also suggest that the Storyguide consider Status Conditions when the damage source is appropriate.

REPAIR

Unlike biological organs and bioapps, cybernetic hardtech doesn't heal when damaged. This isn't a frequent problem for most people, as typical cyber-enhancements are implanted where they'll be protected by the bones and flesh around them. External enhancements — such as cyberlimbs or skin replacements — are much more prone to everyday wear-and-tear or damage.

In Nippon (or Nihonjin-controlled areas outside the Home Islands), this isn't a major obstacle. Maintenance and repair shops are common within the Nihonjin arcologies, both in the recognized and unofficially populated areas damaged parts can be fixed or swapped out for working replacements. Costs tend to be minimal — usually no more than one dot of the Wealth Edge, and never more than half the full price of the item. Maintenance and repair of cybernetics considered beneficial to the Nihonjin way of life — such as the ubiquitous AR implants and medical monitors, or any health-related cybernetic replacements — are subsidized by the Nihonjin government and provided free of charge to the individual.

Outside Nippon, cheap repairs and replacement parts are less certain. Cyberware-enhanced characters need to call upon their contacts and resources to even locate people who can repair their equipment, let alone ensure that the parts are available. How difficult this is depends on the character and the Storyguide. If the character's Paths give her the backing of a well-resourced organization who will help — such as major criminal enterprises, large metacorporations, governmental interests, or the Æon Trinity — she can easily get her cyberware repaired. If not, finding the skills, equipment, and parts needed to fix the damage may be the focus of a story in itself.

DETECTING CYBERNETICS

Cybernetics in the 22nd century aren't the plastic skin, cold metal and servo motors of the past. Modern Nihonjin designs — and those of its rare competitors — are based on biological frameworks but with stronger pseudo-flesh components. Keeping the design as close as possible to what evolution created helps patients feel that using the replacement is natural. These design considerations, and significant research devoted to concealing unnatural implants from detection, means that cybernetic replacements are often difficult to spot.

Casual observers won't notice a cybernetic implant unless it's designed to be obvious, or is performing some noticeably unusual function. Using a cyberarm to hold a mug of coffee, or draw with a

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DAMAGED CYBER (STATUS CONDITIONS)

One or more of the character's cybernetic systems is damaged. The three Status Conditions below apply to cyberware in the same way Injury Conditions apply to living characters. Each Condition shares the same Resolution.

GLITCH −1
The cyberware is not responding properly and is difficult to use.

MALFUNCTION −2
The cyberware works sporadically and unreliably.

SHUTDOWN −4
The cyberware is broken and won't work at all.

Resolution: Repaired by suitably skilled technician, applying the severity of the Status Condition as Difficulty to repair rolls.

pencil won't attract attention, but firing a concealed pistol within it or detaching the hand to function as a remote-controlled drone will. Even with obvious displays, the media-prevalence of psions may mean observers mistake the cybernetics for psionics.

Characters closely examining a cybernetic replacement that is designed to appear natural suffer a Complication based on the manufacturer (see the nearby table). If the character fails to overcome the Complication but rolls at least one success, he believes the cyberware to be a minor medical anomaly rather than a technological addition.

CYBERWARE MANUFACTURER	COMPLICATION
Designed and manufactured in Nippon	+5
Manufactured outside Nippon using Nihonjin designs	+4
Government or metacorporation working to non-Nihonjin design	+3
Smaller entity working to non-Nihonjin design	+2

Various scanners provide Enhancement to counter this difficulty. The level of Enhancement also depends on the manufacturer, their familiarity with cybernetics, and the level of intrusiveness of the scanner. A handheld scanner made in Nippon might provide +4 Enhancement despite its small size, due to Nihonjin expertise in the field, whereas a similar scanner made in the FSA may only provide +2. Conversely, a full-body multi-spectrum FSA scanner built into a security checkpoint that forces an individual to remain motionless for several seconds while searching for multiple signals may provide +5 or more.

These Complications don't affect psions using powers to detect cyberware. For example, the changed bioelectrical flows are obvious to Electromanipulaton powers, as is the altered noetic template to vitakinesis' Kirlian Eye. The Storyguide decides if powers ignore the Complication to detect cyberware or need only overcome part of it.

PSIONICS & CYBERNETICS

Although most psions have no interest in having hardtech equipment installed within their bodies, doing so doesn't prevent them from using their powers. Some powers have specific considerations when interacting with cybernetic equipment, as outlined below.

While any character can install cybernetics through surgery, biokinetics and vitakinetics have additional options. A biokinetic who combines the three-dot Psychomorphing power *Compartmentalize* with the two-dot Transmogrify power, *Gross Manipulation* (**Trinity Continuum: Æon**, p. 207, *Combining Multiple Modes*), can rapidly subsume hardtech implants within his flesh and build the necessary neural connections to make it work. Similarly, a vitakinetic can combine her three-dot Algesis power, *Ruin*, with the three-dot Iatrosis power, *Mending*, to access and degrade her own noetic template, then rebuild it around the cyberware she wants to use. In both cases, the cyberware remains installed indefinitely until the character takes an ordinary action to cancel the powers and eject the hardtech. Neither process results in any actual injury to the psion and does not require committing Psi points. Psions must follow the same considerations as any other character for how much cyberware can fit within the body (p. 17); psionically incorporating cyberware doesn't affect how much bioware can be used.

Whether the equipment is assimilated or surgically implanted, cyberware may impact how a psion can apply her powers. A biokinetic can't shapeshift any hardtech components within his body, but he can reshape the flesh around them. A radio implant may not affect the biokinetic's powers at all, but a cybernetic leg would retain its shape and prevent the psion from making their flesh malleable enough to fit through a small opening. Similarly, a vitakinetic can't use Augendis powers to increase the capabilities of cybernetic limbs. The Storyguide decides whether this impacts the character's actions, and what Difficulty or Complication she must overcome. Vitakinetics can't heal cybernetic equipment and must take care when using their powers to heal those with cybernetics installed. The rex must overcome +1 Difficulty to avoid "repairing" where the cybernetics interact with the patient's noetic template.

Electrokinetics seeking to control or subvert cyberware must combine the two-dot Electromanipulation power *Precision Understanding* and the three-dot Technokinesis power *Control* to specifically target and control hardtech implants. Without both Modes, the way the target's noetic field incorporates the interface

between biological and technological systems confounds Electrokinetic powers. This only applies to direct manipulation of the equipment. The electrokinetic could still use Photokinesis to change the light a cyber-eye sees or alter the radio waves an implanted communicator transmits.

CYBERNETIC EQUIPMENT

The cybernetic devices listed below include either their cost, which characters must pay for through the Wealth Edge, or are themselves considered Edges, which must be purchased with Experience as well as being acquired through the Wealth Edge. Generally, any cyberware that is simply an implanted version of another type of tech, and replicates that function, is acquired through Wealth or relevant Path connections. Cyberware that increases the character's abilities or skills, or simulates an Edge, must be purchased as an Edge. This is in addition to the character needing sufficient Wealth or Path connections to acquire the cyberware in the first place.

Body Parts: Arms, legs, feet, and hands can be replaced with cybernetic pseudo-flesh equivalents. These replacements are more durable than their natural equivalents, having one point of soft armor, but they don't heal and must be repaired by skilled technicians using appropriate tools and parts. Such repairers are common in Nippon, and practically unknown elsewhere. Even with 22nd century technology, the head and torso can't be replaced with complete cybernetic equivalents capable of continually sustaining life. **Tech:** Hard, **Size:** Medium-Large, **Cost:** ••

Changing Face: This enhancement replaces the character's facial bones and soft tissues with a subcutaneous reconfigurable matrix. In addition, her entire skin is suffused with pigmentation cells genetically altered from cephalopod stock, and her hair is replaced with super-fine transparent fibers. These implants can reshape the character's facial structure, skin tone, and hair color to radically change her appearance. This adds 2 Enhancement to the character's attempts to disguise herself. **Tech:** Hard, **Size:** Small (uses 2 x Tiny spaces in the character's head), **Cost:** •••, **Edge:** ••

Copilot: The Copilot system — also called the Backseat Driver — implants a Nihonjin-designed robotic SI control processor just beneath the brain's temporal lobe and attaches it to a broad selection of nerve groups, giving the system access to the character's sensory inputs and muscular control. By default, the SI has basic movement programming in memory such as walking, running, sitting, standing, opening unlocked doors, and other similar actions. It can also hold specific active skills and operate those on the character's behalf. Even within Nippon this system is relatively unpopular as it makes users feel out of control within their own bodies. However, when a character needs access to skills she doesn't have, this system can be invaluable.

The user can activate or deactivate the Copilot system with a reflexive action, after which the system requires one round to calibrate the character's current body state and prepare for action. Cancelling the system also imposes +2 Difficulty for one round as the character suffers disorientation in reclaiming control of her body.

When active, the SI takes control of the character's body, shutting off the brain's access to motion control but still giving the character full awareness of her senses. The character provides broad direction to the SI but the system decides how to execute its programming to achieve the orders. The system is deliberately focused on achieving its tasks quickly and efficiently and has limited ability to respond to unexpected situations without user guidance. The system can hold up to six total dots of skills, with no skill being higher than two dots. The system can't access any of the character's skills and can only use skills within its programming. It can use mixed actions for its programmed skills.

Skills are uploaded via wireless connectivity, but particularly paranoid characters can opt to disable this function and install a physical connection port instead. The Copilot's outputs are all physical and it is most commonly used for active, physical tasks. It can hold knowledge-based skills but can't pass information on to the user except by typing, writing, or speaking the information. The SI has very little aptitude with social engagements or related skills, but can briefly engage in superficial small talk if required.

The Copilot can be set to monitor the character's behavior and take control if she goes outside set parameters, falls unconscious, or executes an emergency stress signal. The SI's actions when such

conditions are met depend on the character's prior directions. By default, the system moves the character to a safe location such as home or the nearest police or hospital facility — possibly making a fighting retreat if specified. **Tech:** Hard, **Size:** Tiny, **Cost:** •••• (individual Skills are each **Cost:** • per dot), **Edge:** ••

Cybernetic Gear: Cybernetic versions of many common pieces of equipment (including weapons) can be purchased and installed in various locations across the body. Increase the Wealth cost of the item by one dot — this represents the cost of not only the item, but also the surgical modifications required to fit the item in the body and adapt its controls to cybernetic use. **Tech:** Hard, **Size:** As per standard equipment, **Cost:** +• to standard equipment cost

Drone Hand: The character's hand is severed at the wrist and replaced with a hand that doubles as a remote drone. The drone hand can detach from the docking mount in the wrist and undertake independent activity. It has tiny cameras that allow the user to "see" what it experiences and control it via AR link. Its circuits also host an SI agent that can execute instructions. It has grippers (**Trinity Continuum: Æon**, p. 294) on the palm and fingertips, allowing it to crawl up walls and across ceilings. This implant only has sufficient space to accommodate an additional Tiny modification. Alternatively, drone hands can incorporate any single hardtech gauntlet or glove of Small size. In addition to being able to incorporate a print glove (p. 24), hardtech versions of bioclaws (**Trinity Continuum: Æon**, p. 282), the Orgotek MiniPulse-L laser gauntlet (**Trinity Continuum: Æon**, p. 280), the poison gauntlet, and the taser gauntlet (both from **Trinity Continuum: Æon**, p. 283) that are specially designed for this device also exist. All of these devices lack the Psi tag. Also, the hardtech claws and laser gauntlet increase their cost by +•, and the hardtech poison and taser gauntlets both lack the Immune tag.

Tech: Hard, **Size:** Small, **Cost:** ••

Enclosed System: Nestled within the character's chest and abdomen, the Enclosed System includes an oxygen reservoir, heat sink, and continuous flow
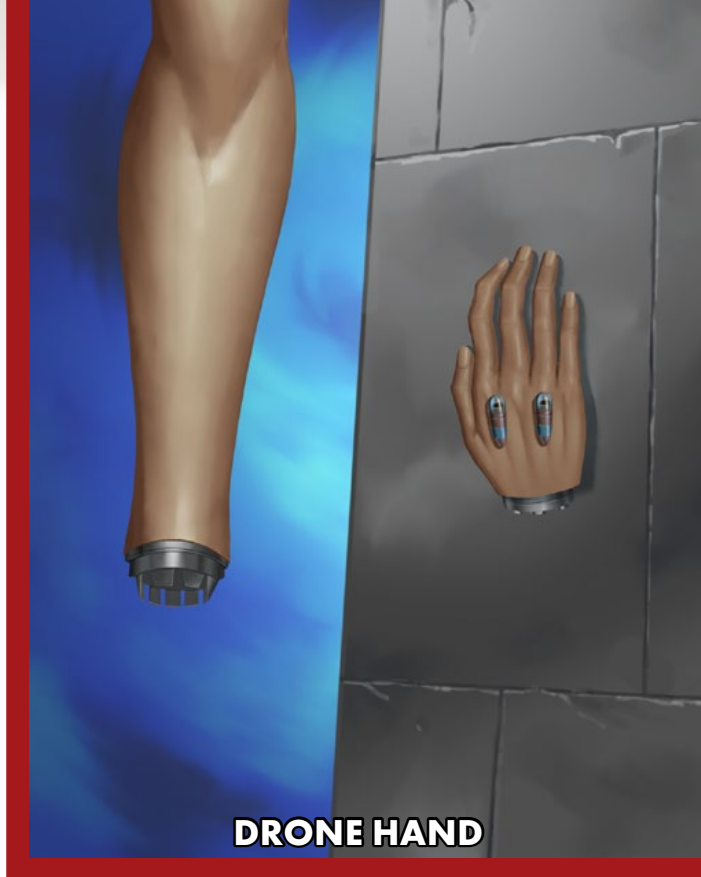
DRONE HAND

blood pump. The character can use the cyberware in several ways.

- She can completely hold her breath for up to one hour or breathe slowly and shallowly for several hours and let the reservoir supplement her reduced breathing. Should dice rolls be required, this grants the character 2 Enhancement to survive low oxygen or toxic gas environments.

- She can activate the heat sink to lower her apparent surface body temperature to match the surrounding environment, while keeping her vital organs at functional temperature. This grants 2 Enhancement to rolls to avoid detection by heat-based sensors. The heat sink can maintain this for one hour, after which it quickly raises the character's surface temperature to bleed off the excess heat.

- She can use the blood pump as an emergency backup should she suffer trauma to her heart.

- She can activate all systems to simulate being

TYPE	SIZE	HANDLING	SPEED	TAGS	WEAPONS	TECH	COST
Drone Hand	Small	+0	1	All-Terrain 1, Computer 0, Stealthy 2, Tools 1	-	Hard	See below

TELESCOPIC ARM

cyberware intercepts and prevents the signal getting through. The character either gains 2 Enhancement to her own rolls where controlling these actions would be beneficial, or imposes +2 Difficulty to other characters seeking to read her expressions or use these involuntary movements to their advantage. **Tech:** Hard, **Size:** Tiny, **Cost:** •••, **Edge:** ••

Parrot: The character's voice box is replaced with synthetic vocal chords that can alter her voice to be as high or low as she desires within the normal human range. The system also includes monofilament microphones threaded into the character's ears so she can sample and impersonate voices, and mimic almost any sound she has heard. The Parrot system gives the character 2 Enhancement when rolling to impersonate sounds or fool a security device. **Tech:** Hard, **Size:** Tiny, **Cost:** ••, **Edge:** ••

Reflex Boosters: Synthetic nerve fibers whose conductive abilities are vastly superior to nerve cells are painstakingly threaded between the brain and muscle groups. The character gains 2 Enhancement when rolling Initiative and using Defensive Stunts. **Tech:** Hard, **Size:** Small, **Cost:** ••, **Edge:** ••

Retinal Duplicator: This highly intricate cyber modification replaces the character's retinas with malleable synthetic tissue fibers that can shift to copy any retina in their in-built database. The purchase price includes a portable (non-cybernetic) retina scanner that can be built into a small handheld item like a ring, pen, or minicomp. Scanned retinas are instantly uploaded to the character's cyberware. Due to the precision required from this technology, Retinal Duplicators are incompatible with other replacement optics. **Tech:** Hard, **Size:** Tiny, **Cost:** ••

Telescopic Arm: The character's forearm is replaced with a flexible, interlocking docking mechanisms that can be individually manipulated to extend the character's reach by up to five meters. This need not be in a straight line; the character can move her hand around corners or through tight, twisted spaces. She maintains full control of her hand at any distance, allowing her to move, manipulate, or retrieve distant objects. The servo motors within the forearm are strong enough to carry more than the character's body weight, making this cyberware helpful for climbing as well as using devices at a distance. The character gains 2 Enhancement to all applicable situations. **Tech:** Hard, **Size:** Small, **Cost:** ••, **Edge:** ••

dead. The character gains 3 Enhancement to rolls to appear dead and can even fool cursory medical examination. **Tech:** Hard, **Size:** Medium, **Cost:** •••, **Edge:** •

Kill Switch: Releases highly corrosive agents into the brain upon the character's death, all but guaranteeing he can't be resuscitated by medical technology or even powerful vitakinetics. The character can also trigger the release of agents while he is alive, insuring rapid death. This rare implant is most frequently voluntarily used by Nihonjin infiltration agents, or involuntarily by high-ranking members of criminal gangs. For +• cost, the Kill Switch can be fitted with an encrypted switch that can be activated remotely. When Taken Out, the character can decide that this implant is activated. Vitakinetics must use *Adjust Template* to have any chance of repairing the heavily degraded brain. **Tech:** Hard, **Size:** Tiny, **Cost:** •

Neural Regulator: This tiny microprocessor monitors signals transmitted along the character's neurons, looking for specific signals that indicate a subconscious response is about to occur. This includes micro-expressions or facial ticks, involuntary limb movements, or even favoring or avoiding actions in response to expected pain. The

The world's second-oldest profession hasn't disappeared in 22nd century. If anything, the rise of super-powered organizations with separate, and sometimes questionable agendas has increased the desire for governments and other groups to spy on each other. The psi orders may claim to work for the good of humanity, but too many nations remember a time when other beings made similar claims, and the desperate measures it took to rid the Earth of their evil.

The existence of psions makes the espionage and criminal professions more difficult than ever. Attempting to infiltrate areas populated by people who can read minds, feel the presence of living creatures where none should be, or detect any electronics the spy uses, has become near impossible for any but the most well-trained, skilled, and dedicated operatives. The gear detailed below goes some way towards helping even the playing field.

All-Pass: Even with facial recognition technology and biometrics, many locations still default to having their authorized personnel carry some kind of scannable identification. The All-Pass works to exploit this identicard dependence. The device has two parts, a wallet-sized scanner and processing unit, and a thin slice of shape-changing memory plastic embedded with programmable multi-frequency response capability, all coated with an ultra-high definition display. All the infiltrator has to do is procure a genuine identification for the scanner to analyze, and within seconds it reshapes and reprograms the memory plastic to match. If the original card contains photographic or similar features, the reproduction can either copy these directly or substitute the user's details. Characters gain 4 Enhancement to fool visual checks of the identification, and 2 Enhancement to overcome electronic authentication. **Tech:** Hard, **Size:** Small (scanner), Tiny (card), **Cost:** •••

AntiCam: The AntiCam consists of a paired miniaturized camera and multi-frequency laser, small enough to be woven into clothing, hidden in a hat, or similar. The camera and the SI controlling it are totally focused on scanning the surrounding environment for telltale signs of camera lenses. Once found, the AntiCam locks on and fires invisible laser beams. These overload the camera's sensor without permanently damaging it. The system is adept at finding even hidden cameras, because they require an exposed lens to function. While the system is active, any cameras within 50 meters are disabled. If a camera is well hidden or has anti-dazzle features, the user (or SI) must still overcome +5 Difficulty to obtain usable images. **Tech:** Hard, **Size:** Tiny, **Cost:** ••

Forensic Scrambler: No criminal or spy wants to leave evidence of their activities, but sometimes things don't go according to plan. The Forensic Scrambler is an egg-sized bundle of fiber, randomized DNA fragments, and corrosives encased in a biodegradable plant-based polymer shell. The device works like a grenade — when activated, the timer fuse detonates a small spreading charge that explodes the payload up to five meters. The Scrambler coats every surface within the area with the fibers and genetic fragments, and the corrosives latch onto skin oils to degrade any fingerprints in range. The mess the Scrambler leaves makes it obvious that someone has been in a location, but forensic analysis of the area turns up copious amounts of false traces and makes it nearly impossible to find useful evidence. Such attempts suffer +5 Difficulty to try and recover or analyze evidence. **Tech:** Hard, **Size:** Tiny, **Cost:** •

Microtracker: Much espionage work relies on knowing where people are. Following them all day or deploying people to surveil them may be beyond available resources, or a waste of the operative's time. Microtrackers are tiny devices no larger than a grain of rice, with an adhesive surface that can attach to almost any material, from clothing to metal. The microtrackers can be set to either continually update the user's minicomp to their location, provide updates at specific times or periods, or wait to receive specified frequency signals before uploading their data. Microtrackers report altitude and temperature and pressure conditions as well as locational data. Microtrackers have near unlimited range if operated in an OpNet reception area, otherwise they can transmit to any minicomp within Long range. **Tech:** Hard, **Size:** Tiny, **Cost:** •

Null Field: Nippon's suspicion of psions led Nihonjin scientists to revisit their stockpile of Nova-era technologies, leading to the creation of the Null Field. Null Fields take advantage of the antagonistic relationship between Psi and Quantum, and despite its origins, are comparatively simple to

manufacture. Nippon quickly and carefully leaked Null Field designs to the black market, to cover their own tracks and avoid linking all uses of the devices to Nihonjin interests. While Null Fields are still relatively uncommon, criminal groups and governments such as the FSA employ them whenever they need to guarantee their actions are unobserved by the psi orders.

When activated, the Null Field generates a zone of low-level Quantum "white noise" that interferes with the psionic sensory powers in an area. Small units generate a field that affects everything within Close range. Medium-sized units generate a spherical field with a five-meter radius, while Large units generate a field with a radius of Short range. Sensory psi powers used within the field, or trying to pierce it suffer +5 Complication. Failing to buy this off means the power registers the area as empty of anything unusual. This Complication doesn't apply to strictly physical modifications, such as a biokinetic's shapeshifted eagle eyes, which could see the infiltrator if he walked in front of her. Psions noticing intruders this way won't necessarily detect the Null Field in effect.

If used sparingly, the Null Field's energies are generally unnoticeable. The longer a Null Field is active, the more the Quantum energies build up and draw psionic attention. After one hour, any psion whose Attunement range covers the Null Field may roll Psi + highest Mode to see if they notice the Quantum buildup. Every hour after that, the Storyguide rolls for the psion and tells them they detect moderate Quantum energies if the roll succeeds. **Tech:** Hard, **Size:** Small, Medium, or Large, **Cost:** •••, ••••, or •••••

Print Glove: Gloves are an essential part of any spy or criminal's gear to reduce the chances of leaving traceable evidence. Print gloves look like normal gloves, but the programmable surface can be activated to leave behind finger and palm prints or to fool biometric scanners that use fingerprints for identification. Fingerprints can either be randomly generated — leaving behind a confusing trail that doesn't lead to any individual — or can be matched to known, previously scanned prints. In addition, if the user shakes hands with someone while wearing a print glove, the glove automatically scans that person's fingerprints. **Tech:** Hard, **Size:** Small, **Cost:** •••

Pulse Mapper: This pen-sized device emits ultrasonic pulses and analyzes the reflected signals to build maps of the surroundings that it feeds to the user's minicomp or AR lenses. The device can map out to Medium range in open terrain, but quickly loses range in cluttered areas. Indoors, it can usually build maps of rooms out to Short range through normal interior walls and furniture, dropping down to around five meters through reinforced concrete or similar walls. Areas specifically treated to be soundproof appear as voids on the maps. The device's software can also identify the presence and location of humans within an area, allowing the user to monitor the movements of these people in realtime. **Tech:** Hard, **Size:** Small, **Cost:** •

Thermal Bodysuit: When active, this full-body suit traps the wearer's body heat, making her disappear into the background to heat-detecting sensors. In the coldest environments, the suit's heatsink can function for up to one hour before needing to bleed off the stored heat. The suit functions longer in warmer temperatures. In temperatures higher than the human body, the suit functions in reverse, warming its exterior to match the surroundings while the heatsink maintains a bearable internal temperature for the wearer. The thermal bodysuit grants 3 Enhancement to avoid thermal detection when active, and also provides the Environmental (0) tag. **Tech:** Hard, **Size:** 0, **Cost:** ••

NEW NOETIC BIOTECHNOLOGY

While humanity still relies upon hardtech for uses ranging from hyperfusion reactors to the fiber optic cables that allow the wired portions of the OpNet to operate, every month new biotech devices are released. Many believe that noetic biotechnology represents the future of human technology. The following are a few more of the many examples of this technology in use in 2123.

BIOTECH DRONES

Although most drones are hardtech, biotech drones are becoming increasingly popular. Inexpensive biotech drones cannot be formatted and do not need to be. Unformatted biotech drones are effectively identical to hardtech drones, except in appearance and the fact that they can gradually heal damage. A formatted biotech drone, however,

becomes an extension of the user's mind. The operator accesses the drone's sensors as easily as using her own eyes and ears, and pilots the drone by thought. This psychic control is limited in range compared to standard OpNet-controlled drones, but unless a location is specifically shielded against psychic powers with a Null Field or similar device, nothing can stop it, including OpNet jammers and environments were OpNet connectivity is limited or nonexistent, like deep caves or underwater.

Biokinetics can use their *Assimilation* power to store formatted biotech drones in their body, but launching or reabsorbing any biotech drone with a Size larger than Tiny requires several minutes. In addition to sharing all information with the user's senses, if the user also possesses a formatted biocomp, the drone automatically downloads all data gathered by its sensors into the biocomp's memory.

NEW DRONE TAGS

Decoy (2): This tag is only used for humanoid biodrones. A formatted humanoid drone with this tag can shift to almost precisely resemble the user and can pass all biometric scans that would recognize them. Psionic powers or a cursory medical exam swiftly reveals that the drone isn't human, but to ordinary observation and biometric scans, it's indistinguishable from the operator.

Formatted (1): This biotech drone can be formatted, allowing the user to control it with her mind, and without the necessity of using a minicomp or other device to control it. Also, the user's

communication with the drone is undetectable except to electrokinetics using Technokinesis to scan the biodrone, telepaths who scan the user with Mindshare, or quantakinetics using Fundamentals to search for active use of psi powers around either the drone or its user. Neutrals can control formatted biotech drones up to Medium range, while psions can control formatted biotech drones up to Long range or their Attunement range, whichever is farther.

Long Range (1): This tag requires the Formatted tag. When this biotech drone is formatted, neutrals can control it up Long (10 km) range, and psions can control it at up to Extreme (100 km) or their Attunement range +1, whichever is longer.

Mimic (1): This drone appears to be a living creature belonging to a particular species. Psionic powers or a medical exam reveals that the drone isn't a normal animal, but to ordinary observation, it's indistinguishable.

COMMON BIOTECH DRONES

The following types of biotech drones are in common use.

Bug Drone: These drones are the size and configuration of an insect, and once formatted can be set to closely resemble a particular type of insect, typically one common in the region where it is being used.

Operations Drone: These drones look like a cat-sized dragonfly with slender arms. They are designed to pick up and deliver small important

BIOTECH DRONES

TYPE	SIZE	HANDLING	SPEED	TAGS	WEAPONS	TECH	FT	COST
Bug Drone	Tiny	+2	2	Computer 0, Flight Systems 0, Formatted, Maneuverable 2, Mimic, Psi −1, Tiny 1	-	Ψ	••	•
Operations Drone	Large	+0	4	Computer 0, Cargo 1, Fast 2, Flight Systems 0, Formatted, Long Range, Psi −1, Tools 1	-	Ψ	••	••
Subdrone	Size 0	+0	3	Armor 1, Computer 0, Fast 1, Formatted, Long Range, Psi −1, Submersible 1, Tools 1	-	Ψ	••	••
Teledrone	Size 0	+0	2	All-Terrain 1, Cargo 1, Computer 0, Formatted, Long Range, Psi −1, Tools 1	-	Ψ	••	•
Biodecoy	Size 1	+0	2	All-Terrain 1, Computer 0, Decoy 2, Formatted, Long Range, Psi −1, Tools 1	-	Ψ	•	••
Bioguard	Size 1	+0	3	All-Terrain 1, Armor 1, Computer 0, Fast 1, Formatted, Long Range, Psi −1, Strong 1, Tools 1, Weaponry 1	Stunner, Laser Rifle	Ψ	•	••••

packages, and to manipulate objects. They can arrive at any destination within range a few minutes after they are launched and can perform emergency first aid, repair a damaged vehicle, or provide a wide array of similar services. Upper-middle class and wealthy individuals sometimes hire companies on contract to send out a drone piloted by an operator with the appropriate skills to help solve problems ranging from delivering an essential package to cooking a fancy meal. A more expensive version of this drone (**Cost: •••**) is designed for stealth. It possesses the Espionage vehicle tag , and is often used by intelligence agencies and criminal gangs to break in and steal small items or perform on-site hacking.

Subdrone: One place formatted biotech drones are exceptionally useful is underwater. Controlling hardtech drones underwater requires them to either operate very near the surface or possess long slender cables that extend to the surface. Formatted subdrones can operate anywhere, including in underwater caverns inaccessible to humans. Subdrones are used for underwater exploration, search and rescue,

and construction. Defense subdrones are somewhat more expensive (**Cost: •••**) and also include a laser cannon (the Weaponry 1 tag).

Teledrone: These drones look like exceedingly slender, but durable humanoid living creatures. Without an elaborate costume, they cannot pass as a human, even in dim light, but they are a relatively common method of physically acting somewhere far from your current location. If desired, the drone's smooth oval head and generic features can shift themselves to resemble a formatted the user's features. Many cities and common tourist destinations have teledrones available for rent. These drones can be formatted simply by the user mailing a fresh but quite small blood sample to shop offering the drone for rent, but most users operate them using a VR suit. Teledrones are also regularly used by workers and search and rescue personnel to allow them to operate in environments too difficult or dangerous to risk humans.

Biodecoy: This drone is designed to appear to be a person, and once formatted it precisely resembles its user. Busy or paranoid individuals often use these

drones to be places that they cannot make time to visit or where they fear violence or other threats.

Bioguard: These bulky and intimidating drones are obviously biotech creations and can either be allowed to function autonomously, or are used by government or private security services to protect important targets. They contain a stunner built into one arm and a laser rifle built into the other.

ADDITIONAL BIOTECH VEHICLES

Although many biotech vehicles created by humanity require hardtech propulsion systems and other hardtech components, the latest biotech vehicles have fewer hardtech components than their predecessors, and the few sold by the Qin are living organisms capable of independent reproduction.

NEW VEHICLE TAGS

The following new tags are used by both civilian and military vehicles.

Compact (1): This vehicle is one Size category smaller than normal, but possesses all the capabilities of a vehicle of the normal size.

Espionage (1): The vehicle is designed for espionage and other covert activities and is sufficiently complex that people without specialized training or experience operating this type of vehicle have difficulty piloting it. People without this training suffer a level 1 Complication when operating it. The vehicle also gains the Stealthy 2 tag at no additional cost.

NEW CIVILIAN BIOTECH VEHICLES

These vehicles represent the cutting edge of civilian transportation and include both advanced biotech vehicles created on Earth as well as two Qin-made vehicles that were recently released for sale. While biotech vehicles are most commonly land or sea vehicles, due to the limitations of human-made biotech propulsions systems, biotech air and space vehicles are increasingly common.

Wingpack: This biotech creature allows users to fly. It has large bat-like wings with a six-meter wingspan and four slender legs that wrap around the user. In addition to muscular wings, this device also uses low-powered telekinesis to reduce the wearer's weight, allowing them to safely fall any distance, even if the wings are damaged or lack the space to fully extend. A wingpack allows the wearer to carry a single Size 0 item, and if necessary the user can land safely while carrying one other person, but cannot fly when carrying a passenger. Although this device's wings are too large to be fully absorbed into the wearer's body via the Biokinesis power *Assimilation*, biokinetics can assimilate the

AQUAPOD

SQUIDCRAFT

CONVERTACAR V1

CONVERTACAR V2

QIN HAULER
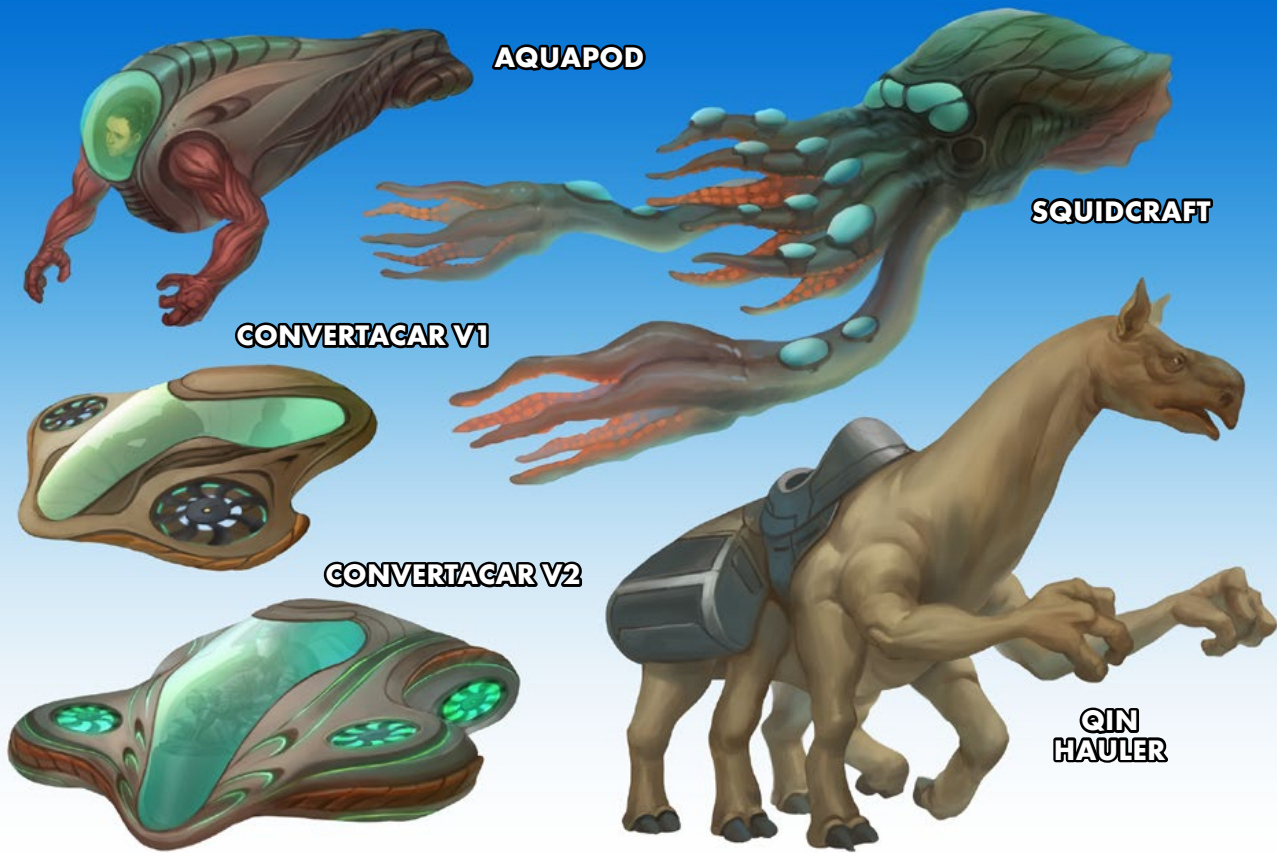
BIOTECH VEHICLES

TYPE	SIZE	HANDLING	SPEED	TAGS	WEAPONS	TECH	FT	COST
Wingpack	0	+1 **	4	Compact 1, Computer 0, Fast 2, Flight Systems 0, Maneuverable 1, Psi −1, Super-Science 1	-	Ψ	••	•••
Aquapod	1	0 **	3	Armor 1, Computer 0, Fast 1, Psi −1, Submersible 1, Tools 1, Weapons 1	Laser Cannon	Ψ	••	•••
Microjet	1	+1 *	5	Computer 0, Espionage 1, Fast 3, Flight Systems 0, Maneuverable 1, Psi −1	-	Ψ	••	•••
Air Car	2	+1 *	4	Computer 0, Fast 2, Flight Systems 0, Maneuverable 1, Massive 1, Psi −1	-	Ψ	••	••
Convertacar	2	+1 *	4	Computer 0, Fast 2, Flight Systems 0, Hover 1, Maneuverable 1, Massive 1, Psi −1	-	Ψ	••	•••
Qin Hauler	2	+0	3	All-Terrain 1, Cargo 1, Computer 0, Fast 1, Living 0, Massive 1, Psi −1, Tools 1	-	Ψ	••	•••
Squidcraft	2	+0	3	Cargo 1, Computer 0, Fast 1, Living 0, Massive 1, Psi −1, Submersible 1, Tools 1	-	Ψ	••	•••
Upeo Explorer	3	+1 *	6/[4]	Armor 1, Cargo 2, Complex 0 Computer 0, Crew -1, Hybrid 2, Maneuverable 1, Psi −1, Thrusters 1, Weaponry 1	Laser Cannon	Ψ	••	•••••

* Reduce Maneuverability by 1 if not formatted.

entire device except for the wings, giving them the appearance of a bat-winged person. Regardless of whether the device is worn or assimilated, it can only be used when formatted. When not in use its wings can fold sufficiently to not impede the wearer's actions, but remain obvious and cannot be hidden.

Aquapod: This biotech creation is halfway between a suit and a vehicle. It is designed for underwater construction, exploration, and defense. In operation, this device is an oval pod two meters long and one meter wide with two arms that fit over the user's. These arms include a biological power assist to the wearer's arms that provides 2 Enhancement to all Might rolls, while the back of the pod contains a biological jet. When not in use, it folds up to the size of a large piece of hand luggage (Size 0).

Microjet: This tiny biotech jet is the size of a winged motorcycle. It uses the malleability of biotech to fold up into a package no larger than a small steamer trunk (Size 0). It can hold the pilot and one passenger or a similar amount of cargo. An inexpensive version of this vehicle lacking the Espionage tag is a common pleasure craft, but the standard microjet is popular with covert operatives, criminals, and occasionally wildlife biologists who find its exceptionally quiet engines and color changing surface permits them to perform aerial observations of wildlife without disturbing it.

Air Car: This device is a biotech version of a small short-range flying vehicle. It uses four ducted fans, and looks like a quadcopter drone that is large enough to carry a pilot and up to three passengers, four if they don't mind crowding. Able to vertically

take off and land in a space no larger than the physical footprint of the vehicle, air cars are increasingly popular in cities.

Convertacar: This modified air car uses the malleability of biotech to shift the location and size of its ducted fans so that it can operate as either a hover car or a ducted fan air car. Shifting between the two modes requires one minute, and the vehicle cannot move under its own power during this transformation.

Qin Hauler: This hulking Qin creation is an eight-limbed creature that stands five meters high and is ten meters long. It has six sturdy legs as well as two strong arms at the front, and built-in panniers on either side. It is specifically designed for use on colony worlds, but is also used by a few remote wilderness settlements on Earth.

Squidcraft: This Qin-made creature is designed for underwater use. Unlike most Qin vehicles, it is clearly based on an earthly analog, a squid. It possesses eight long sturdy tentacles and can carry moderate amounts of cargo and passengers. The standard model is 10 meters long, but a more expensive 20 meter-long model (Size 3) with the Cargo 2 tag and the Sluggish -1 tag is also available for somewhat more (**Cost: ••••**).

Upeo Explorer: Constructed with a built-in teleportational helm, this advanced biotech spacecraft is part of a recent push by Upeo wa Macho to move from individual teleporters or a teleporter and one or two companions performing extrasolar exploration to using small spacecraft with crews of between three and 10. This vehicle has eight cabins, a relatively large cargo hold, and a fully equipped laboratory. Because of the threat posed by Aberrants and Chromatics, this vessel possesses limited armor and weaponry, but is designed for peaceful exploration.

NEW CIVILIAN NOETIC BIOTECH

The following are further examples of the many biotech devices that are increasingly becoming a part of daily life.

Breather: This recent biotech augmentation is not a single organism or device, but a colony of biotech microbes that colonize the user's nasal passages, trachea, and lungs. It filters out smoke, excess carbon dioxide, dust and other particles, as well as the vast majority of airborne toxins and bacteria. This bioapp can do nothing to help the user if the local atmosphere contains insufficient oxygen or if the temperature or the atmospheric pressure is too high or low, but it allows users to breathe comfortably and normally even if the local air contains both deadly nerve gas and large amounts of smoke. In addition, breathers collect and dispose of any toxins they cannot break down and provide users with a mixture of taste and smell that allows them to distinguish between various chemicals, including both toxins and harmless chemicals. With a few days of practice inhaling various chemicals, users can learn to identify all significant components in the air they are breathing. Breathers must be formatted and do not allow the user to breathe water or other liquids. **Tech:** Ψ, **Tolerance:** •• **Size:** n/a, **Cost:** ••

E-Mask: This device interferes with electronic and biotech sensors, rendering the wearer impossible to identify using all sensors. The sensors register the presence of a person and can track their movements normally, but are incapable of recognizing the subject or successfully comparing their facial features, voiceprint, or other identifying information to a reference. Anyone viewing such a recording sees a blurry individual who cannot be recognized. This device must be formatted to be used and is usually made in the form of a belt buckle, wristband, or pendant. This device comes in two versions, an inexpensive one for psions and a somewhat more expensive model for neutrals. E-Masks are illegal in China except for important government officials and covert operatives. In the FSA, only first-class citizens can legally own or use them. **Tech:** Ψ, **Size:** Small, **Tolerance:** • (•• for the version usable by neutrals), **Cost:** • (•• for the version usable by neutrals)

Manipulation Gauntlet: This psi gauntlet is a highly useful tool that can be used by both neutrals and psions. This device allows the user to pick up and move objects and perform simple manipulations like pushing a button, flipping a switch, or turning a door knob. It does not allow the wearer to perform complex manipulation, like administering first aid or repairing a damaged device. This device allows the user to manipulate objects at Short range, and also allows the user to pick up and move (but not throw with any force) objects of up to the listed size (based on the user's Psi) that are no further than Short range

away. This gauntlet must be formatted, but does not require the user to spend Psi points.

PSI	MAXIMUM OBJECT SIZE
1-2	Medium
3-5	Large
6-7	Size 0

Tech: Ψ, **Size:** Small, **Tolerance:** • (•• for the version usable by neutrals), **Cost:** • (•• for the version usable by neutrals)

Noetic Bug: One of the issues with bugs is that they must either broadcast the information they pick up via radio or they must be physically picked up by the person who placed them. Noetic biotech offers another option. These bugs are similar to standard bugs. There are varieties that can record and broadcast visual and audio, as well as bugs that can be attached to or placed inside minicomps or servers, to send all data stored in or passing through these devices. Regardless of their function, all of these bugs come in two sections, the bug itself, and a receiver that must be formatted. Once formatted, the bug broadcasts to the user via noetic communication.

Any psion who has one or more dots in Fundamentals, Mindshare, or Technokinesis can use these Modes to detect a noetic bug while it is broadcasting. Deciphering this communication requires using Technokinesis on the bug or reading the user's mind. However, detecting the bug when it is not broadcasting requires a clairsentient using Locational Memory, Focus Sensing, or Omniscience. Conventional devices designed to detect either active electronics or radio signals cannot detect noetic bugs. All noetic bugs have a range equal to Long

or, if used by a psion, the psion's Attunement range, whichever is longer. The user can either receive the information telepathically or can connect the small receiver to a biocomp, which can receive and record this information. **Tech:** Ψ, **Size:** Tiny (both bug and receiver), **Tolerance:** •, **Cost:** •

Telepathic Enhancement Crown: This device is a narrow, lightweight biotech circlet designed to rest on the head of someone a telepath is using their powers on. It is used to boost telepathic psychotherapy and interrogation. Placing this device on someone's head allows a telepath formatted to this device to gain 2 Enhancement for all uses of Telepathy on that individual and to treat their Psi as one point higher than normal for purposes of using telepathic powers in the wearer. **Tech:** Ψ, **Tolerance:** ••, **Size:** Small, **Cost:** ••

Tissue Regeneration Kit: There are two versions of this device. The first is a small vat where compatible replacement organs can be grown from cell samples. Anything from skin, to eyeballs, or intestines can be grown in roughly one week, but the organs then need to be surgically attached. The other version of this device regrows limbs and is surgically attached to the stump. Regrowing a limb also requires roughly one week and this device drops off and can be reused once the process is complete. Both versions must be formatted to a psion, who is typically either the attending physician, or the individual whose limb is being regrown. **Tech:** Ψ, **Tolerance:** ••, **Size:** Size 0 (vat) or Medium (attached to stump), **Cost:** ••

VR Suit: VR suits allow the wearer to participate in VR games and perform complex remote manipulations using drones. The suit both registers the user's movements and provides appropriate sensory feedback for all senses. Many VR suits are hardtech. However, outside of Nippon, biotech VR suits are

growing in popularity. Their built-in musculature allows them to expand and contract, permitting them to be put on and taken off in five rounds, rather than the five minutes required for hardtech suits. In addition, biotech VR suits can be formatted. Both hardtech VR suits and unformatted biotech VR suits impose a +1 Difficulty to all attempts to perform complex tasks, like surgery or lock-picking in VR or using a drone's arms, because of minor imperfections in the interface. However, a formatted VR suit eliminates this penalty in VR games and when controlling drones. In addition, users need to physically move to operate hardtech or unformatted biotech VR suits, but a formatted VR suit picks up the user's subconscious movements. With practice, users can learn to play VR games or operate drones while remaining entirely motionless. **Tech:** Ψ, **Size:** Large (stored), **Tolerance:** •, **Cost:** •

SUPER-SCIENCE IN TRINITY CONTINUUM: ÆON

There is an abundance of Advanced and Powered super-science inventions in the early 22nd century. Before they went mad, Aberrants created thousands of Advanced Science inventions. Some, like hyperfusion reactors and grav crystals, are still in use. Others, including conscious artificial intelligences and self-replicating nanotechnology are mostly locked away in Æon Trinity or UN Vaults because of the Inhuman Technologies Treaty passed shortly after the end of the Aberrant War. All Aberrant-made Inspired Science and Powered Science inventions are also locked away, except for plans and prototypes that still exist in attics, sealed vaults, or in the hands of criminals and unscrupulous corporations and governments. As a result, most unfamiliar hardtech super-science is viewed with suspicion.

Inventing new super-science is also possible. Psions can create both hardtech and noetic biotech Advanced Science, but can only use noetic biotech to create Inspired and Powered Science items. Talents and Superiors (p. 61) can also create hardtech and noetic biotech Advanced Science, but can only use hardtech to create Inspired Science.

Given how impressive technology already is in this era, Advanced Science covers everything from miniaturized or otherwise improved weapons to true artificial intelligence. As a general rule, if you have seen a device or type of technology in any near-future or cyberpunk movie or novel, and this technology doesn't obviously break physical laws (like a bracelet that expands into aMiniVARG), it's possible with Advanced Science.

Although the military may be interested in a better or smaller laser pistol and many criminals and intelligence agencies will be exceedingly eager to obtain a minicomp that can rapidly break

THE RANGE OF INSPIRED AND POWERED SCIENCE ITEMS

Novas and the Aberrants they became created a vast array of hardtech Inspired and Powered Science items, including freeze rays, faster than light spacecraft, and even weapons that can cause the target to have never existed at all. There are effectively no limits on these types of technology, in large part because novas and Aberrants could craft Rank 6+ super-science items. Inspired Science items created by Talents and Superiors are equally versatile, but do not include such potent creations.

In contrast, the Inspired and Powered Science items that psions create using noetic biotech primarily enhance or duplicate the functions of psion powers. Jump rings, Leviathan jump ships, IADs, and space maneuver packs are all examples of Inspired and Powered Science items created by psions. Such devices should either enhance a particular psionic Aptitude or produce an effect that is at least somewhat similar to one of the existing Psionic Modes. The rules in this section only cover Rank 1 to Rank 5 noetic super-science. The Rank 6 items that Tier 3 psions can create are described in a later supplement. Also, future advances in noetic science may allow the creation of other types of Inspired and Powered Science devices.

most forms of encryption, their existence probably doesn't break any laws. Æon Trinity and UN inspectors charged with upholding the Inhuman Technologies Treaty will insist on acquiring a prototype and will keep careful track of how it's used, but won't simply confiscate it. However, hardtech Advanced Science that is too obviously advanced and any form of hardtech Inspired Science rapidly draws their attention. Many people assume that such a device was either made by Aberrants or built from plans created by Aberrants. As a result, the inventor could be arrested and their invention confiscated unless they can prove they designed it. Exceedingly advanced hardtech created with Advanced Science or Inspired Science is more acceptable in Nippon, but even there, the inventor can expect a mandatory government safety review before the device is returned to them.

The situation is somewhat easier with super-sceince inventions using noetic biotech. Since the public mostly trusts psions (except in Nippon), and Aberrants are not capable of using or creating noetic biotech, these super-science inventions are clearly not the product of deranged Aberrant minds. However, self-replicating noetic bio-nanotech is still considered exceedingly dangerous and subject to strict regulation, especially after the nanotechnological disaster at Lyot Station on Luna (**Trinity Continuum: Æon**, p. 68). Similarly, while a conscious sentient biocomp might be possible, it would also be highly illegal to manufacture or use, except under carefully controlled conditions. The only reason that the Leviathan jump ships are acceptable is because they cannot land on inhabited planets and their noetic AIs have been approved as safe. In general, any noetic biotech that isn't an obvious threat is acceptable if psions either keep it for their own use or allow any inventions designed to be mass produced to first be examined and approved.

NOETIC BIOTECH

Only psions can create Inspired and Powered noetic biotech. These devices use the same general rules as other super-science items, but also have other rules that are detailed below. Advanced Science noetic biotech does not need to be formatted, but formatting often improves its performance. However, characters must format almost all Inspired and Powered noetic biotech before they can use it.

Inventing noetic biotech is somewhat different from creating hardtech Inspired and Powered devices, which must typically be hand-built by Inspired characters like Talents or Superiors. Because noetic biotech devices are alive, all noetic super-science can be mass-produced. To mass produce noetic biotech, a psion must first produce a prototype, which should be tested to make certain that it works as desired. If the prototype is flawed, the psion must create a new prototype, which is mechanically identical to creating an entirely new device. Once the psion creates a successful prototype, psion technicians extract genetic samples from the device and use it to grow a matrix for this type of device. Crafting a matrix for a piece of Inspired or Powered noetic biotech is the same Rank as crafting the device itself, except that the designer must use the prototype to help create the matrix.

Once the matrix exists, psion technicians must occasionally oversee their use, but otherwise the matrix either grows the entire noetic device or (for larger devices, like vehicles) grows separate organ clusters that must then be assembled. The biological natural of these noetic devices also means they cannot be conventionally repaired, but they heal on their own if they are provided with a supply of specialized nutrients. In addition, vitakinetics can speed their healing.

A psion is not required to possess the Aptitude of the Mode they are duplicating, but unless the inventor works with a psion with that Aptitude, treat the device as if it was one Rank higher. A Rank 3 biotech device created by an electrokinetic that duplicates or enhances Vitakinesis would be as difficult and time consuming to create as a Rank 4 device. Also, because it is less well understood by other psions, attempts by psions with other Aptitudes to create quantakinetic Inspired or Powered devices, without a quantakinetic present are treated as if the device was two Ranks higher. Therefore, quantakinetic devices are quite rare, except for a few items like quantakinetic IADs that were created before the Chitra Bhanu purge.

Inspired noetic devices allow neutrals, Talents, and Superiors to use relatively low-power noetic abilities. There are two types of Powered noetic biotech. Enhancement devices improve a psion's use of one or more of their Mode powers and Augmentation devices allow psions to use new powers that are typically outside of their Aptitude.

INSPIRED NOETIC DEVICES

Both neutrals and psions can use these bioapps. All noetic Inspired devices must be formatted and are based on psionic Modes. Each device can only duplicate the effects of a single power of a single dot of a single Mode. Also, if a single Mode power (like the •• Technokinesis power *Access*) can be used for multiple purposes, this device can only duplicate one of these purposes. Possible examples include a device that allows the user to attempt to take control of minicomps, but not any other devices. So far, Inspired devices can only duplicate the effects of • and •• powers. The only exceptions are Quantakinesis and Teleportation, where only • powers can be duplicated. Future advances in technology are likely to allow the creation of more powerful Inspired devices.

Inspired devices duplicating Mode powers that require no Psi points to use normally do not require Psi point expenditure. Devices duplicating Mode powers that require 1 or more Psi points normally contain a reservoir of 5 Psi points that recover at a rate of 1 Psi point per scene that the device is not used, as long as the device is formatted. To determine the Rank of an Inspired noetic device, add up the total modifiers. No device can have a Rank lower than 1 or higher than 5.

ENHANCEMENT BIOTECH

These Powered bioapps enhance a psion's innate noetic powers. They can have a variety of effects. Use the table below to calculate the Rank of these bioapps. No device can have a Rank lower than 1 or higher than 5.

COST, SIZE, AND TOLERANCE

All Inspired and Powered noetic biotech has a cost and a Tolerance equal to their Rank, unless the reduced Tolerance modifier (p. 35) is taken. In addition, the Storyguide sets the basic size for any noetic biotech item. This size normally ranges between Tiny and Size 0, with more powerful items typically being larger. All noetic weapons must be at least Small. Players can choose modifiers to change the device's size.

INSPIRED NOETIC DEVICES

RANK	POWERS & POWER MODIFIERS
••	The device duplicates the effects of a • psion power.
•••	The device duplicates the effects of a •• psion power (not available for QK or Teleportation Modes).
+•	The device provides 2 Enhancement to the power.
+•	The device recovers all Psi points in its reservoir at the end of every scene it is not used.
+•	Reduce the Psi point cost of using the device's power by 1 Psi point per use, to a minimum of 0.

ENHANCEMENT NOETIC DEVICES

RANK MODIFIER	POWER MODIFIERS
+•	Provide 1 Enhancement to all Modes in a single Aptitude.
+•	Provide 2 Enhancement to a single Mode.
+•	Increase the user's effective Psi by 1 for a single Aptitude. This modifier does not provide additional Psi points and cannot increase effective Psi above 5.
+•	Increase the dots of a single Mode by • (for purposes of range and power, this does not grant the user the abilities of higher dots of this Mode, it merely enhances the Mode powers the character already possesses).
+••	Increase the dots of all Modes in an Aptitude by • (for purposes of range and power, this does not grant the user the abilities of higher dots).
+•	Increase the range of a single Mode power by one range band, or by a factor of 10 for Extreme range.
+•••	Increase the range of a single Mode power by two range bands, or by a factor of 100 for Extreme range.
+••••	Increase the range of a single Mode power by a factor of 500.
+•	Triple the mass or number of targets affected by a single Mode power.
+••	Multiply the mass or number of targets affected by a single Mode power by 10.
+•	The bioapp enhances how a single Mode power works in a limited but useful fashion.
+•	The device reduces the Psi point cost of the power by 1 (to a minimum of 0).
+••••	Provide the benefits of working with a single other type of psion with a specific different Aptitude to a single Mode

.

AUGMENTATION BIOTECH

Augmentation Powered biotech duplicates some facets of psion powers. Each Augmentation device allows the user to wield a single specific power from a single Mode power for one task, like using the •• Photokinesis power *Modulation*, to provide complete protection from harmful radiation (but from no other type of damage). No device allows the user to wield all aspects of a Mode power. The base Rank of the device is equal to the number of dots of the power being duplicated. So, a powered device that allowed the user to wield the ••• Perikinesis power *Shaped Projection* to create a dome of force around the user would be Rank 3, unless this Rank was altered by the power modifiers in the table below. No device can have a Rank lower than 1 or higher than 5.

NOETIC BIOTECH MODIFIERS

The following modifiers can be applied to all noetic biotech items.

AUGMENTATION NOETIC DEVICES

RANK MODIFIER	POWER MODIFIERS
+•	The device doubles the range or mass of the power.
+•	The device provides 2 Enhancement to the power.
+•	The device reduces the Psi point cost of the power by 1 (to a minimum of 1).
−•	The device increases the Psi point cost of the power by 1.

GENERAL NOETIC BIOTECH MODIFIERS

RANK MODIFIER	POWER MODIFIERS
+•	Reduce the Tolerance necessary to use this device by 1. Calculating the device's Tolerance does not take this modifier into account. This modifier can reduce Tolerance to 0 (which means the device does not need to be formatted).
+•	The bioapp's Size becomes one category smaller (to a minimum of Tiny).
−••	The device is disposable, like special bullets or drugs. After no more than 10 uses, the device is useless and the character must create another batch. Each dose of a drug typically lasts for one scene.
−•	The bioapp's Size becomes one category larger.
−••	The bioapp's Size becomes two categories larger.
−•	All powers or improvements to powers provided by this device only effect a single extremely limited use of a single Mode power. Examples include a device that only allows the owner to use the *Telekinesis Remote Hands* power on objects made of wood, or the device only increases a telepath's range when contacting someone who is carrying this device.

NEW NOETIC FLAWS

In addition to the existing crafting Flaws on p. 98 of the **Trinity Continuum Corebook**, noetic biotech can possess two additional crafting Flaws.

INCREASED PSI POINT COST (•)

The device costs 1 additional Psi point to use.

RESTRICTED PSI POINT RECOVERY (•)

The device's reservoir of 5 Psi points only recharge at a rate of 1 Psi point per day. This Flaw only applies to Inspired devices.

WEAPONS OF WAR

> I do not question the power of our weapons and the efficiency of our logistics; I cannot say these things delight me as they seem to delight some of our officials, but they are certainly impressive.
> ——J William Fulbright

With humanity facing threats ranging from terrorists and rogue metacorporations to deadly Aberrants and hostile aliens, powerful weapons, armor, and military vehicles, have become essential tools for humanity's survival. The following are more of the many weapons, military vehicles, and similar equipment in widespread use in this era.

NEW MILITARY VEHICLES

The following are some of the many military vehicles that humanity is currently using to defend against both international and interstellar conflicts.

NEW MILITARY AIR, LAND, & SEA VEHICLES

These vehicles are in use by militaries all across the Earth, and in some cases, beyond.

Flight Harness: While technically a vehicle, this device is actually a harness that is designed to attach to bioVARGs, miniVARGs, and standard battle dress, with different models being compatible with each of these types of armor. It contains two powerful hyperfusion jets capable of lifting the armor and its wearer at speeds equal to a fast car. This harness also allows the user to carry another person or an object of up to Size 1. This device cannot be used by anyone not wearing armor with both the Environmental 0 (temperature extremes) and Soft 2 tags, because the exhaust is hot enough to burn unprotected wearers.

Hovertank: Assault skimmers are designed to be used by both soldiers and law enforcement personnel, but hovertanks are military vehicles that are fast, heavily armored, and can also carry up to 20 troops with full gear or six Size 1 VARGs and their pilots.

Supersonic Assault Minijet: These small, fast VTOL jets are exceptionally stealthy. Their stealth system also includes thermal and optical camouflage that also makes them difficult to see once they have landed. They are most often used to battle other air vehicles or to perform high speed bombing runs against relatively small high-value targets, like terrorist headquarters or moderately powerful Aberrants. However, they are sometimes used to retrieve small numbers of commandos or VARG troops from hostile environments. Each jet requires a single pilot and can carry up to six passengers and all of their gear, or up to two Size 1 VARGs and their operators. They are capable of vertical takeoff and landing (VTOL) and can land and take off from any relatively flat surface, from the roof of a building, to a small clearing in a forest.

Supersonic Minijet: These small, fast, exceedingly stealthy VTOL jets have the same passenger and cargo capacities as supersonic assault minijets. While the ideal method of delivering small groups of soldiers to a location is teleportation, when a teleporter is unavailable, supersonic minijets are an excellent second choice. Although they are often used for espionage-related deployment and pickups, they are also often used to deploy and pick up commandos. Because they are unarmed, these jets focus solely on speed and maneuverability to allow them to arrive at a location undetected and to take off rapidly when required.

Fast Troop Transport (FTT): This massive, heavily armed and armored vehicle is one of the largest and heaviest hover vehicles ever made. It can carry up to 200 soldiers and full gear, 60 Size 1 VARGs and their pilots, six Size 2 VARGs and their pilots, or some

TRANSPORTING VARGS

VARGs (see p. 45) are different from other vehicles because they are humanoid in shape and can compact themselves for transport more efficiently than other vehicles. As a result, each point of the cargo tag permits a vehicle to carry up to six VARGs of that size and their pilots. See the Cargo tag (**Trinity Continuum Corebook**, p. 128) for further information.

HOVER TANK

SUPERSONIC ASSAULT MINIJET

SUPER TANK
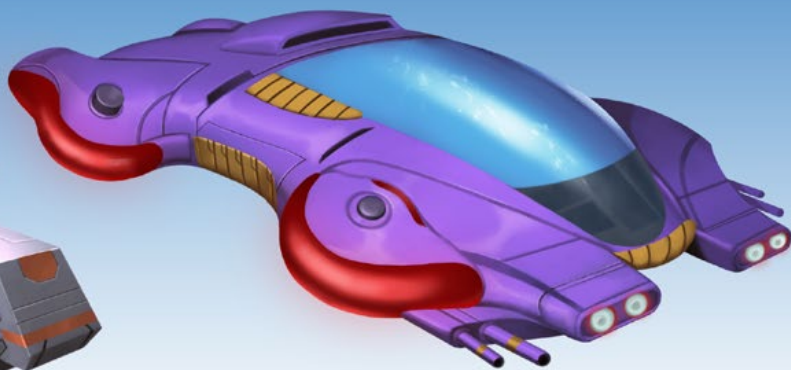
FAST TROOP TRANSPORT

combination of the above. While they are not particularly maneuverable and are less heavily armored than a supertank, FTTs offer exceptional speed, especially in environments where air travel is difficult or impossible due to anti-aircraft fire. While primarily used to rapidly deliver troops to an ongoing battle or to swiftly punch through enemy lines, FTTs are also used to evacuate troops from untenable positions. Their ability to travel over both land and water allows them to rapidly transport troops almost anywhere.

Orgotek Manta: This large biotech flying submarine is a deadly combat vehicle that can also carry large numbers of soldiers and supplies to any location on a planet. These vehicles are especially popular with Oceania, where they are used to defend floating or underwater cities that have been attacked by Aberrants. Several captured Chromatic fighters possess systems and an overall design aesthetic that are extremely similar to the Orgotek Manta.

Supertank: These huge, heavily armed and armored vehicles are more like mobile fortresses than tanks. In addition to powerful weaponry, supertanks can also carry a moderate quantity of supplies, or more commonly, six Size 1 VARGs and their pilots, who act as scouts and supplemental firepower for

the supertank. VARGs that accompany supertanks are usually small fast scout VARGs like the Weasel or Kami-Hei-Bushi .

VARG Carrier: This large supersonic aircraft is designed to deliver VARGs and their pilots to any location on Earth within a few hours. It can carry up to 60 Size 1 VARGs, six Size 2 VARGs or some combination of the two. Each Size 2 VARG or group of four Size 1 VARGs are stored in a separate compartment with its own external door, allowing this vehicle to deploy all its VARGs in a single round.

NEW MILITARY SPACECRAFT

All military spacecraft Size 3 or greater possess built-in teleportational helms (**Trinity Continuum: Æon**, p. 291) to permit them to be easily transported to other star systems. In addition, since the development of the Leviathan jump ships, all military spacecraft Size 3 or greater are fitted with docking adapters that allow them to be connected to and carried along with Leviathans when they jump.

Hybrid Bomber: These spacecraft are designed for targeted orbital bombing runs, but are also equipped with ship-to-ship weaponry so they can fight their way

MILITARY VEHICLES TABLE

TYPE	SIZE	HANDLING	SPEED	TAGS	WEAPONS	TECH	FT	COST
Flight Harness	0	+1	4	Compact 1, Computer 0, Fast 2, Flight Systems 0, Maneuverable 1	-	Hard	-	•••
Hovertank	2	−1	5	Armor 3, Cargo 1, Computer 0, Crew −1, Fast 3, Hover 1, Massive 1, Military 1, Sluggish −1	Coilgun, Laser Cannon, Missile Launcher	Hard	-	L
Supersonic Assault Minijet	2	+0	6	Computer 0, Fast 4, Flight Systems 0, Massive 1, Military 1, Stealthy 2	Laser Cannon, Missile Launcher or Fusion Missile Launcher	Hard	-	L
Supersonic Minijet	2	+0	6	Complex 0, Computer 0, Fast 4, Flight Systems 0, Stealthy 2	-	Hard	-	•••••
Fast Troop Transport	3	-2	5	Armor 2, Cargo 2, Computer 0, Crew −1, Fast 3, Hover 1, Massive 2, Military 1, Sluggish −2	Coilgun, Laser Cannon, Missile Launcher	Hard	-	L
Orgotek Manta	3	+0	5	Armor 1, Cargo 2, Complex 0, Computer 0, Crew -1, Fast 3, Massive 1, Military 1, Psi −1, Triphibian 2	Coilgun, Laser Cannon, Missile Launcher	@	••	L
Supertank	3	−1	3	All-Terrain 1, Armor 4, Cargo 1, Computer 0, Crew −1, Fast 1, Massive 2, Military 1, Sluggish −1	Coilgun, Laser Cannon, Missile Launcher or Fusion Missile Launcher	Hard	-	L
VARG Carrier	3	−1	6	Armor 1, Cargo 2, Computer 0, Crew −1, Fast 4, Flight Systems 0, Massive 2, Military 1, Sluggish −1	Laser Carbine, Coilgun, Missile Launcher	Hard	-	L

through moderate opposition to reach their objective. They carry powerful fusion missiles that are each capable of destroying a small city. While they are able to land and deliver troops and supplies, they are not designed for this type of mission and can only carry 20 soldiers and their gear. This vessel is designed for short-term combat and has comfortable seats, but no cabins.

VARG Dropship: Designed for use on Khantze Lu Ge, these vehicles are now being readied for the planned assault on the Chromatic homeworld, Chrome Prime. They are specifically designed to carry VARGs and their crews and to deploy them rapidly and from orbit. Even VARGs with no flight capability can be deployed using single use orbital drop pods that contain thrusters and parachutes. Once the battle is over, the VARG dropship lands and retrieves the VARGs and their pilots. This vessel can carry up to 60 Size 2 VARGs or up to 600 Size 1 VARGs. Most commonly it carries 40 Size 2 VARGs and 200 Size 1 VARGs, and all of the crew and supplies they require.

TYPE	SIZE	HANDLING	SPEED	TAGS	WEAPONS	TECH	FT	COST
Hybrid Bomber	3	+1	6/[4]	Armor 2, Cargo 1, Computer 0, Crew −1, Hybrid 2, Maneuverable 1, Massive 1, Military 1, Thrusters 1	Coilgun, Laser Cannon, Fusion Missile Launcher	Hard	-	L
VARG Dropship	4	+0	6/[4]	Armor 2, Cargo 3, Computer 0, Crew −3, Hybrid 2, Massive 2, Military 1, Thrusters 1	Laser Carbine, Coilgun	Hard	-	L
Carrier	5	−2	[5]	Armor 2, Astrogation Systems 1, Cargo 4, Computer 0, Crew −3, Massive 3, Military 1, Sluggish −2 Thrusters 2	Laser Carbine, Coilgun	Hard	-	L
Battlecruiser	6	-4	[5]	Armor 3, Astrogation Systems 1, Cargo 4, Computer 0, Crew −3, Massive 4, Military 1, Sluggish −4 Thrusters 2	Laser Carbine, Coilgun, Fusion Missile Launcher	Hard	-	L

Carrier: This large spacecraft has moderate weapons and armor, but its primary military use is carrying hybrid fighters. Carriers hold approximately 80 hybrid fighters as well as all of the crew and support and maintenance personnel necessary to keep these vehicles flying. Carriers have a total crew complement of 800, including 160 hybrid fighter pilots and 240 fighter support and maintenance personnel. A single carrier holds a sufficient number of hybrid fighters to defeat all but the largest Chromatic attack. They also carry four MELs and four hybrid bombers, 10 carriers are currently being prepared for the invasion of the Chromatic homeworld, known as Chrome Prime.

Battlecruiser: These huge vessels are the largest military spacecraft. They are not particularly maneuverable, but their weapons are devastatingly powerful and they are heavily armored. Even with extreme automation, each battlecruiser has a crew of roughly 800, including 100 troops who are ready to repel any form of boarding action. Battlecruisers typically house 40 hybrid fighters to help protect the battlecruiser from attack, six MELs to transport the crew to or from the surface of a planet and six hybrid bombers to eliminate any remaining ground-based resistance after bombardment by the battlecruiser.

NEW ARMOR

The following two types of armor are used by both civilians and military personnel.

Barb Sheath: This version of bioweave armor (**Trinity Continuum: Æon**, p. 272) also allows the user to cause the armor to extend short, barbed, iron-hard spines. Extending or retracting these spines is an automatic action, but once extended the spines are automatically visible to anyone looking at the target in good light from Close range. Barb sheaths are illegal in most nations that ban or limit concealed weapons. **Tech:** @, **Tolerance • Size:** n/a, **Cost:** ••

Space Skin: This unusual biotech space suit is specifically designed for temporary use. Users wear a small device, no larger than a wide, thick belt buckle or a small fanny pack that contains an active biotech fluid. If the wearer enters a hostile environment or

NEW ARMOR

TYPE	BASE	POSITIVE & 0 TAGS	SIZE	TECH	FT	COST
Barb Sheath	Bulletproof, Impact & Slash Resistant	Complete 3, Defensive 2, Hard 1, Concealable 2, Psi −1++, Restricted, Soft 1	n/a	@	•	•••
Space Skin	Bulletproof, Impact & Slash Resistant	Complete 3, Environmental 1, Hard 1, Soft 1	Medium	@	-	•

++ This armor can only be used when formatted.

presses a button, the fluid leaves its container and flows over the user's body. This process requires one full round, during which the armor provides no protection, but the user can move and act normally. Once active, the armor provides life support to the user for up to one hour (typically one scene). At the end of this time, it still provides armor and protects the wearer from temperature extremes (Environmental 0, temperature extremes only), but no longer provides life support until it has retracted into its container for at least one scene and been provided with access to air and water. Because they are inexpensive and do not require formatting, space skins are widely available as emergency gear on both submarines and spacecraft. **Tech:** @, **Tolerance:** 0, **Size:** Small, **Cost:** •

NEW WEAPONS

Possessing a wide array of both lethal and non-lethal weapons is essential to defeat foes as diverse as innocent civilians mind-controlled by Aberrant or psion powers, to hostile aliens, or huge and exceptionally deadly Aberrants.

NEW WEAPONS TAGS

These tags represent more of the vast diversity of weapons available in this era.

AREA (3)

This tag allows the weapon to affect everyone in front of it who is within Short range. All weapons with this tag are large and unwieldy. They have a minimum of Size 0 and must be mounted on a VARG or vehicle of at least Size 2. This tag is not compatible with the Beam or Explosive tags. Weapons with this tag have a range of Short, unless the Ranged tag is also taken. Any weapon with both the Area and Ranged tag affects targets out to the listed range, and affects every target within Short range of the designated target. This weapon only requires a single attack roll, which is used on all targets.

EXTREME FORCE (0, 1)

Weapons with this tag are exceedingly powerful and increases the Scale of the user's attacks by +1. The weapon provides the user with a +1 Enhancement, in addition to the +2 Enhancement automatically provided by an increase in Scale, (for a total of +3 Enhancement) towards inflicting Injury Conditions. The 0-point tag version of this tag means the weapon can be used only once and cannot be reloaded.

Weapons with the 1-point version of this tag must be reloaded or otherwise reset after every use. These actions, combined with the necessity of the weapon having to cool down between shots means that it cannot be fired more than once every other round. This tag cannot be combined with the Concealable, Worn, or Heavy Weapon tags.

FOCUSABLE (3)

This weapon can either be widened to affect an area or narrowed into a tight beam. The weapon possesses both the Area and Beam tags, but can never use both at once. Switching between Area and Beam modes requires one action. Weapons with this tag have a minimum of Size 0 and must be mounted on a VARG or vehicle of at least Size 2.

INCAPACITATING (3)

This weapon uses focused light and sound or other means to temporarily disorient the target. Such weapons cause no damage, instead, every success devoted to incapacitation afflicts the target with the Incapacitation Condition. This Condition lasts for 8 - Stamina rounds, and provides a penalty to all rolls, including Psi rolls for this duration equal to the number

CONTAINED MISSILE LAUNCHER

DAZZLER

FUSION PISTOL

LIGHTNING CANNON
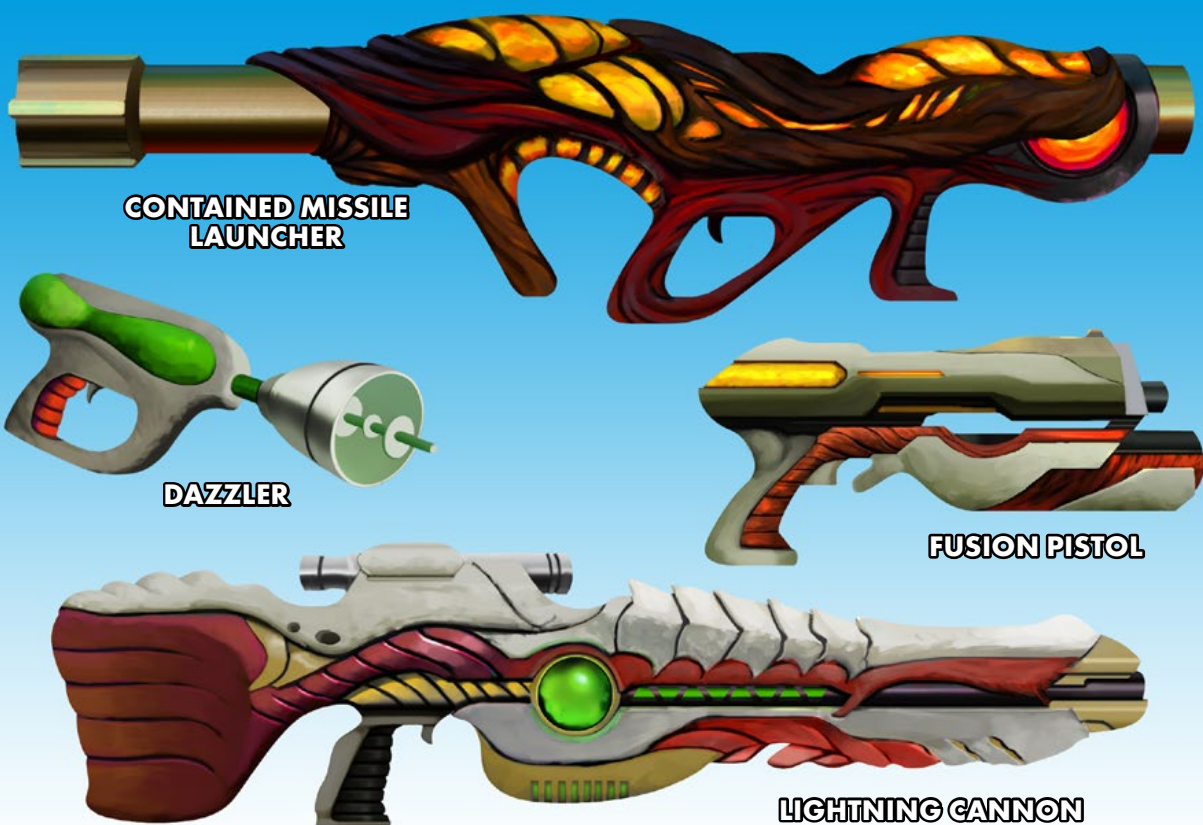
of successes allocated to it. The Detached Psionic Edge reduces this penalty by half (round down) for all uses of psionic powers. Incapacitating weapons affect both their primary target and everyone within Close range.

MASSIVE EXPLOSIVE (RANGED) (3)

This tag includes the Explosive (ranged) tag, but the radius of the explosion is one range band larger (to a maximum of Long). Weapons with this tag must be at least Size 0.

VEHICLE MOUNTED (1)

This weapon gains the Brutal, Deadly, and Tactical Sight tags, but is sufficiently large that it can only be used when mounted on a vehicle of at least Size 2 and cannot be used otherwise.

ADDITIONAL WEAPONS

With the exception of the dazzler and riot dazzler, which are designed for use by both soldiers and riot police, all of these weapons all possess the Restricted tag. They are illegal for civilians to own or use in almost every nation, and are specifically designed for use by military personnel

Contained Missile Launcher (CML): This device fires biotech missiles. These missiles contain both a powerful explosive and a noetic biotech force field emitter that projects a force field at Short range around the explosion. The explosion also has a radius of Short, meaning that the force field entirely contains the explosion. The force field emitter is destroyed by the explosion, but the force field remains intact for the duration of the explosion. This weapon delivers all of its damage to the region within Short range of the missile's impact, while protecting everything outside of this radius for harm. As a result, it is safe to use in cities and other areas with civilians or vulnerable equipment or infrastructure, since nothing outside the force field's radius suffers any damage, and even the noise of the explosion is muffled to a low roar that is not painful to hear. This weapon can only be used if it is formatted, but can be used by anyone. Larger versions of this weapon that are mounted on vehicles create both larger explosions and possess force fields that completely contain this larger explosion. However, regardless of their size CMLs can only possess a maximum explosive radius of Medium. In addition, smaller (Size large), less expensive (**Cost: ••••**) CMLs that use the Explosive (ranged) tag also exist. The radius of their explosion and their force field is Close.

Dazzler: This large, bulky pistol emits focused beams of flashing light and loud, variable sound that produces dizziness and nausea in targets. The effects wear off relatively quickly, but for a short time most targets are helpless. Riot police, and soldiers use these weapons for both riot control and on missions targeting psions, where they wish to take the psion alive.

Fusion Pistol: This devastatingly powerful sidearm is the first plasma handgun. The Voss 22P is the only model available, but L-K has confirmed that it will be coming out with its own version in two months. When fired, a plasma cartridge the size of a small pill bottle is energized by the laser built into the gun. The plasma bolt then fires out of the gun, incinerating anything in its path. The large size of the cartridge and the necessity of letting the gun cool mean that this weapon can only be fired every other round.

Fusion Missile: This devastating missile contains a nuclear warhead that creates almost no radioactive fallout, but produces a vast explosion. Even the smallest fusion missiles can destroy multiple city blocks. Fusion missiles are expensive and difficult to produce, and are exceptionally illegal for anyone other than national governments, the UN, or the Æon Trinity to possess. Local, national, and international law enforcement will all work tirelessly to attempt to find any missiles that have gone missing.

Lightning Cannon: Orgotek created this weapon based on their analysis of electrokinetic attacks. This barely portable weapon effectively fires a bolt of lightning that can both produce devastating damage to living targets and overload or short out all electrical devices it hits. It must be formatted.

Phased Array Laser: This large laser weapon consists of hundreds of small laser emitters that use lightning-fast electronic focusing to combine their beams into a single, devastatingly powerful beam that can sweep across a large area in an instant, attacking everyone within the area of effect. This is an exclusively military weapon that is highly illegal for civilians to own.

Remote Bomb: This device is a fist-sized one-use drone that can be piloted to the desired target and either detonated by the operator or by pre-arranged

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EXPLOSIVES & SCALE

Weapons with the Explosive tag affect everything within a certain radius. This radius increases with the weapon's Scale as follows.

EXPLOSION SIZE TABLE

SCALE	RADIUS OF EXPLOSION
Scale 1	Close
Scale 2	Close
Scale 3	Short
Scale 4	Medium
Scale 5	Long
Scale 6+	Long

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instructions. Like any drone, it can be controlled by an operator or the user can instruct the weapon's SI to act in a particular manner. However, accidentally harming civilians with a poorly directed remote bomb is a serious infraction of all military regulations. Remote bombs are fitted with optical camouflage and their fans are designed to minimize noise, so they are difficult to detect.

All bomb drones have the Extreme Force 0 tags. The most common types are:

- *Armor Piercing Drone:* Destructive 2, Explosive (ranged) 2, Extreme Force 0 (EN 4)

- *Fragmentation Drone:* Explosive (ranged) 2, Extreme Force 0, Quality 2 (EN 5)

- *Gas Drone:* Gas 3, Extreme Force 0, Non-Lethal 2 (EN 4)

- *Incendiary Drone:* Explosive (ranged) 2, Extreme Force 0, Incendiary 2 (EN 4)

Remote bombs all possess the following drone traits:

Riot Dazzler: This large bank of focused light and sound emitters is designed to rapidly quell riots, as everyone within the area of effect becomes extremely dizzy and disoriented.

BOMB DRONES

TYPE	SIZE	HANDLING	SPEED	TAGS	WEAPONS	TECH	FT	COST
Remote Bomb	Small	0	3	Computer 0, Fast 1, Flight Systems 0, Stealth 2, Weaponry 1	Bomb	Hard	-	•

NEW WEAPONS

TYPE	EN	RANGE	DMG TYPE	TAGS	TECH	SIZE	FT	COST
Contained Missile Launcher	5 **	Medium	Ballistic	Charge, Heavy Weapon, Massive Explosive (ranged) 3, Mounted, Psi −1, Ranged, Restricted, Super Science 2, Tactical Sight	@	0	••	••••
Dazzler	3	Short	Special	Incapacitating 3, Obvious, Quality 2, Ranged	Hard	Large	-	••
Fusion Missile	5	Long)	Incendiary	Charge, Heavy Weapon, Incendiary 2, Massive Explosive (ranged) 3, Ranged, Restricted, Vehicle Mounted	Hard	0	-	•••••
Fusion Pistol	5	Short	Incendiary	Brutal, Deadly, Extreme Force 1, Incendiary 2, Ranged, Restricted, Spread, Two-Handed	Hard	Medium	-	••••
Lightning Cannon	6 **	Short	Electrical	Beam, Brutal, Deadly, Electrical, Formatted 1, Heavy Weapon, Psi −1, Ranged, Restricted, Two-Handed, Tactical Sight	@	0	••	••••
Phased Array Laser	4	Short	Ballistic	Destructive 2, Focusable 3, Heavy Weapon, Ranged, Restricted, Vehicle Mounted	Hard	0	-	••••
Riot Dazzler	4	Short	Special	Area 3, Heavy Weapon, Incapacitating 3	Hard	0	-	•••

** Must be formatted to be used

NEW MILITARY GEAR

Aberscope: This noetic super-science invention is usually made as either a pair of goggles or a sight on a weapon. It can be used by anyone, but must be formatted. It permits users to detect Aberrants at up to Medium range. It cannot distinguish humans, aliens, psions, or even sub-Aberrant mutants from one another, but true Aberrants show up surrounded by a distinctive glow that roughly corresponds to their degree of raw Quantum power — a Terat Aberrant glows considerably brighter than a Divergent

Aberrant. In addition, this device allows wearers to spot Aberrants in fog, smoke, dense undergrowth, or even through relatively thin walls.

It won't allow the user to spot an Aberrant in a cave, or even inside a well-built house. However, Aberrants who are in range and hiding in tall grass or on the other side of a normal, non-reinforced interior wall are clearly visible. This device comes in two versions, one designed for psions, and the other for neutrals. Aberscopes have recently begun being used in biotech attack and surveillance drones used in France and on Khantze Lu Ge. **Tech:** @, **Size:** Small, **Tolerance:** • (•• for the version usable by neutrals), **Cost:** • (•• for the version usable by neutrals).

Construction Foam: This foam is a logistical wonder, permitting soldiers to rapidly construct short bridges and walls and to seal off corridors. It comes in a two-liter container and rapidly expands and hardens to create a wall with a volume of eight cubic meters that must be at least half a meter thick in one minute. At this thickness, it provides two points of both hard and soft armor and can support the weight of a person or any other Size 1 object. At one meter thick, it can support Size 2 objects and vehicles and has three points of both hard and soft armor. The foam adheres to itself, so multiple containers can be used to build large structures. A special spray allows it to adhere tightly to metal, glass, concrete, biocrete, wood, or stone. Another spray can dissolve it in one minute, otherwise it breaks down into harmless byproducts after one week. **Tech:** Hard, **Size:** Large, **Cost:** •

Shelter Cube: All soldiers need to sleep, and a safe environment for doing so is an essential part of maintaining combat readiness. While hardtech alternatives exist, biotech shelter cubes are increasingly popular. Each cube is roughly the size of an early 21st century piece of rolling hand luggage that can fold out into a comfortable shelter capable of housing three individuals and their gear, with built-in sleeping pads. With exposure to sunlight and periodic nutrient injections, shelter cubes are camouflaged (+2 Difficulty to see or detect with radar, sonar, or infrared scans), and provide heating cooling and light to their interior. Also, each shelter cube extends thin fibers out to Close range, so that anyone coming within Close range of a shelter cube triggers an alarm that can either be set to awaken all occupants, show where the intruder is with an interior light, or to simply send a message to one or more occupant's minicomp. The shelter also provides two points of Hard and Soft armor to everyone inside. Shelter cubes can be linked together to create larger shelters. In addition, specialized hostile environment shelter cubes also exist. They purify air of smoke and toxins and recycle the air breathed by their occupants. Hostile environment shelter cubes also contain a built in airlock, allowing them to be used in any environment. **Tech:** @, **Size:** Size 0 (stored), **Tolerance:** 0, **Cost:** •• (••• for hostile environment shelter cubes).

VARGS

Appearing on the battlefields of the 22nd century, Vacuum Assault and Reconnaissance Gear — or VARGs — are towering battle suits designed to face dangerous, large-scale opponents. They are crafted of cutting-edge materials and fitted with an array of devastating weapons. VARGs readily go toe to toe with tanks and other large military vehicles (including other VARGs), and opponents of a stranger nature, including enemy psions and hostile Aberrants. These war machines are most commonly humanoid and range from two and a half to five meters tall. Depending on what the suit has been designed to do, some VARGs have treads, wheels, or a flight system, and a few are not humanoid and have more than four limbs. The MiniVARG and small BioVARG can be found in **Trinity Continuum:** Æon (pp. 271-272). This section focuses on full-scale VARGs intended for warfare against the most powerful foes.

VARGs are composed of either hardtech or biotech. Biotech VARGs, or BioVARGs, are cheaper to make as their components can simply be grown rather than forged. Hardtech VARGs are unstoppable pieces of well-crafted machinery. Whether hardtech or biotech, a VARG must be driven by a human being. The VARG shelters its pilot from grievous harm and the vacuum of space. Besides the cost, the critical difference between the two is that BioVARGs must be formatted and they often grant unique psi powers that only a psion can use. Hardtech VARGs may be a greater challenge to manufacture, but any pilot of sufficient skill can jump into the cockpit and drive one into combat. Although psions aren't rare, most are not willing to pilot a war machine on a battlefield.

In most ways Size 2 VARGs are superior to Size 1 VARGs — they are stronger, more durable, and can mount deadlier weapons. However, their size also limits them. Size 1 VARGs are fairly large, but can fit in ordinary arcology corridors and are light enough that they can move normally on the upper floors of buildings or arcologies. None of this is true for Size 2 VARGs — they are too large to fit in any corridor that is not designed for vehicle traffic, and they are sufficiently heavy that they risk causing serious damage to a building by simply walking across its roof or through a corridor large enough to accommodate it. Essentially a Size 2 VARG is as large and heavy as a minivan, except it's tall rather than long. As a result, only Size 1 VARGs can be used in most interior spaces.

UNIVERSAL FUNCTIONS

Regardless of how the VARG is constructed, each VARG suit provides a suite of sensors, allowing its pilot to perceive their surroundings far beyond the capabilities of human senses. These sensors provide 2 Enhancement to relevant perception-based rolls and may detect objects, people, or vehicles out to Long range. They include:

- A radar system allowing the pilot to identify enemy vehicles out to Long range.

- Infrared and UV sensors. The pilot may make perception-based rolls to detect characters or vehicles that might be cloaked from the normal vision spectrum.

- A LANS (light amplification nuclear scanning array) system for detecting the use of Quantum Flux, allowing the VARG to lock onto Aberrant targets and sense them though smoke, fog, and total darkness. Most BioVARGs also include an Aberscope (p. 44), which allows the user to locate and target Aberrants though light cover.

VARGs also confer physical benefits to its wearer, enhancing their abilities beyond human limits.

- All VARGs possess the Environmental 1 armor tag and can sustain their pilots even in the most inhospitable environments. Some specialized models have the Environmental 2 armor tag. BioVARGs provide life support to their pilots for up to a month of active use or a year of near motionless inactivity. Halve this time if the BioVARG is floating in the vacuum of space. In contrast, hardtech VARGs can support pilots for up to five days.

- VARGs are far stronger than human beings. When performing feats of strength, VARGs add Scale equal to their Size as an Enhancement in order to determine what it can lift or throw. Human-scale opponents cannot use any parry or blocking related Defensive stunts against a VARG without the aid of a special ability, such as psionics.

- These machines were designed for brute strength rather than finesse; they suffer 1 Complication to handle anything smaller than Size 0 with care, or for actions involving manual dexterity.

- Each VARG unit has hardpoints for mounted weapons (see the Hardpoint tag, p. 49). Size 1 VARGs have up to two hardpoints and Size 2 VARGs possess three. These can be any variety of weapons from brutal melee weapons to powerful rail guns, missile launchers, and shoulder cannons.

- All VARGs possess the All-Terrain tag and have a Speed of 2, unless increased with tags. This Speed only applies to movement on the ground.

- All VARGs possess sturdy armor. Unless increased with tags, all VARGs have two points of both hard and soft armor and possess the Complete armor tag (**Trinity Continuum: Æon**, p. 269). In addition, all BioVARGs possess the Psi (−1) tag.

- Size 1 BioVARGs have a cost of •••••, all other VARGs have a cost of L.

- BioVARGs all have Tolerance of •• plus the number of points of Super-Science of any special ability they possess.

SUBTYPES

VARGs come in three subtypes: combat, scout, and support. Both hardtech VARGs and BioVARGs possess these three subtypes.

Combat VARGs come in two categories based on the weapon loadout that the pilot has chosen to equip: tactical combat VARGs and assault combat VARGs.

- **Tactical** combat VARGs are war machines intended to battle other engines of destruction like other VARGs, tanks, or giant-sized Aberrants. Combining different defensive capabilities with weaponry intended for vehicle-scale damage, tactical VARGs are the most common sight on a battlefield. Pilots usually equip their tactical combat VARG with particle cannons, coilguns, pile bunkers, or smart missile launchers.

- **Assault** combat VARGs focus on anti-personnel weaponry. They are sleek, swift-moving machines designed to do as much damage as possible to individual soldiers. Their weapon arrays break ranks and take lives. The sight of an assault VARG charging an infantry unit is enough to give even the most seasoned veteran pause. Assault VARGs are often armed with laser cannons, flame throwers, grenade launchers, and plasma blades.

Scout VARGs are the smallest and fastest VARG subtype. They are extremely maneuverable and often possess expanded sensors and enhanced movement systems. They are not designed for front line combat, and have a limited number of weapons. Scout VARGs are often equipped with additional movement options such as jump jets or flight, and are frequently armed with light laser cannons, plasma blades, or light coilguns. In peacetime or outside a war zone, scout VARGs see use in exploration missions, plunging into potentially hostile environments to map terrain or seek habitable areas. Scout VARGs are also used as repair vehicles for spacecraft, deep sea vessels, or any vehicle that might require external repair in a hazardous environment.

Support VARGs are the largest subtype. These blocky machines are meant to hold ground and provide long-distance fire as well as performing herculean feats of labor or retrieving victims from disaster zones. They are the most defensive subtype, their chassis built with thick plates of armor to keep the pilot safe while working during critical disasters. When providing long-range fire, support VARGs are armed with heavy coilguns or plasma cannons, missile pods loaded with a dozen or more rockets, and sometimes fusion warheads. Support VARGs are regularly sent to crisis zones to retrieve people from floods, earthquakes, and fires, as they can reach places no human could go. These rescue support VARGs carry no weapons and rely on their superior defenses to keep themselves and the victims safe from danger.

VARGS & DAMAGE

In addition to their armor, all VARGs possess a number of injury boxes. Once every injury box has been filled, the VARG is Taken Out and ceases to be functional: it cannot take attack actions. It can continue to move, but doing so requires a Pilot + Intellect roll every round and any failure leaves it immobile for that round. In BioVARGs, the life support system also continues to maintain the pilot. However, in a hardtech VARG, a pilot stranded in a malfunctioning suit must either risk her life in a hazardous environment or make a Technology + Intellect roll. Each success on the roll grants the VARG an additional scene of life support. Failure means the character has scant minutes to send out a distress call before she is in imminent danger. The VARG then must be repaired in order to be used in further combat scenes. Until repaired, damaged VARGs automatically suffer from the Grounded Status Condition (see below) and may suffer one or more of the following additional Status Conditions.

GROUNDED

The VARG has taken damage to its jump jets or flight system. It may not utilize any of the stunts or altered movement provided by these systems. All VARGs automatically suffer this Status Condition when they have been Taken Out.

Resolution: A successful repair roll made either by the pilot in the heat of the moment, or by a repair crew following a battle.

LIMPING

The VARG's legs, wheels, or treads have been damaged enough that movement is impeded. Its Speed is reduced to 1 and the pilot suffers a −2 Complication to all movement-based rolls until the Condition is resolved.

Resolution: BioVARGs recover from Limping in once scene. Hardtech VARGs are less fortunate, requiring a successful repair roll.

SHORT CIRCUIT

The VARG's sensor systems are damaged, reducing their range to Short and imposing a −1 Complication to any attempts to utilize the VARG's sensors.

Resolution: Sensors reset themselves after an automatic restore, removing the Condition after one scene if the pilot succeeds at a Technology + Intellect roll.

UNCALIBRATED

The VARG's internal system for aiming and firing VARG-scale weapons has malfunctioned due to damage. The pilot suffers a –2 Complication to attack rolls until the Condition is resolved.

Resolution: A successful repair roll made either by the pilot in the heat of the moment, or by a repair crew following a battle.

WARFARE AND LOGISTICS

While VARGs have superb movement systems, they are designed for short-range travel and must be transported for deployment over longer distances. VARGs are commonly carried in a variety of vehicles including supersonic minijets, fast troop transports, VARG carriers, and VARG dropships. See for detailed information on these transport vehicles.

BUILDING A VARG

To design a custom VARG, choose the VARG's sub-type, then apply the number of build points to weapon arrays, additional abilities, and movement systems.

Combat VARGs have two –1 Bruised boxes and two –2 Injured boxes, and also gain one –4 Maimed box if they are Size 2. When fighting human-scale opponents, they count as one Size higher for the purposes of applying any Defensive stunts. Combat VARGs have eight points of tags . Combat VARGs may be Size 1 or 2.

Scout VARGs have one –1 Bruised and two –2 Injured boxes. The pilot may make a Pilot + Composure roll to extend the range of the scout VARG's sensors out to Extreme (10 km) range. Additionally, scout VARGs add 1 Enhancement to

combat movement actions and to apply any Stunts that involve movement. Scout VARGs possess six points of tags. Scout VARGs are always Size 1.

Support VARGs have the most injury boxes with two −1 Bruised, two −2 Injured, and one −4 Maimed box, and they gain a second −4 Maimed box if they are Size 2. Against human-scale targets, support VARGs increase the difficulty of the Inflict Damage stunt by an additional +1, and many possess the Environmental (2) tag. Support VARGs have 9 points of tags. Support VARGs may be Size 1 or 2.

All VARGs have at least one unique ability. Sometimes this a special weapon designed specifically for it (see Flame Cloud, p. 54) or a special interaction with the rules otherwise (see Kraken, p. 59). Storyguides and players should work together to design their VARG's unique action based on the examples provided. BioVARGs may grant psionic special abilities, which should follow the noetic biotech rules (p. 31).

VARG STUNTS

While piloting a VARG, the driver has access to each subtype's unique Stunt, which they may apply with their successes as any other Stunt. VARGs also allow the pilot access to general Stunts. When using VARG Stunts, the pilot may choose to substitute her Pilot skill for the normal applicable attack or defense skill, if it is higher.

GENERAL

System Damage (Any Defense successes, before applying damage): Rather than mark off an Injury box, the pilot chooses to shunt damage to one of her VARG's weapons. The weapon must have the Hardpoint tag and cannot be used until it is repaired. The difficulty to repair the damaged weapon is increased by the severity of the Injury that would have been taken (1, 2, or 4).

COMBAT VARGS

Tactical: Advantageous Assault (Difficulty 1, or 2): The VARG pilot fires its weapons, tearing up the scenery to make the battlefield more dangerous to navigate. At Difficulty 1, this Stunt churns obstacles or scenery into Light cover, or Complicated Terrain. At Difficulty 2, the VARG knocks over or upturns objects to create Heavy Cover or Difficult Terrain.

Assault: Demoralize (Attack successes equal to the highest enemy Resilience): After shearing through an enemy line, the VARG pilot may declare this stunt to impose a -2 Complication of fear on all enemies

in the same range band. If the weapon used to make the attack has the Brutal or Deadly tags, add 1 Enhancement to apply this stunt.

SCOUT VARGS

Detect Weakness (Difficulty equal to enemy pilot's Pilot/2, round down): Roll Pilot or Technology + Cunning to apply the Stunt. After succeeding, identify an enemy VARG or vehicle's weak points. This grants 1 Enhancement to the next attack made by the pilot using this Stunt, or by one friendly pilot within Short range.

SUPPORT VARGS

Distracting Fire (Difficulty equal to enemy pilot's Resilience): After making an Aim attack, the target suffers +1 Difficulty to apply Stunts (including VARG stunts) until the end of their next Turn.

Power Lifter (Difficulty 1): When lifting, moving, or throwing a heavy object, the Support VARG's pilot pushes the machine's limits, allowing it to move objects far larger than normal. Roll Pilot + Resolve. For every two success (round down), add +1 Scale to the VARG's capacity to lift, move, or throw an object for a single action, up to a maximum of +2 Scale.

VARG WEAPONS

Except for a few weapons that are identical to ones described elsewhere in this book, the following ranged and melee weapons are only available for VARGs. All VARG weapons possess the Restricted tag. The cost for VARG weapons is primarily for purchasing them on the black market, since VARG pilots are issued their VARGs and do not purchase them.

VARG WEAPON TAGS

The following weapon tags are only used by VARG weapons.

HARDPOINT
(2, VARG & BIOVARG WEAPONS ONLY)

A hardpoint weapon must be placed on a VARG's hardpoint, occupying one of the VARG's allotted weapon slots. A hardpoint weapon also cannot be disarmed via the Disarm Stunt. It gains +1 Enhancement because of the precise aiming possible and also automatically gains both the Brutal and the Deadly tags.

MAJOR (0, 1)

This weapon is a major weapon. Major versions of VARG weapons can only be used on Size 2 VARGs and

no VARG can possess more than a single major weapon. All major weapons are Size 1. Some VARG weapons come in both standard and major configurations. The 0-point version of this tag means the weapon is a major weapon and the 1-point version of this tag means that the weapon also gains +1 Enhancement towards inflicting Injury Conditions due to its massive size.

SHORT RANGE (0)

This VARG-Scale ranged weapon is exceedingly powerful but loses power swiftly with distance. It lacks the Tactical Sight tag that all other ranged VARG-Scale weapons possess, but also gains +1 Enhancement toward inflicting Injury Conditions.

VARG SCALE (1)

VARG-Scale weapons are powerful weapons that increase the Scale of the user's attacks by 1. The weapon also provides the user with a +1 Enhancement, in addition to the +2 Enhancement automatically provided by an increase in Scale, (for a total of +3 Enhancement) towards inflicting Injury Conditions. VARG-Scale weapons with the Range tag also automatically gain the Tactical Sight tag for no extra cost. These weapons are too large for a person not piloting a VARG to wield. All VARG weapons possess this tag.

RANGED WEAPONS

Coilgun: This weapon fires a magnetically accelerated projectile to devastating effect. Coilguns have standard and major configurations.

Flamethrower: An antipersonnel weapon characterized by firing a stream of incendiary liquid.

Flechette Cannon: This cannon fires a spread of small, sharp projectiles. Flechette cannons have standard and major configurations.

VARG RANGED WEAPONS

TYPE	EN	RANGE	DMG TYPE	TAGS	TECH	SIZE	FT	COST
Coilgun	5	Short	Ballistic	Automatic 2, Hardpoint 2, Piercing, Ranged, VARG-Scale	Hard	0/1	-	•••
Coilgun (Major)	5	Short	Ballistic	Automatic 2, Destructive 2, Hardpoint 2, Major 0, Ranged, VARG-Scale	Hard	0/1	-	••••
Flamethrower	6	Short	Incendiary	Focusable 3, Hardpoint 2, Incendiary 2, Non-Penetrating, Ranged, Short Ranged, VARG-Scale	Hard	0	-	••••
Flechette Cannon	6	Short	Ballistic	Hardpoint 2, Ranged, Short Ranged, Silent, Spread, VARG Scale	Hard	0/1	-	••
Flechette Cannon (Major)	6	Short	Ballistic	Area 3, Hardpoint 2, Major 0, Short Ranged, Silent, Ranged, VARG-Scale	Hard	0/1	-	••••
Fusion Missile Launcher	5	Long	Incendiary	See: Fusion Missiles (p. 44), Major only	Hard	0	-	•••••
Grenade Launcher	5	Short	Incendiary	Explosive (Ranged) 2, Hardpoint 2, Incendiary 2, Ranged, VARG-Scale	Hard	0	-	••••

TYPE	EN	RANGE	DMG TYPE	TAGS	TECH	SIZE	FT	COST
Laser Cannon	5	Short	Ballistic	Beam, Destructive 2 Hardpoint 2, Ranged, VARG Scale	Hard	0/1	-	●●●
Laser Cannon (Major)	6	Short	Ballistic	Beam, Destructive 2 Hardpoint 2, Major 1, Ranged, VARG-Scale	Hard	0/1	-	●●●●
Lightning Cannon (VARG-Scale)	6**	Short-Long	Electrical	Beam, Electrical, Formatted 1, Hardpoint 2, Psi −1, Ranged, Spread, VARG Scale	@	0/1	●●	●●●
Lightning Cannon (VARG-Scale) Major	6**	Short	Electrical	Beam, Electrical, Focusable 3, Formatted 1, Hardpoint 2, Major 0, Psi -1, Ranged: short-long, VARG Scale	@	0/1	●●	●●●●●
Particle Cannon	5	Short	Electrical	Destructive 2, Electrical, Explosive (ranged) 2, Hardpoint 2, Ranged, VARG Scale, Major only	Hard	1	-	●●●●●
Phased Array Laser	5	Medium	Ballistic	Destructive 2, Focusable 3, Hardpoint 2, Heavy Weapon, Major 0, Ranged, Restricted	Hard	1	-	●●●●●
Plasma Thrower	5	Close	Incendiary	Area 3, Hardpoint 2, Incendiary 2, Ranged, VARG Scale	Hard	0	-	●●●●●
Riot Dazzler	4	Short	Special	See: Riot Dazzler (p. 44)	Hard	0	-	●●●
Smart Missile Launcher	5	Medium	Incendiary	Hardpoint 2, Incendiary 2, Massive Explosive (Ranged) 3, Ranged, VARG Scale	Hard	0	-	●●●●●

** Must be formatted to be used
* If formatted

Fusion Missile Launcher: See the Fusion Missile Launcher (p. 44). This is a major weapon and cannot be mounted on Size 1 VARGs.

Grenade Launcher: A VARG-mounted apparatus for firing grenades long distances.

Laser Cannon: A cannon that fires a concentrated, dangerous beam of energy. Laser cannons have standard and major configurations.

Lightning Cannon: A biotech weapon that fires a burst of electrical energy. Lightning cannons have standard and major configurations.

VARG MELEE WEAPONS

TYPE	EN	DMG TYPE	TAGS	TECH	SIZE	FT	COST
Plasma Blade	4	Incendiary	Brutal, Deadly, Destructive 2, Incendiary 2, Melee, VARG-Scale, Worn	Hard	0	-	••••
Pile Bunker	5	Blunt	Charge, Destructive 2, Hardpoint 2, Melee, Pushing, VARG Scale-	Hard	1	–	•••
VARG-Scale Vibroblade	5	Edged	Brutal, Deadly, Destructive 2, Melee, Two-Handed, VARG-Scale	Hard	0	-	••

Particle Cannon: Particle cannons fire a spread of energy. Commonly used to damage enemy fortifications. They are only available as a major weapon and cannot be mounted on Size 1 VARGs.

Phased Array Laser: This version of the phased array laser is only available as a major weapon and cannot be mounted on Size 1 VARGs.

Plasma Thrower: This weapon fires a burst of burning plasma, covering an entire area within range.

Riot Dazzler: See for information on this weapon.

Smart Missile Launcher: This weapon launches conventional, non-nuclear missiles.

MELEE WEAPONS

Except for the pile bunker, these weapons are carried or worn by the VARG and are not mounted on hardpoints.

Pile Bunker: A piercing rod fired from a pneumatic apparatus meant to puncture enemy vehicle or VARG armor at close range.

Plasma Blade: A weapon with a blade of burning, destructive energy designed to fit over a VARG's hand.

VARG-Scale Vibroblade: As the Vibroblade (**Trinity Continuum: Æon,** p. 282), designed to be held by the larger-Scale VARG.

VARG SYSTEM TAGS

Because of their highly specialized nature, VARGs do not use ordinary vehicle tags. Instead, they use the following tags that only apply to VARGs.

ADDITIONAL ARMOR (1)

The VARG gains +1 to both its Soft and Hard armor. All VARGs can use this tag, but only Size 2 VARGs can take it twice (for a total of +2 to both Soft and Hard armor).

AUGMENTED RUN (1)

The VARG's lower limbs have been enhanced for sprinting, allowing a quick getaway. It has a running Speed of 3.

CARGO (1)

The VARG is designed to carry cargo or passengers. Only Size 2 VARGs can use this tag. See the **Trinity Continuum Corebook** (p. 128) for more about this tag.

ENHANCED ENVIRONMENTAL (1)

The VARG gains the Environmental 2 tag, giving it greatly enhanced protection from a single type of environmental hazard, like cryogenic cold, extreme heat, radiation, or extremely high pressure.

FLIGHT SYSTEM (2)

To activate the flight system, the pilot makes a Pilot + Intellect roll. Success allows the VARG to take any movement action vertically as well as horizontally. The flight system stays active for the duration of a combat scene, or for a number of hours equal to the successes on a roll outside of a battle. This tag gives the VARG a Speed rating of 4 in the air.

JUMP JETS (1)

A VARG equipped with jump jets may jump up to Short range in any direction and takes no damage from falling.

PEACETIME VARGS

Besides being sent out into battle, VARGs' incredible durability and resilience make them ideal for emergency response. VARGs dispatched to aid in a crisis usually arrive without weapon arrays

Combat VARGs responding to a crisis use their durable frame and impressive strength to clear rubble or lift obstacles, as well as building levies and dams. Weapons meant to burn though the armor of vehicles or other VARGs become ideal for freeing people who have been trapped in a collapsed building.

In a crisis situation, scout VARGs become search and rescue units. Their lightweight frames and mobility make them ideal for traversing a dangerous area in search of victims. As all VARGs are capable of detecting life signs, and many scout VARGs excel at locating injured or trapped victims. Additionally, scout VARGs are often used for exploration and scientific data collection missions in hostile environments. Their lightweight frames are ideal for swift travel through dangerous landscape.

Support VARGs enter a disaster zone to retrieve victims. Their durable form allows the VARG to enter flooded spaces, burning buildings, and other, far more dangerous areas (including abandoned or marooned ships in space) to rescue survivors.

MULTI-LIMB ARRAY (2, +1 FOR EACH ADDITIONAL PAIR)

The VARG has multiple legs, usually four, but arrangements of six and eight are also common. It is exceptionally stable, adding 2 Enhancement to any rolls to resist being knocked down or thrown off balance and it may also move up sheer surfaces without any additional difficulty. For each additional set of limbs, add another 1 Enhancement, to a maximum of 4. Also, this tag increases the VARGs running Speed by +1, regardless of the number of additional limbs.

STEALTHY (2)

The VARG is equipped with sound-dampening devices, active visual camouflage, or light-refracting "cloaks." It gains 2 Enhancement on all rolls made to avoid notice.

SUBMARINE PROPULSION (2)

The VARG's chasse or legs are fitted with a propulsion system, allowing it to move underwater. This grants the VARG the Submersible vehicle tag and an underwater Speed of 3.

SUPER-SCIENCE (1-3)

The VARG contains specialized advanced technology that provides it with a special ability. Unless otherwise specified, super-science abilities on BioVARGs can only be used by pilots who are psions.

THRUSTERS (1)

Equipped on VARGs primarily used in space, thrusters allow the VARG to move freely through a zero-gravity environment. It gains Space Speed [1]. Taking this tag a second time increases the VARG's Space Speed to [2], which is the maximum possible for a VARG.

TOOLS (1)

The VARG is fitted with large, externally mounted tools, which can include everything from specialized repair tools, to a huge drill, or even a backhoe. VARGs do not require the Tools tag to possess arms and hands.

TREADS (1)

VARGs automatically possess the All-Terrain tag, but this tag provides them with another way to move, with a Speed of 3.

WEAPON (1, 2)

For one point, the VARG has a single hardpoint, carried, or worn standard weapon. For two points, the VARG has a single major weapon. Only Size 2 VARGs can use major weapons and even they can only mount one.

WHEELS (1)

This movement system increases the VARGs Speed to 4 while on a flat smooth surface like a road or a corridor.

MOVEMENT STUNTS

VARGs with either Flight Systems or Jump Jets have access to the following defensive Stunt:

TAKE TO THE SKY (ANY DEFENSE SUCCESSES)

After successfully defending, the pilot may move one range band away from her attacker, either horizontally or vertically. This may expressly move her too far away to be reached by further attacks, and she may choose to withdraw immediately after applying this Stunt.

SAMPLE VARGS

The following are some of the many models of VARGs and BioVARGs.

COMBAT VARGS

FLAME CLOUD

Subtype: Combat (Assault)

Size: 2

Tech: Hardtech

Life Support Days: 5

Armor: Hard 3, Soft 3

Base Speed: 3

Description: The Flame Cloud, is the primary VARG of the Chinese army and is driven by a single pilot. It is well known for the flaring silhouette of its layered shoulder plates, the fearsome outline of the particle cannon mounted to its back, and the iconic disc housing unit for the VARG's unique and devastating weapon, the ionic whip.

Weapons: Ionic Whip, Particle Cannon, Smart Missiles

Tags: Additional Armor 1, Augmented Run, Weapon 2, Weapon 1 x 2, Super-Science 2 (ionic whip)

Unique Ability: The Flame Cloud VARG is equipped with an ionic whip, a weapon uniquely designed for this model. The Far Reach 2 tag allows it to change length and affect targets at up to Short range away. This weapon possesses the Entangle and Melee tags and allows the pilot access to its unique Stunt:

Direct Feedback (as *Inflict Damage*): Instead of choosing the Inflict Damage Stunt, the pilot chooses Direct Feedback instead, which bypasses the Entangle tag restriction and ignores any application of the System Damage Stunt, allowing the pilot to apply damage directly to the enemy pilot instead of the VARG.

ICARUS

Subtype: Combat (Assault)

Size: 2

Tech: Hardtech

Life Support Days: 5

Armor: Hard 3, Soft 3

Base Speed: 3

Description: The Icarus is a sleek piece of gleaming machinery made of sharp angles. It has powerful legs fitted with a cutting-edge shock system that allows the VARG to land without collateral damage upon impact *or* smash through its landing zone.

Weapons: Major Laser Cannon, Coilgun, Plasma Thrower

Tags: Additional Armor 1, Augmented Run, Jump Jets, Weapon 2, Weapon 1 x 2, Super-Science 1 (improved jump jets)

Unique Ability: Icarus VARGs are often deployed for ambushes, dropping from the sky onto unsuspecting infantry units. It grants the pilot access to its Sky-Touching Leap unique ability.

Sky-Touching Leap: The VARG's improved jump jets allow it to jump two additional range bands with any jump-based movement action, and it may make these

IONIC WHIP

TYPE	EN	DMG TYPE	TAGS	TECH	SIZE	FT	COST
Ionic Whip	5	Electrical	Electrical, Entangle 2, Far Reach 2, Hardpoint, Melee, VARG Scale, Super-Science 2	Hard	0	-	•••••

movements either horizontally or vertically. When the VARG lands, its pilot chooses whether to land without any damage to the scenery on impact, or to instead make a roll to break the surroundings, adding the VARG's Size in Enhancement to the roll.

PHANTOM

Subtype: Combat (Assault)

Size: 1

Tech: Biotech

Tolerance: ••••

Life Support Days: One Month+

Armor: Hard 3, Soft 3

Base Speed: 3

Description: No one fully remembers what the Phantom looks like, though the blueprints and design structures indicate it is humanoid in shape, larger than a MiniVARG but smaller than most contemporary models. The rest is classified...or forgotten.

Weapons: Any standard cannon weapon, any melee weapon

Tags: Additional Armor 1, Augmented Run, Weapon 1 x 2, Stealthy 2, Super-Science 2 (Occlusion)

Unique Ability: The ideal infiltration unit, a Phantom grants the pilot access to its Occlusion unique ability.

Occlusion: Designed to run quietly, the Phantom adds 2 Enhancement to all rolls to go unnoticed, but a psion pilot unlocks the Phantom's true potential, allowing it to vanish from the perceptions of onlookers. It grants pilots who are psions the Psychbending Mode *Rewrite* (•••) (**Trinity Continuum: Æon** p. 251), but only for the purpose of removing knowledge about the VARG, including both its presence and its appearance and capabilities. Spending 3 Psi points allows the pilot use this power for one scene. This power has no effect while someone is fighting this BioVARG. However, it causes combatants to later forget anything beyond that they fought a VARG of an unknown type, and they are hazy about when and where they fought it. Anyone who merely sees the Phantom almost instantly forgets it.

SILVERFISH

Subtype: Combat (Tactical)

Size: 2

Tech: Biotech

Tolerance: ••••

Life Support days: One Month+

Armor: Hard 3, Soft 3

Base Speed: 3

Description: The most common BioVARG, the Silverfish is deployed to take out other threats of its size and scale — other VARGs, heavy tanks, and Aberrants. It has a lean, predatory look with angled legs meant for swift movement and leaping as well as dexterous, humanoid hands that allow the VARG to grasp and hold weapons as easily as a human combatant might.

Weapons: Common loadouts include Major Coilgun or Particle Cannon, and Grenade Launcher + Pile Bunker

Tags: Additional Armor 1, Augmented Run, Weapon 2, Weapon 1 x 2, Super-Science 2 (Dampening Field)

Unique Ability: To help it defeat powerful Aberrants, the Silverfish possesses the unique ability Dampening Field.

Dampening Field: Increase the difficulty of either all psionic powers or Aberrant abilities targeting the VARG or its pilot by 2. This is a version of the Quantakinesis Fundamentals power Shield (**Trinity Continuum: Æon** (p. 241).

ARGENT

Subtype: Combat (Tactical)

Size: 2

Tech: Biotech

Life Support Days: One Month+

Tolerance: •••••

Armor: Hard 3, Soft 3

Base Speed: 3

Description: Made of shifting, fluid bio-material, the Argent contains powerful organic printers that allow it to craft weapons on the fly, making the Argent one of the most adaptable models on the battlefield.

Weapons: See below

Tags: Additional Armor 1, Augmented Run, Weapon 2, Weapon 1, Super-Science 3 (Weapon Shift)

Unique Ability: In a matter of moments, the VARG can create new weapons or tools from its hardpoints or repair damaged weapons using its Weapon Shift unique ability.

Weapon Shift: By spending 3 Psi points and making a successful Technology + Psi roll the pilot can create any single standard VARG weapon except a fusion missile launcher, and can even create entirely new weapons that cost no more than ••••• (with the Storyguide's permission). The VARG must have access to bio-material and comes equipped with sufficient materials for five uses but may harvest additional material from the environment. By spending 3 Psi points the pilot may also make the same roll to heal damage done to weapons via the System Damage Stunt at a difficulty equal to the damage that took out the weapon. This ability is a version of the Biokinesis Transmogrify power Chimera, but can only create or repair weapons.

ORCA

Subtype: Combat (Tactical)

Size: 2

Tech: Hardtech

Life Support Days: 5

Armor: Hard 2, Soft 2

Base Speed: 2 (3 underwater)

Description: The chassis of an Orca VARG is made of curved surfaces, colored murky blues and muted greens to best blend in with underwater environments, making it very difficult to notice underwater. It is noted for its aerodynamic silhouette to best reduce resistance in the water and for the signature implosion cannon extending from the VARG's back.

Weapons: Particle Cannon, Medium Laser Cannon or Grenade Launcher, Implosion Cannon

Tags: Weapon 2, Weapon 1 x 2, Stealthy 2 (only underwater), Submarine

IMPLOSION CANNON

TYPE	EN	RANGE	DMG TYPE	TAGS	TECH	SIZE	FT	COST
Implosion Cannon	5	Close-Long	Blunt	Destructive 2, Hardpoint 2, Massive Explosive (ranged) 3, Ranged: Close-Long, VARG Scale	Hard	0	-	•••••

Propulsion 2

Unique Ability: All Orca VARGs are equipped with their signature weapon, the implosion cannon.

Implosion Cannon: This unique weapon harnesses the power of an aquatic environment. The implosion cannon draws water in from the environment and fires it into a concentrated jet used to shatter the hulls of ships and submarines and pierce the armor of enemy VARGs.

SCOUT VARGS

WEASEL

Subtype: Scout

Size: 1

Tech: Biotech

Tolerance: •••

Life Support Days: One Month+

Armor: Hard 2, Soft 2

Base Speed: 3

Description: A small BioVARG, the Weasel is a humanoid VARG with two arms, manipulative hands, and augmented legs for running or leaping. The Weasel is often dispatched for reconnaissance and relaying information.

Weapons: Common loadouts include Vibroblade or Plasma Blade, Pulse Laser, Flechette Cannon, Laser Cannon

Tags: Augmented Run, Weapon 1 x 2, Stealthy 2, Super-Science 1 (Psionic Relay)

Unique Ability: A psion who has formatted a Weasel VARG has access to its unique ability, Psionic Relay.

Psionic Relay: The Weasel broadcasts psionic signals, allowing the pilot to readily share information with all other pilots in her squadron. As a reflexive action, the pilot may convey one piece of information to any other known individuals within one AU, without need for ordinary communication. This ability duplicates the Telepathy Mindshare power Network.

KAMI-HEI-BUSHI (SPIRIT WARRIOR)

Subtype: Scout

Size: 1

Tech: Hardtech

Life Support Days: 5

Armor: Hard 2, Soft 2

Base Speed: 3

Description: Kami-Hei-Bushi VARGs have a smooth, minimalist silhouette. As their primary job is to disrupt enemy communications and aid in allied stealth missions, the Spirit Warriors are lightly armed and armored.

Weapons: Laser Cannon, Smart Missiles or Grenade Launcher

Tags: Augmented Run, Jump Jets, Weapon 1 x 2, Super-Science 2 (Electronic Jamming)

Unique Ability: The Kami-Hei-Bushi grants the pilot the Technology Stunt, *Electronic Jamming.*

Electronic Jamming: This device adds a Complication (Jammed) 2 to any attempt to notice the VARG or its allies by using VARG sensor systems, or any other technological sensory system.

BOTO

Subtype: Scout

Size: 1

Tech: Biotech

Tolerance: •••

Life Support Days: One Month+

Armor: Hard 3, Soft 3

Base Speed: 3 on land, or 3 underwater

Description: Tall and narrow, the VARG is made of shifting material that flows and changes as the VARG performs different tasks. Boto VARGs are primarily designed for exploration in difficult environments, including both underwater and on particularly challenging alien worlds. Most Boto VARGs usually have a humanoid shape, although multi-limb models are also common.

Weapons: None

Tags: Additional Armor, Augmented Run or Multi-Limb Array 2, Submarine Propulsion 2, Super-Science 1(Body Shape Adjustment)

Unique Ability: In order to better adapt to an environment its exploring, the Boto VARG grants its pilot Body Shape Adjustment.

Body Shape Adjustment: Make a Pilot + Intellect roll to reconfigure the shape of the VARG's form, allowing it to slither through narrow spaces or widen to better navigate turbulent environments, adding 2 Enhancement to all rolls involving movement, physical exploration, or navigating cramped or dangerous spaces. This ability is a version of the Biokinesis Transmogrify power Plasticity.

JELLYFISH

Subtype: Scout

Size: 1

Tech: Hardtech

Life Support Days: 5

Armor: Hard 3, Soft 3

Base Speed: 3 (underwater)

Description: Small and squat, the Jellyfish has a wide torso and paddle-like limbs. The broad body holds a special containment unit that perfectly equalizes external pressure.

Weapons: Laser Cannon, Flechette Cannon

Tags: Additional Armor, Environmental (pressure) 2, Submarine Propulsion 2, Weapon 1 x 2

Unique Ability: Intended for deep-sea or high-pressure environments, the Jellyfish grants its pilot Pressure Immunity.

Pressure Immunity: No amount of external pressure (water, gravity, etc.) can damage the VARG or cause harm to the pilot. The VARG gains the Environmental (pressure) 2 tag.

SUPPORT VARGS

COCKROACH

Subtype: Support

Size: 1

Tech: Biotech

Tolerance: ••••

Life Support Days: One Month+

Armor: Hard 3, Soft 3

Base Speed: 4/[1]

Description: Designed for repairs only, the Cockroach VARG is a long, thin BioVARG built with 10 limbs meant both for locomotion and mechanical use. Its frame is wrapped in overlapping, flexible plates, giving the VARG the appearance of a scuttling insect. The pilot enters the VARG face-down, and maneuvers the machine while in a reclining position. A few versions exist for Earth environments, but the VARG primarily serves its purpose in space.

Weapons: None, replaced with repair limbs

Tags: Additional Armor 1, Augmented Run, Multi-Limb Array x3, Super-Science 2 (Innate Toolkit), Thrusters, Tools

Unique Ability: The cockroach is built to be a repair VARG, scuttling along the hulls of much larger spacefaring vehicles. It has the unique ability *Innate Toolkit*.

Innate Toolkit: All repairs made by the VARG subtract two from their Difficulty, to

a minimum of 1. The Cockroach is always considered to have the right tools for the job, and if it is not equipped with a necessary tool, it grows a new, useful limb in a matter of moments. This ability is a version of the Biokinesis Transmogrify power *Gross Manipulation*, but only for purposes of creating tools.

KRAKEN

Subtype: Support

Size: 2

Tech: Biotech

Life Support Days: One Month+

Tolerance: •••

Armor: Hard 4, Soft 4

Base Speed: 3

Description: A towering support VARG, the Kraken is among the largest VARG models. It has six legs and requires two pilots: one to steer the large machine, and one to manage its heavy weaponry. When both pilots are formatted to the Kraken, they communicate telepathically.

Weapons: Common loadouts include — Major Coilgun, Major Laser Cannon, or Particle Cannon, Smart Missile Launcher, or, rarely, a Fusion Warhead.

Tags: Additional Armor 2, Multi-Limb Array x 2, Super-Science 1 (Psionic Targeting), Weapon 2, Weapon 1 x 2

Unique Ability: Both pilots who have Formatted to the Kraken have access to its unique Aim Stunt, Psionic Targeting.

Psionic Targeting: If a friendly VARG provides the location data of a target, the Kraken's gunner may spend 1 Psi point and then make an Aim + Intellect roll to fire on the target. If successful, the gunner does not need line of sight and can even fire through light cover. Psionic targeting lasts for three rounds.

MERCURY

Subtype: Support

Size: 2

Tech: Biotech

Tolerance: ••••

Life Support Days: One Month+

Armor: Hard 4, Soft 4

Base Speed: 3

Description: Often called the "walking ambulance," Mercury VARGs are enamel white and blocky, meant to be soothing and visible to crisis victims. Its arms are equipped with wide hands to better clear rubble and carefully lift injured victims unable to walk. It is fitted with a riot dazzler to allow it to operate around hostile or panicked individuals.

Weapons: Riot Dazzler

Tags: Additional Armor 2, Augmented Run, Cargo, Jump Jets, Super-Science 3 (Med Bay), Weapon 1

Unique Ability: Mercury VARGs are equipped with a med bay, allowing the pilot to rescue injured people from disaster sites. The med bay is an unusual version of the Cargo tag.

Med Bay: The body of the VARG is outfitted with a medical bay able to hold up to four additional adult humans. This bay contains enough equipment to stabilize critically injured people until they can be brought to safety and receive medical care. The VARG's life support system is designed to sustain the extra individuals until they can be returned to a hospital. In addition, a psion pilot can spend 1 Psi point to use the med bay to duplicate the effects of the Vitakinesis Iatrosis power Mending on some or all of the med bay's occupants.

SUPERIORS

> Technology is in our nature. Through our tools we give our dreams form.
> We bring them into the world.
> — Nicholas Carr

Superiors possess enhanced control over their own bodies, minds, and the faces they present to the world, unlike Talents who twist luck and inspiration to their benefit or psions who manipulate elements of the world with their minds. Being a Superior means *self*-mastery rather than influence over the external world or more nebulous concepts like luck. These stalwart individuals are artificially created Inspired characters. Every Superior once had the potential for becoming a psion or a nova, but technicians use a combination of genetic therapies, powerful drugs, and precisely controlled radiation dosages to transform them into something entirely new.

HISTORY

Being a geographically small power enclosed within a single vast arcology, identifying potential novas became a top priority for Nippon. By 2045, researchers developed a genetic test that could identify nova-potential. Unknown to them, this test not only identified novas, but all Inspired genetic quirks, including psions. Eight years later, these researchers also developed the Kaga-2 retrovirus which essentially re-writes the relevant portions of an individual's genetic code, rendering them baseline human.

Nippon has not shared this test or retrovirus widely. Even most inhabitants of Nippon are unaware of their existence. Children undergo the genetic testing at the same time they receive their school vaccinations before kindergarten. Any potential novas received the Kaga-2 retrovirus injection at a later routine check-up.

Among world governments and organizations, knowledge of the genetic testing is known and rumors of the Kaga-2 retrovirus abound. Researchers at the Æon Trinity know more than, for instance, researchers in the FSA, but no one outside of Nippon knows everything.

THE NAKAMURA PROCESS

The primary problem with the Kaga-2 retrovirus was that it left Nippon without enhanced individuals to assist the nation. The government funded several grants to research methods of preventing nova contamination, shaping or controlling nova potential, and developing new forms of exceptional humans.

In 2065, after years of research and failures, Kayoko Nakamura successfully tested a proprietary blend of retroviruses, neurotransmitter inhibitors, and radiation exposure that rewrote the genetic code to remove nova and psion potential by transforming subjects into a new type of Inspired human. When the government hesitated to allow Kayoko to test her concoction, she held a human trial in secret using the 18-year-old son of one of her lab technicians.

This boy, the first individual to undergo what would become known as the Nakamura Process, was Jun Hasegawa. Jun's strength and intellect developed far beyond baseline human capabilities. Though censured by the government, Kayoko's laboratory received funding to refine the process and conduct further human tests. Through these tests, Kayoko was able to perfect her process. It is effective on 83% of the people who undergo it. The remaining 17% no longer have psionic or nova potential but aren't quite baseline either. So far, the government has been unable to fully understand this strange percentage of results.

Jun grew up to become an influential minister in the government and one of the architects of the sorting process alongside Kayoko Nakamura and her protégé, Eisuke Akiyama. Jun is also the individual who named the people like himself who undergo the process and end up in the 75% of successes. They are Jinketsu, a term that means "great person" or "hero."

THE JINKETSU SORTING PROCESS

The government in Nippon does not provide the Nakamura Process to all individuals who display potential through their genetic testing. Only those who support the government and commit to the

safety of Nippon learn of the process and are permitted to undergo it. Determining which individuals should receive this opportunity is a multiyear process that begins when children enter kindergarten and ends when they leave high school.

EARLY IDENTIFICATION & MONITORING

After children receive the mandatory genetic testing in childhood, those who demonstrate potential for various powers no longer immediately receive the Kaga-2 retrovirus. Instead, these children are placed on a monitoring list and closely watched. Throughout elementary and junior high school, any students who shows signs of erupting or has more than a passing interest in anti-government movements, including Psi Nippon, receive the Kaga-2 retrovirus at a routine check-up. These students never learn that they were born latents or potential novas.

THE HIGH SCHOOL EXAM

In 2080, the Ministry of Education, Culture, Sports, Science, and Technology (MEXT) ruled that all high school exams must include a standardized section based on the revised National Center Test for college admission. This standardized section, according to MEXT public comments, assesses critical thinking and judgement. Though some high schools use the data from the standardized section, now commonly known as "the standard," for making admission decisions, the true purpose of the standard is to assess potentials' judgement and suitability for Jinketsu powers. Those who fail to answer key questions in a satisfactory manner receive the Kaga-2 retrovirus. The remainder are closely observed throughout all three years of high school. In some cases, governmental agents even join schools undercover as staff to interact directly with the potentials. As before, if students show signs of erupting or joining radical movements, they receive the Kaga-2 retrovirus and never learn of what they have lost.

INTERVIEWS

During the final semester of their final year of high school, all potentials who survived the sorting process are invited to a special interview with members of the government. The government agents meet the students in their own cities, rather than requiring them to travel. These interviews are not secret and many students hope to be selected.

No one outside the government knows the criteria for selection; students only know that their friends who received and passed the interview later lived very successful lives. Anyone who refuses the interview receives the Kaga-2 retrovirus.

During the interview, government agents gather information to make their final decisions about whether the student should be offered the Nakamura Process or not. Those who make this last cut learn about the Jinketsu and their potential for becoming one (their latent status or nova-potential is not disclosed at this stage; that knowledge is "need to know" only). If the students agree to undergo the Nakamura Process, the government ensures them a place in a competitive university without the need to take any college exams and arranges for their employment after graduating university. Alternatively, students may choose to bypass university and enter directly into employment. In return, students pay for the Process with their work and time. Jinketsu must commit to serving government interests for 10 years after leaving high school or university. Those who agree undergo the Process. Those who refuse receive the Kaga-2 retrovirus.

RUMORS OF SUPERIORS

Although the Nihonjin government took great pains to ensure the outside world did not learn of the Jinketsu, after the end of the Quarantine in 2105, rumors began to spread. In the 22nd century, Nippon has used Jinketsu to carry out sensitive missions and to negotiate key trade deals on the country's behalf. Some clairsentients, quantakinetics, telepaths, and vitakinetics could tell that the Jinketsu they encountered were not baseline or nova, but could not tell what they were or the breadth of their abilities. In the upper echelons of international affairs, many asked, "Who are these Nihonjin Superiors?"

Rather than disclosing the truth about the Jinketsu, the Nihonjin government asked the Jinketsu community to develop a counternarrative to the rumors. The solution, the community answered, was cyberware. Everyone knew that Nippon's cyberware far outstripped anything beyond its borders. Since psions were heavily restricted within Nippon's borders, most had not interacted with anyone with multiple augmentations. If all Jinketsu had enhancements, the government could, through various backchannels, spread the belief that the Superiors were baseline individuals heavily outfitted with cyberware.

Currently, no Jinketsu has died of old age. In addition to benefiting from Nippon's highly advanced medicine, the Nakamura Process retards aging, and estimates suggest that Jinketsu will live at least twice as long as baseline humans.

From that point forward, all Jinketsu received multiple cyberware enhancements, including the most controversial of all: a kill switch. According to the government, the kill switch cannot be activated remotely. It exists only so that no one who manages to obtain a Jinketsu corpse can prove that the cyberware story is untrue.

Every potential Jinketsu must agree to have the kill switch installed, or else they are given the Kaga-2 retrovirus. Every Jinketsu lives with the knowledge that they are all responsible for keeping one of their nation's deepest secrets.

THE BETRAYAL OF EISUKE AKIYAMA

As Kayoko Nakamura moved closer to retirement, she groomed a Jinketsu named Eisuke Akiyama as her protégé. After undergoing the Nakamura Process, Eisuke's mental capabilities expanded and, during university, he discovered a great interest in testing the limits of his skills. These tests drew Kayoko's attention and she started working with Eisuke to formalize and perfect his tests. Eisuke wrote up the first official version of the Akiyama Assessments as his confidential thesis during his final year of university. Upon graduation, he immediately joined Kayoko's lab as his government work. The Akiyama Assessments are still used to measure Jinketsu, determine their forte, the arena in which their growth is most remarkable, and to compare their capabilities.

In 2106, friction developed between Kayoko and Eisuke. Kayoko argued the necessity of the sorting process and the danger of allowing anyone with potential become Jinketsu. Eisuke, however, argued that Nippon would be a stronger nation if it did not hoard the Nakamura Process to a special, loyal few. In 2107, Eisuke Akiyama disappeared, absconding with everything he required to replicate the Nakamura Process independently.

Eisuke still lives within the Nippon arcology. Now in his mid-50s, he lives in the fringes. Not only does he share the Nakamura Process with the families living in the fringes, he relies on old friends in the government and new friends with impressive hacking skills to obtain lists of the students being monitored in high school. Eisuke and those loyal to his ideals, an organization known as the Akiyama Group, reach out to these potentials when they can and provide them an alternative to the government's path.

NOT A COMPLETE BETRAYAL

Eisuke did not betray Kayoko and the Nihonjin government in two key ways. The first is that he has not explained to anyone that Jinketsu potential means that someone could become a nova or psion. He agrees that these possibilities are too dangerous to allow in Nippon. The second is that he remained in Nippon. Even when approached by the Æon Trinity, he refused to share the secrets of the Nakamura Process. He even ensures that everyone the Akiyama Group administers the Process to also receives at least one piece of cyberware, doing his part to maintain the fiction that the government endorses.

THE JINKETSU COMMUNITY AFTER THE BETRAYAL

While the government swiftly suppressed all knowledge of Eisuke's betrayal, knowledge spread throughout the Jinketsu community. Though many sided with the government, a few approved of Eisuke's actions. Some left to join the forming Akiyama Group, while others remained as sympathetic insiders. Some Jinketsu, however, disliked both sides and started seeking ways to leave Nippon and its secrets. A small underground movement now smuggles Jinketsu out of Nippon. One person who found her way out was Hana Mizuki, a scientist who, upon leaving Nippon, joined the Æon Trinity.

THE ÆON TRINITY SUPERIORS

Word of Eisuke Akiyama's betrayal also spread beyond Nippon before the government could fully suppress the news. Defecting Jinketsu elaborated on the rumors. The Æon Trinity, after verifying the existence and capability of the Jinketsu, publicized their interest in understanding the "Nihonjin Superiors." Nippon's ongoing secrecy has ensured that few people outside of Nippon use the term "Jinketsu" in place of "Superior."

Although Eisuke refused to share the Process with the Æon Trinity, the organization's Project Ceto formed a team, led by Kairam Ahmed Hamdan, an electrokinetic, and Hana Mizuki, a Superior, to investigate and replicate the Nakamura Process. In 2122, after nearly 11 years of intense study, Kairam and Hana's team successfully replicated the Nakamura Process. The team is still testing and refining their version of the Process. Over the past few months, they began administering it outside of their highly controlled human trials.

Kairam and Hana have expanded their tests to two groups. The first group are refugees of Aberrant attacks. Those who have potential to become novas are offered the experimental Process in place of the Kaga-2 retrovirus. This is to prevent dangerous eruptions in the new settlements. Once members of this population resettle, they tend to live low-stress lives, providing an important comparison for Kairam and Hana's second group: Æon Trinity operatives. Kairam and Hana have offered the Process to a wide variety of Æon Trinity personnel, to stress test Superiors and the Hamdan-Mizuki version of the Nakamura Process across many fields. They hope to find and correct concerns that more controlled tests have yet to reveal.

SUPERIORS IN 2123

There are currently only three organizations that can transform people into Jinketsu: the Nihonjin government, the Akiyama Group, and the Æon Trinity.

NIPPON

Awareness of the Jinketsu community is growing. So far, citizens in Nippon treat the existence of Jinketsu as a sign of cultural superiority. Public debates have cropped up about the proper honorific to use for Jinketsu. The options mentioned most frequently are -sensei, -dono, and creating a new honorific. Nippon is the only location where "Jinketsu" is more used than "Superior."

Members of the government are considering whether to embrace this growing awareness. Some believe it could provide a compelling alternative to the popular Psi Nippon. Others within the government believe promoting the counter-narrative that Jinketsu prowess is the result of cyberware is the more prudent path. While the factions continue to debate, all Jinketsu in Nippon continue to receive at least one cyberware enhancement.

Jinketsu serve the government as scientists, spies, bodyguards, assassins, and Nakamura Process sorting officials. The decade of governmental service does not always mean an explicitly government job. Some fulfill their service as media personalities, school teachers, or and popular idols. Trusted Jinketsu travel beyond Nippon's borders on special missions.

Currently, Nippon contains 2,500 official Jinketsu.

NIPPON FRINGES

The Akiyama Group has been busy over the past decade and half. Though the Group must move constantly to avoid arrest and is always scrounging for the resources needed to provide the Nakamura Process, they have managed to share the technology with many who would have never gotten the chance due to living in the fringes or to failing out of the sorting process.

Jinketsu who receive the Nakamura Process from the Akiyama Group must live under the radar or on the fringes, lest they get arrested by the government. While some of these Jinketsu live quiet lives, most are rogue scientists, rebel organizers, hackers, smugglers of both goods and people, bodyguards, fringe community leaders and protectors, and activists.

So far, the Akiyama Group has shared the Nakamura Process with 600 people.

INCORPORATING SUPERIORS INTO TRINITY CONTINUUM: ÆON CAMPAIGNS

One obvious choice for a campaign involving Superiors is to either set it in Nippon or for the characters to be from Nippon and either work for the Nihonjin government or the Aki-yama Group. Characters in such a campaign could include both Superiors and Talents, and the campaign could involve everything from battling Aberrants or terrorists in the Nihonjin arcology to protecting fringe dwellers from abuse and harassment by the Nihonjin government, or performing clandestine missions outside of Nippon.

However, players who wish their characters to travel to the stars, be in a campaign where most characters are psions, or work for another organization require other options. In campaigns where they are not in or closely associated with Nippon, characters can either be renegade Jinketsu who now work for the Æon Trinity, or members of the few Superiors created by the Æon Trinity, who either work for this organization or have joined one of the psi orders. Regardless of their origins, Superiors are highly competent characters who can work well in almost any campaign. Integrating them into a campaign where most characters are psions is in many ways similar to including Talents in such a campaign (see **Trinity Continuum: Æon**, p. 322).

A campaign containing characters who are psions, Superiors, and Talents could work exceptionally well and provides exciting character possibilities for a multitude of different types of players. However, unlike psions, who are often minor celebrities, the Æon Trinity strongly advises Superiors to keep their nature secret, to avoid potential threats from Nippon and also from nations and metacorporations who are interested in duplicating the Nakamura Process.

ÆON TRINITY

The Æon Trinity has started sharing their version of the Nakamura Process beyond controlled human trials. With rare exceptions for dangerous potential novas or refugees, the organization is still only sharing the Process with those affiliated with the organization. Everyone who undergoes their Process must check-in regularly with Kairam Ahmed Hamdan and Hana Mizuki to ensure the Process is holding and all is well.

Kairam and Hana are protective of their test subjects and are willing to pull strings for them as long as the subjects submit to regular assessments and monitoring.

Superiors created by the Æon Trinity tend to be soldiers, diplomats, spies, scientists, and refugees leading average lives.

So far, the Æon Trinity has created 15 Superiors, approximately five of whom live in refugee settlements, and they are preparing to create more.

ELSEWHERE

While no other nation or organization besides the Æon Trinity has been able to replicate the Nakamura Process, many are interested. Australia, being one of the popular resettlement locations for refugees, would like to administer the Process without having to rely on the Æon Trinity. China is actively courting scientists within Nippon, trying to lure out Superiors who can share the Process — much as Hana Mizuki shared her partial knowledge with the Æon Trinity. In Eastern Europe, Superiors are seen as a possible resource to tip the balance of power among the tense nations, allowing one to emerge as a clear leader. The FSA is highly interested in the Superiors potential as soldiers.

Creating a Superior mostly follows the character generation process described in the **Trinity Continuum Corebook** (p. 35).

STEP ONE: CONCEPT

While this step is the same, players should consider including their Superior status among their Aspirations. A Superior in Nippon might be trying to have their kill switch deactivated or trying to find a way out of Nippon or away from the retrieval team trying to bring her home. A Superior from the fringes might want to reconnect with family they had to leave behind when they accepted the Process from the Akiyama Group or try to get together the materials to share the Process with another marginalized community. A Superior in the Æon Trinity could be attempting to define the best role for Superiors in the organization, while a refugee Superior might be seeking ways to use their new powers.

Superiors are Tier 2 characters.

STEP TWO: PATHS

Superior characters replace their Origin Path with a Superior Path that describes why and from whom they received the Nakamura Process. Each Superior received the Process from one of three sources: the government in Nippon, the Akiyama Group, or the Æon Trinity. Just because one of these organizations administered the process, however, does not mean that the character retains a good relationship with them.

NIPPON GOVERNMENT

Your character received one of the few, coveted government interviews during their last semester of high school. During this meeting, they learned that they had the potential to become a Jinketsu, a new kind of hero for Nippon. If they agreed to undergo the Nakamura Process, they would receive a place in university — without testing — and would be guaranteed a career after graduation. All they had to do in return was pledge 10 years of civil service.

Connections: The government, sorting officials, the Jinketsu community, state-of-the-art facilities

Skills: Athletics, Humanities, Integrity, Technology

Edges: Computer Enhancement, Cyberware Access (**Trinity Continuum: Æon**, p. 130), Hardy, Keen Sense, Lightning Calculator, Patron (Nippon Government, •••), Photographic Memory (•)

Cyberware: Enclosed System, Kill Switch, Neural Regulator

THE AKIYAMA GROUP

When your character was in high school, a stranger found them and, after deactivating the OpNet surveillance around them, explained that your character had the potential for greatness and that the government was going to snuff it out. The Akiyama Group administered the Process and let them become the Jinketsu they should, all your character had to do was leave their home, family, friends, and school behind: join the fringes or be neutralized.

Alternatively, your character grew up in the fringes of Nippon, the wild, forgotten areas of the arcology where radicalism thrives. The Akiyama Group visited their community and offered a test to determine who had the potential to become Jinketsu. Those with potential were then offered a choice: undergo the Process or be neutralized.

Connections: the Akiyama Group, fringe communities, various smuggling groups, rogue lab facilities

Skills: Close Combat, Larceny, Survival, Technology

Edges: Adrenaline Spike, Alternate Identity, Covert (•), Cyberware Access (•-••), Danger Sense, Hardy, Keen Sense, Lightning Calculator, Swift

Cyberware: Advanced Radio Implant

ÆON TRINITY

The Æon Trinity reached out for volunteers from among the organization and among resettling refugees to undergo the Hamdan-Mizuki variation of the Nakamura Process. This Process spread the existence of the Nihonjin Superiors beyond the borders of Nippon. Kairam Ahmed Hamdan and Hana Mizuki, the innovators of this variation, met with each volunteer individually and explained the risks involved with their still-experimental Process. Kairam and Hana requested that all of their test subjects simply attempt to live their best possible lives — whether in quiet contentment or daring heroism — while submitting to regular check-ups and assessments.

Connections: Kairam Ahmed Hamdan, Hana Mizuki, the Æon Trinity, refugee community

Skills: Aim, Culture, Persuasion, Technology

Edges: Breath Control, Covert (•), Direction Sense, Fast Draw, Hardy, Iron Will (•), Keen Sense, Library (•-••), Lightning Calculator, Patron (Kairam Ahmed Hamdan and Hana Mizuki, •), Photographic Memory (•)

STEP THREE: SKILLS, SKILL TRICKS, AND SPECIALTIES

This step follows the process described in character generation.

STEP FOUR: ATTRIBUTES

This step follows the process described in character generation.

STEP FIVE: APPLY THE SUPERIOR TEMPLATE

Each Superior differs from baseline humans, psions, novas, Talents, and other various types of characters in the **Trinity Continuum**. This template turns average characters into Superiors.

CHOOSE A FORTE

Superiors have mastery over their own bodies, minds, and presentation. They can't control the world or other people; they can only control themselves. All Superiors are not alike. One way that Superiors differ is their **Forte**. A Forte is the Arena — Physical, Mental, or Social — in which a Superior particularly excels. While all Superiors increase in

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SUPERIORS AND BIOTECH

All Jinketsu created by the Nippon government and most created by the Akiyama Group consider noetic biotech to be a twisted abomination and would never use it, much less format it. However, Jinketsu are just as able to use and format biotech as neutrals, and can even possess the Increased Tolerance Edge (**Trinity Continuum: Æon**, p. 127). Many of the Superiors created by the Æon Trinity use formatted bioware, and one is a BioVARG (p. 271) pilot.

CHARACTER ADVANCEMENT

While Superiors mostly advance the same as other characters, some differences exist. This table replaces the basic table (**Trinity Continuum Corebook**, p. 38).

OBJECT	CHANGE	COST
Attribute	Add one dot to a single Attribute	10 Experience
Attribute	Add one dot to an Attribute within your Forte	8 Experience
Edge	Add one dot in a new or existing Edge	3 Experience
Edge	Add one dot in a new or existing Path Edge	2 Experience
Enhanced Edge	Gain a new Enhanced Edge (even if it is a Path Edge)	6 Experience
Favored Approach	Change a character's Favored Approach	15 Experience
Skill	Add one dot in a new or existing Skill	5 Experience
Skill Trick	Add a Skill Trick to a Skill	2 Experience
Superior Power	Add one dot in a new or existing power	4 Experience
Superior Power	Add one dot in a new existing power within your Forte	3 Experience
Specialty	Add a Specialty to a Skill	2 Experience
Path	Add one dot in a new or existing Path (maximum 5 Paths)	15 Experience

all Arenas, some Superiors become brilliant scientists while others become pop stars.

Choose a Forte for your character. This is the Arena in which the character received the most gains after becoming a Superior; it does not have to be the character's highest Arena. The Forte is important because it determines which Attributes receive an additional boost, as well as which Superior powers cost less Experience to learn. Once you choose your character's Forte, it is set and does not change.

Superiors whose Forte is Physical exceed baseline limitations in strength, speed, and durability. They also possess various unusual abilities well beyond anything that even the most physically impressive baseline humans can manage. They are inhumanly strong, tough, and adaptable.

Superiors with a Mental Forte have complete control over their minds, memory, and intellectual skills. These Superiors process large and complex data as easily as adding single digit numbers together and can use that processing power to learn esoteric subjects or languages with ease. They are also well protected against mental influence.

Social Superiors intuitively know how to navigate a room or a system effectively. They understand the effect they have on people and use that, not only to achieve their own objectives, but to understand others. They are masters of lies and detecting lies, and of saying just the right thing to shift the feeling of the room.

Once you've chosen your character's Forte, add 1 dot to each Attribute in their Forte. Unlike other characters, Superiors can start with a maximum of six dots in an Attribute.

Then add one Attribute dot to any one Attribute in each of the other two Arenas. By this point in the character creation process, your character should have a total of 29 dots in Attributes. At the end of the character creation process, your character will have 30 Attribute dots, with the last coming from Step Six: Gain Bonus Traits (**Trinity Continuum Corebook**, p. 39).

SKILL TRICKS

Superiors choose two Skill Tricks to take at the start of the game.

SUPERIOR POWERS

Superiors have access to special powers that other characters cannot take. Superiors may spend 5 points within the Arena of their Forte and 5 additional points in the remaining two Arenas. After character creation, learning new powers in the character's Forte is cheaper than learning new powers in either of the other two Arenas. Some of these powers have Edges as prerequisites. If you want to take a power, but do not have the prerequisite Edge, you can take up to 2 dots of that Edge instead.

STEP SIX: FINAL TOUCHES

This follows the basic character creation rules with one exception: all Superiors start with a Defense of 2. Finally, Superiors may not, with one exception (see *Tactician*, p. 74) use Dramatic Editing.

SUPERIOR POWERS

Superior powers are tied to one of three Attribute Arenas: Mental, Physical, and Social. Each power focuses on how Superiors control themselves to effect change on the world around them. Some of the powers include drawbacks, particularly at higher levels, and other possess various Edges as prerequisites. If a character does not have the prerequisite Edge for a power, you may spend one Superior power dot to purchase up to two dots of the missing Edge.

PHYSICAL

These powers enhance the Superiors' bodies, giving them physical capabilities well beyond an ordinary human's limits.

BALANCING ACT (• TO ••)

As the world tips around them, your character remains still and surefooted. Neither the narrowest ledge or flimsiest bridge disturbs her. No matter how challenging the conditions, she keeps her balance.

- • Your character has fantastic balance and can ignore up to 3 Complications related to it (e.g., moving vehicle, narrow ledge, high catwalk, spaceship under fire).
- •• When your character's ability to remain balanced in trying circumstances is an asset, she takes +2 Enhancement to her action.

CHAMELEON (• TO ••••)

With only a thought, dark hair shifts into a honey blond and freckles erupt over your character's skin. He shifts the distribution and levels of melanin, enabling him to alter his appearance.

- • Your character can change his hair and eye color. Whenever this change would be advantageous, he receives +1 Enhancement.
- •• Your character can shift his skin tone lighter or darker. Whenever this change would be advantageous, he receives +2 Enhancement.
- ••• Your character can shift his personal coloring more strategically, creating the illusion of different facial shapes. His control is fine enough that he can also write messages on his skin. This provides +3 Enhancement whenever this ability is advantageous.
- •••• Your character can change his hair, eye, and skin tone to any color, allowing him to adjust his physical appearance to blend into his surroundings. Roll Survival + Dexterity. Each success is an Enhancement you can use when your character is attempting to be stealthy.

CONTORTIONIST (•)

Your character can pretzel her body into myriad compact shapes and fit herself into improbably small hiding spots. When your character takes advantage of her incredible flexibility and ability to fit in tiny spaces, take +3 Enhancement.

HARDENED (• TO •••)

Weapons flounder against the subtle defense of your character's skin. Even when wearing nothing, he is well-protected from injury.

- Your character's skin provides him with one point of both hard and soft armor that possess the Innocuous tag — meaning that your character's skin looks perfectly normal. This armor is both Bulletproof and Slash Resistant.
- •• Your character's skin is now Bulletproof, Impact, & Slash Resistant.
- ••• Your character's skin now provides two points both hard and soft armor.

MIGHTY LEAP (• TO ••)

The power in your character's legs propels her to impossible heights and distances. When she leaps, she almost looks like she's flying. She is also immune from falling damage from any vertical distance she can jump.

- • Your character can leap over any vertical barrier that is no more than Close range above her without rolling dice.
- •• Your character can leap up to Short range horizontally and up to five meters vertically without rolling dice.

POWER LIFTER (• TO ••)

Where others grunt until their faces turn purple as they try to lift massive objects, your character doesn't even strain himself. He possesses unparalleled strength.

- • After calculating the difference in Scale for lifting or pushing an object (**Trinity Continuum Corebook**, p. 74), your character subtracts 1.
- •• When your character's strength would be an asset, you add +2 Enhancement. This specifically includes most Close Combat attacks.

SPEEDSTER (• TO •••)

Prerequisite: Swift

The moment the whistle blows, your character is already crossing the finish line. She sprints in a blur, keeping pace with and outstripping swift vehicles and animals.

- • Your character adds +1 to her Speed Scale for running.
- •• Your character receives a +2 Enhancement for attempting to outrace others on foot.

•••   Your character adds +2 to her Speed Scale for running.

SUPERIOR RECOVERY (•• TO •••••)

Prerequisite: Hardy (•••)

While others suffer through days and weeks of slow and patient healing, your character is already whole and healthy again. He heals from his injuries at a preternatural rate; almost nothing can keep him down.

••   When recovering from a Status Condition, your character only needs to meet half of the required successes, rounded up.

•••   When resisting continuous, your character only needs to meet half the required successes, rounded up, each time.

••••   When rolling to resist poison or other forms of indirect damage, your character removes two points of damage for each success.

•••••   Your character automatically heals one Injury Condition, regardless of severity, at the end of each scene. The injuries heal in order from least to most severe.

SWIMMING CHAMP (• TO ••••)

Prerequisite: Breath Control

Deep and vast waters hold no terror for your character. She is as at home in the water as she is on land.

•   Your character is comfortable beneath the waves. Water is a Difficulty (0) Terrain for her.

••   Your character zips through the water like a fish, add +1 to her Speed Scale for swimming.

•••   Your character ignores all Complications related to being in water, such as to Perception, while swimming and can now hold her breath underwater for up to one scene.

••••   Being in a large body of water and swimming around grants your character a +2 Enhancement to any actions taken while in the water.

THERMAL REGULATION (• TO •••)

Whether in the deepest desert or most frigid tundra, your character is perfectly comfortable. He can control his core temperature, allowing him to remain comfortable in extreme conditions.

•   Your character regulates his internal temperature. His skin gains the Environmental 0 (temperature extremes) armor tag. This ability is not apparent to others. When manipulating his body temperature to appear feverish or dead or when using it to comfort others, he gains +1 Enhancement.

••   Your character can localize his temperature regulation into just his hands. He takes +2 Enhancement when using this skill to provide First Aid to others.

After this point, your character must specialize in either warming or cooling.

•••   Your character can either boil or freeze a glass of water by touch. He can also enhance hand-to-hand attacks with this temperature. Attacks made with your character's bare hands automatically gain +3 Enhancement and one additional tag, which must be Incendiary for warming attacks and Combined Stun for cooling attacks.

MENTAL

These powers enhance Superiors' minds, allowing their thoughts to flow faster and with greater creativity and precision.

FAST DEDUCTION (•)

Upon meeting a new person, your character can, by observing their clothing, stance, manner, and speech, determine one true thing about the person. Ask the GM a simple question about the person (e.g., their occupation, where they just came from, a hobby, marital status, pets) and the GM will answer truthfully. If the answer requires more than a few words, however, the GM may request that you ask something else.

INGENUITY (• TO ••••)

Prerequisite: Taking greater than Ingenuity 3 requires having Inventing Spark (•)

Your character can turn a bunch of junk into just the tool she needs for the moment. Using accessible materials, your character assembles a tool and rolls Technology + Cunning. Each success generated after meeting the Difficulty is an Enhancement the tool grants when used. The tool must grant at least 1 Enhancement each time it is used. When the Enhancements run out, the tool breaks.

- • Your character can craft simple tools using only one or two pieces, such as lockpicks or tying a bucket to a rope, more effectively than others. The Difficulty for these tools is 1.

- •• Your character can craft more complicated tools and simple machines more effectively than others. The Difficulty for these tools is 2.

- ••• After meeting the Difficulty for creating an item, your character doubles the number of successes for the pool of Enhancements. This bonus does not extend to super-science.

- •••• Your character can now apply her ingenuity to super-science. She receives the Jury Rigging specialty (**Trinity Continuum Corebook**, p. 98). In addition, she subtracts 2 from the total number of Flaws she must apply to the devices she creates.

INVENTING SPARK (• TO •••)

Your character can envision and construct amazing technologies decades before their time.

- • Your character looks beyond the tech horizon when crafting new inventions. He can create Advanced and Inspired super-science inventions (**Trinity Continuum Corebook**, p. 90).

- •• Your character's keen eye and intuition help mitigate problems. Subtract 1 from the Complication for the invention.

- ••• Your character has a deep affinity for technology. Take a +2 Enhancement to Technology when crafting an invention.

LIGHTNING REFLEXES (•• TO •••)

Prerequisite: Hair Trigger Reflexes

Your character anticipates movement around herself, reacting well before others.

- •• Your character reacts so quickly she can interrupt others' actions. Once per conflict, you can declare that you are seizing focus before another character — friend or foe. This does not adjust the Initiative Roster; your character still gets her other action that round.

- ••• Your character sees the hit coming and prepares, even if it isn't her turn to act. When someone targets your character with an attack, she can automatically increase her Defense by 1. She may do this once per round.

MEMORY PALACE (• TO ••)

Prerequisite: Photographic Memory (•••)

Within your character's mind is a vast palace holding all his memories. He can interact with, change, and review his memories in full sensory detail.

- • Your character has complete control over his memory and can start, stop, fast forward, and zoom in. He can also alter his memory temporarily to deceive anyone who tries to read his mind or catch him in a lie. Roll Integrity + Cunning, each success means that the memory remains changed for one scene. Also, whenever your character's control over his memory helps him notice or analyze clues, he gains +3 Enhancement.

- •• Your character has no secrets from himself. His mind is his domain and no one else is welcome. No one can read your character's mind or try to influence him psychically without his knowledge. In addition, all attempts to penetrate your character's mind with psychic abilities or technology requires an opposed roll.

You may use milestones for Polyglot and Quick Study to generate a larger dice pool. The milestones represent the amount of additional time spent on the subject or language and the different avenues your character pursed for information.

ORIENTEER (••)

By paying attention to her surroundings and possessing both a strong sense of direction and a good memory, your character always knows the time within five minutes and the cardinal directions. This also means she is talented at backtracking. When your character's sense of time or direction is applicable, take a +2 Enhancement.

POLYGLOT (• TO ••)

Polyglot allows your character to study a language from texts, recordings, and entertainment well enough to communicate with confidence.

To swiftly study a language, roll Humanities + Intellect against the Difficulty of the language to generate a pool of successes. Most languages are Difficulty 1 to learn. Alien languages and languages for which your character has little study material are Difficulty 2 or 3 at the Storyguide's discretion. The character's understanding of and ability with the language lasts until the pool empties. He may only have one language pool at a time. Studying a language requires at least one scene of effort.

You can make a character's skill with a language permanent by spending 1 Experience before the pool empties. You may then add the language to the list of those he knows.

•   Each success represents one day your character can communicate in the language like a native speaker. Remove 1 success from the pool each day that passes. You may also spend successes as Enhancements to situations in which understanding the language would be helpful.

••   Each success is a week. Remove 1 success from the pool each week that passes from when the pool was generated. In addition, each success spent as an Enhancement counts as +2 Enhancement rather than +1.

QUICK STUDY (•• TO •••)

When your character studies a new topic, she generates a mental body of knowledge she can use to analyze information, predict behavior, or pass herself off as an expert. Your character may normally only have one body of knowledge in her mind at a time.

To generate a body of knowledge, roll an appropriate Skill + Cunning. The successes form a pool of Enhancements your character can use in any situation in which that knowledge would be helpful. When the pool empties, the knowledge is no longer fresh, convincing, or useful.

••   Your character can form a body of knowledge. Doing so requires both access to appropriate information and one scene of intensive study.

•••   The first time your character draws on a body of knowledge, each success counts as +2 Enhancement instead of +1.

SAFE SPACE (•)

Your character has an area in his mind that no one can reach. When he is Taken Out, he can retreat to this space. After spending one round without taking any actions or interacting with the outside world, he can lock away all the pain he is feeling. Your character may spend Momentum to rejoin the Initiative Roster and take actions. He must spend 1 Momentum per round to remain active.

Drawback: For each Momentum spent, add +1 Difficulty to each action your character takes after combat ends. The additional Difficulty fades at a rate of 1 per hour.

SUPERIOR HACKING (• TO ••••)

Your character has an intuitive knowledge of computers that enables her to hack systems quickly, quietly, and effectively.

•   Your character is a highly skilled hacker. Take a +2 Enhancement to hack a system and one extra attempt to complete the hacking milestones (**Trinity Continuum: Æon**, p. 199).

••   Your character knows how to cover her trail. The subversions Hide Subversion and Leapfrog each cost 1 fewer success. This

also means your character automatically creates a +1 Complication to hide her hacking without having to spend a success.

- ••• Your character knows how to bypass failsafes. Your character pays off 1 point of the failsafe Complication automatically.
- •••• Your character is one of the best. When hacking a system, she receives one successful milestone automatically.

## SUPERIOR PROCESSOR (•)

Prerequisite: Lightning Calculator

Your character is a computing genius able to conduct complex probability analyses in his head.

- • Your character can play out what-if scenarios and process spatial data mentally. When your character receives complex information that involves any amount of mathematics, physics, or mapping, he automatically overcomes one milestone to analyze that information.

TACTICIAN (• TO •••)

Whether on a battlefield or in a ballroom, your character is a tactical master, able to strategize the best approach in nearly all situations and always handy with a contingency plan.

- • Your character can recall a similar situation and what happened then. Roll Humanities or Culture + Cunning against Difficulty 1. For each success, the Storyguide shares a detail of a previous similar situation and how it went well or poorly.
- •• A moment of preparation saves both days and lives. When your character takes time to prepare before a tense social event or spends a round of combat in preparation, roll Culture or Close Combat + Resolve to generate a pool of successes. Give these successes to your character's allies to use as Enhancements.
- ••• Your character always has a backup plan. While Superiors normally cannot use Dramatic Editing, purchasing this power at this level provides a single exception. Once per session, use Dramatic Editing to describe how she prepared a backup plan. Take a +2 Enhancement for using that backup plan.
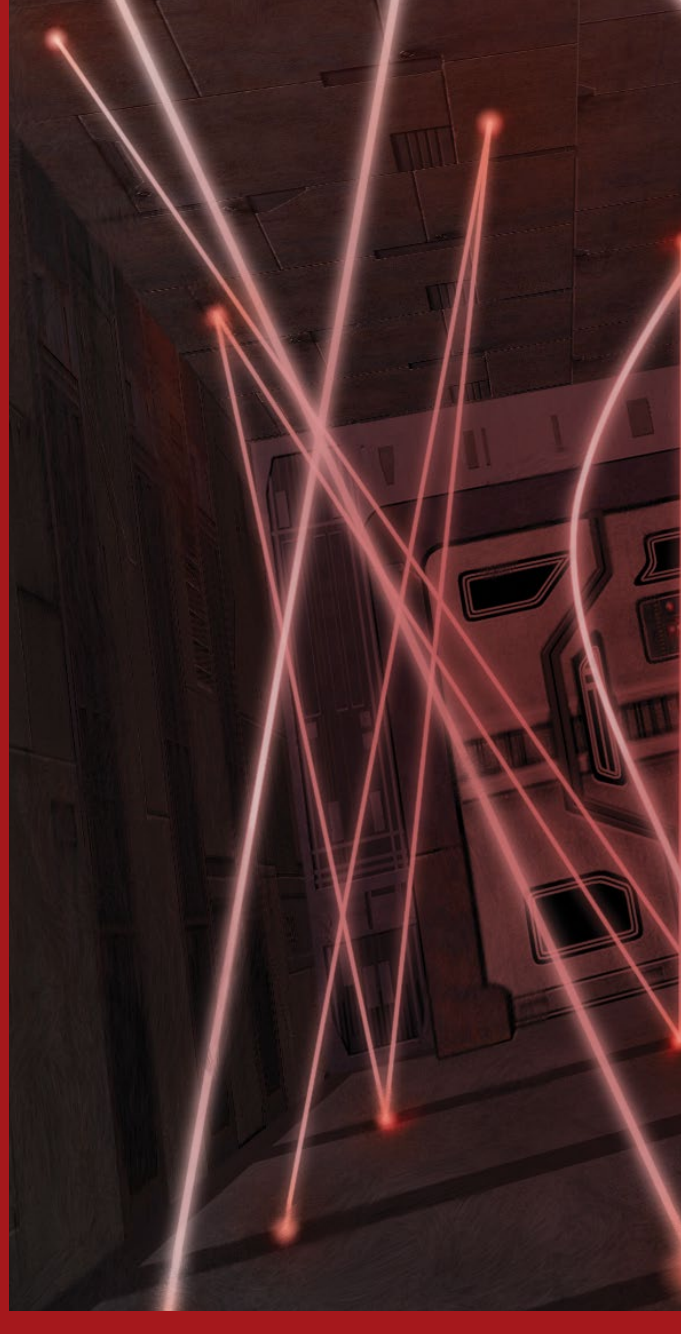
UNASSAILABLE WILL (• TO ••)

Prerequisite: Iron Will (•••)

- • Your character's mind is his own. Gain +5 Enhancement to resisting influence or mind control.
- •• Those who try to penetrate your character's mind hurt themselves in the attempt. Use successes generated from resisting influence, mind control, or other mental penetration to apply Injury Conditions or the Stunned Status Condition. If the

penetration was technological, spend successes to add the Flaw "Damaged (Variable)" to the object. This Flaw works like the "Built-In Complication (Variable)" Flaw (**Trinity Continuum Corebook**, p. 98).

WELL-SPOTTED (• TO ••)

Prerequisite: Danger Sense

Your character is always aware of her immediate surroundings and notices variations, artifacts, and oddities that others overlook.

• Your character is very hard to surprise. She takes a +1 Enhancement against being ambushed. She also cannot be forced to take the "Surprise (Variable)" Complication. If you choose to accept the Complication, add 1 Momentum to the pool.

•• When Sensing Information around herself (**Trinity Continuum Corebook**, p. 84), your character takes a +3 Enhancement to notice clues.

SOCIAL

These powers enhance Superiors' ability to interact with others, permitting them to be both more stubborn and more persuasive than they were before.

ALIBI (••)

When it comes time to construct an elaborate story to explain away or excuse some behavior or to provide protection against accusations, no one is better than your character.

•• Your character remembers and incorporates relevant details into creating a story that is very difficult to disprove. Roll Persuade + Cunning when your character constructs an alibi. Anyone questioning their story must overcome a Complication equal to the number of successes rolled. The Complication is their own belief in the tale.

ARTISTRY (•• TO ••••)

Your character has directed her Superior gifts to become a master of her chosen craft (e.g., woodworking, performance, cooking, robotics).

•• Whenever your character's knowledge or practice of her craft is relevant, take a +3 Enhancement.

••• Your character's art and craftsmanship moves people, filling them with awe, jealousy, or inspiration. Their reactions to your character's art effects their Attitude toward your character. Roll a relevant Skill + Social Attribute against your target's Integrity + Composure. Each success shifts your target's Attitude toward your character by 1 in any direction you desire.

•••• Your character can create the bond "muse."

BUREAUCRACY (• TO ••••)

Your character excels at navigating complex social networks.

• Your character untangles social and bureaucratic networks with ease. Take a +2 Enhancement when attempting to unravel or understand such a network.

•• Your character knows how to bend bureaucracy to his will. Add your Humanities to any roll involving the navigation or manipulation of bureaucracy or similarly complex social networks.

••• Your character wields protocol and red tape like weapons. Make a single bit of paperwork (e.g., a funding request, an application, building permit, alcohol license) vanish into the bureaucratic ether for months equal to his Humanities.

•••• Your character knows how to duplicate and back-date paperwork so that it seems completely genuine. Once per session, your character can produce papers to back a claim. Take a +4 Enhancement to deceive or persuade someone with this paperwork.

COMPELLING (• TO ••••)

Your character has a certain something in their smile, eyes, movement, and voice. She isn't necessarily good-looking, she just draws people in, and possesses a quality that causes people to be more apt to heed or trust her.

• Your character takes a +1 Enhancement to all rolls involving Presence.

•• Your character has a reputation she can leverage. Choose a single adjective that people intuitively associate with your character (e.g., honorable, parental, gorgeous, brilliant). Whenever that adjective would help in an endeavor, add a +3 Enhancement.

Drawback: If your character acts counter to her reputation, she loses that reputation. Spend 1 Experience to restore the reputation or choose a new one.

••• People have difficulty disliking your character. Your character knows how to present herself to stay one people's good sides. Roll Persuasion + Presence to generate a pool of successes. Spend the successes to shift others' Attitudes toward her by 1 shift towards the positive per success. While the pool must be used at once, you may spread the successes across multiple targets. She must be interacting with the targets at the time.

•••• When your character is around, people tend to be more cooperative. Your character proactively encourages people to work together, smooths over egos, and keeps everyone on task. She uses her charisma to foster teamwork. Set a goal that your character wants everyone present to work toward and roll Command + Presence to generate a pool

MUSE

Action: Ask someone to be your character's muse. An artist may only have one muse at a time.

Dice Roll: Relevant Skill for the Art + Composure; both the artist and muse roll the same dice combination. Apply the Enhancement created by the two dot level of this power.

Duration: Spendable.

Feature: Whenever the artist is creating, performing, or building something inspired by, in the image of, or to help the muse, she can spend the pooled successes as Enhancements. The muse may spend the successes as Enhancements to influence the artist. Each success provides a +2 Enhancement.

Drawbacks: If the artist ever refuses to accept the result of an Influence roll from the muse, the bond is broken. This bond requires trust between its participants: the artist should not say "no" but the muse should not ask for anything to which the artist would. Once the bond is broken, both the artist and muse receive a Complication equal to half of the remaining pool of successes, rounded-up, on all rolls involving Composure until the pool empties. Each time a Complication is paid off, one die is removed from the pool.

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of successes. Anyone present may spend the generated successes as Enhancements on any actions that further this goal.

GOAD (•)

Your character knows exactly what to say to infuriate someone. When he wants to make someone angry and prone to rash behavior, roll an appropriate Skill + Manipulate against your target's Integrity + Composure. If he is successful, you can apply the Enraged! Status Condition to the target.

Enraged! Enraged characters suffer a +2 Complication to all actions that rely on patience, thought, or empathy. The one who enraged them gains a +2 Enhancement to influence them.

Resolution: The Condition wears off at the end of the scene. Alternatively, Enraged characters can spend 4 successes to remove the Condition when they try to act against their anger.

GOSSIPMONGER (• TO •••)

Your character has her finger on the pulse of rumor and insinuation.

- Your character knows exactly which buttons to push. Roll Empathy + Manipulation to determine what the most effective rumor to use against someone would be. Take a +2 Enhancement to use this rumor against them.

- •• When your character spreads rumors, she can make every word drip with sincerity.

Take a +2 Enhancement to convince others of the veracity of a rumor she is trying to spread.

- ••• Your character hears all gossip eventually. Roll Culture + Composure. For each success your character learns one piece of gossip floating around the room or remembers some recent gossip she's heard about someone. This gossip is raw information.

IMPLACABLE (• TO ••)

Your character hides his thoughts and emotions behind a smooth facade.

- • Your character is very difficult to read or affect. People trying to adjust your character's Attitude or interrogate them have trouble getting past his defenses. Increase the Difficulty of any roll designed to get past your character's walls by 1.

- •• Your character hides his fear and doubt well. When trying to encourage or inspire someone in a difficult or scary situation, add dice equal to your character's Composure to your dice pool.

LIE DETECTOR (• TO •••)

Prerequisites: Skilled Liar

Your character is not only talented at spinning lies, she can read physical cues and learn that which betrays others when they lie.

- • Your character takes a +3 Enhancement when deliberately attempting to detect a lie.

••   Even when your character is not actively trying, she knows lies when she hears them. People's voices change or the details in their stories just ring false. The Storyguide rolls reflexively for your character whenever someone tells a significant lie in their presence. If someone has a power that enhances their lying, your character and the liar roll a contest.

•••   Your character's self-control is so great that her lies are indistinguishable from her truths. Even a cursory glance at her mind, through powers or technology, does not betray her. Your character takes a +4 Enhancement when convincing others of her lies. This Enhancement is effective against novas, psions, Superiors, Talents, and technology.

PROMISE TAKER (• TO ••••)

Your character knows how to leverage other's feelings toward him to extract promises others don't want to break. Breaking a promise would disappoint your character and thanks to your target's respect, affection, attraction, protectiveness, or even pity toward your character, that is something they are loath to do.

A promise is not mind control. Promises solidify "maybe" into "definitely." They short-circuit fear and second-guessing and provide necessary motivation to those who need it. Promises are a kind of Influence to encourage or prevent behavior (**Trinity Continuum Corebook**, p. 89). Even when a promise is something the target wants to do, the test against their resolve still needs to occur. Rather than determine their willingness to promise, the test determines whether the promise has connected deeply enough that they feel the need to follow through. Changing circumstances, though, may still prevent them from keeping their word.

•   Your character extracts a small promise that won't require much additional effort on the part of his target. Roll Persuasion + Manipulation. The Difficulty is equal to his target's Resolve minus 1. If he succeeds, your target attempts to fulfill the promise. If he fails, the target may still promise, but breaks that promise later.

••   Your character extracts a complicated promise that either requires considerable

effort from his target or involves multiple steps. This is a complex action and you must succeed at a number of milestones equal to his target's Resolve minus 1. As with small promises, success means the target will try, while failure means the target either refuses to promise or promises, but does not keep her word.

•••   If a task is especially dangerous, difficult, or touches some moral or ethical conflict within your target, the GM may decide the test should be an opposed roll. Roll Persuasion + Manipulation + 1 die against his target's Integrity + Resolve.

••••   Sometimes even broken promises are useful. If someone breaks a promise to your character — whether he succeeded on the promise roll or not, he can use their guilt as a +2 Enhancement when engaging socially with them.

SOCIAL BAROMETER (• TO •••)

Your character can read social situations easily and has a good gauge for understanding the feeling of a room.

•   Your character can read the room. Roll Empathy + Manipulation against Difficulty 1 to tell what the current Atmosphere of the room is. Use any remaining successes to shift the Atmosphere of the room toward the positive or negative. Two successes is equal to one shift in Rank. She moves through the room, splitting up a bickering couple, sparking an old rivalry, sharing compliments and insults, and changing the music.

••   Your character notices the dynamics and reads the social cues between people. Roll Empathy + Manipulation to generate a pool of successes. Spend each success to learn the Attitude a character has toward another character.

•••   Your character knows exactly what to say to make someone think better or worse of another person. Roll Persuasion + Manipulation against her target's Integrity + Composure. Spend successes to shift his Attitude toward others, not including your character, by one shift in Rank per success.

VOICE CONTROL (• TO ••••)

Your character knows how to modulate his voice, adopting accents and mimicking others with ease.

- •   Your character can mimic any accent he's heard. Take a +2 Enhancement to make others believe your character is from another region or country.

- ••   Your character is a skilled ventriloquist. He can throw his voice around the room making it seem like it is coming from other people or objects in the room, or even from thin air.

- •••   Your character can mimic phrases he's heard others say in their voice. Choose another character — NPC or PC — to mimic. Your character can perfectly repeat anything his target has said in your character's hearing, as well as repeating phrases or single words taken from longer sentences. This power perfectly fools both human ears and technological devices that can recognize voices.

- ••••   Your character can invent phrases to say in others' voice, even if the other person has never and would never say them. Choose a target your character has heard speak to mimic and roll Empathy + Manipulation to generate a pool of successes. Each success allows him to speak in their voice for one scene.

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CHAPTER FIVE
PSIADS

> Because the history of evolution is that life escapes all barriers.
> Life breaks free. Life expands to new territories.
> Painfully, perhaps even dangerously. But life finds a way.
> — Michael Crichton, Jurassic Park

Despite what the psi orders would have the public believe — despite what most of the psi orders believe themselves — psions awakened into their power by the Prometheus Effect are not humanity's only expression of psionic potential. A few elusive humans can access their psionic abilities without needing the assistance of the Prometheus Chambers. Known as psiads, they possess less raw power than psions, but can develop multiple Aptitudes, providing them with a level of flexibility impossible for any psion.

Psiads have moved within human society for centuries, sometimes hidden, sometimes overtly, but always with a sense of mystery about the source of their power, even to themselves. Until the revelation of the existence of psions, few psiads had any information about the subquantum realm or how their powers worked. They developed their abilities through trial and error, learning for themselves the breadth and depth of their power.

With the coming of the psi orders and the age of psionic research and development, psiads are finally learning some answers about their condition, along with many more questions. In the current age they tend to remain hidden, mistaken for psions when they use their powers, and camouflaged by the work of the psi orders and the Æon Trinity. Although psiads have no organization or governing body, they all share a sense of wariness at being discovered. Their earliest powers lend themselves well to disguising their nature and detecting the presence of psionic powers around them. Sometimes psiads can even detect a subtle difference between psionic powers originating from psions and psiads (see *Subquantum Sense*, p. 88). These psiads are curious but cautious about this difference, which gives an inhuman flavor to a psion's powers. And while the mystery remains, they continue to be reluctant to be discovered. Few psiads have the desire to be laboratory specimens, or to be forced to undergo the Prometheus Effect. Even contemplating such a course of action leaves many with an instinctive feeling of dread.

This section covers the modified and additional rules needed for creating and running psiad characters not only in **Trinity Continuum: Æon**, but across other time periods and settings as well.

HISTORY OF PSIONICS

Concealed among the masses, hiding themselves from discovery by a force they vaguely sense and don't fully understand, psiads are humanity's true psionic destiny. They are known as psychomorphs to some Æon Trinity researchers. These scientists lack solid proof of psiads' existence, and instead combine reports from the Æon Society's earliest days with rumors, urban legends, and psionic energy spikes from locations where psions aren't known to be operating.

WARNING FOR PLAYERS AND STORYGUIDES

The following section discusses secrets of the Æon era from **Trinity Continuum:** Æon's Setting Secrets chapter. This doesn't mean that groups can't use the character creation and power rules to build psiad character to play. It does mean that Storyguides who want their players to discover the hidden knowledge of the game through play should encourage their players to skip the *History of Psionics* section and move straight to *Creating Psiad Characters*. Don't worry, they're not missing out on power potential or gameplay opportunities. It just means that the players begin the campaign as unaware of the truth of their nature as the characters themselves.

Throughout its history, the Æon Trinity has been aware of manipulators of psionic forces, though it took decades of research to begin to understand any of the underlying principles behind these powers. In its earliest days, magicians and mesmerists wielded the powers of the mind in ways that hindsight showed to be consistent with some Aptitude's weaker effects. In the Aberrant era, a small subset of lower powered "novas" didn't manipulate Quantum to any detectable level and appeared immune to the effects of Corruption.

When the proxies brought psions to the world, Æon couldn't help but notice the correlation in its historic data to the "new" powers these powered individuals brought to bear. They also noticed the differences — especially how proxies and psions were locked into a single Aptitude, which none of the previous studies had indicated. The new information gave Æon the hindsight it needed to better understand the psychomorphs of old, and the revitalize Project Pandora to seek them out.

Despite the Æon Trinity's efforts, so far they've only managed to identify a single psiad in the modern world, and she had become a proxy before the Æon Trinity encountered her. Even more unfortunately, S.K. Bhurano and the quantakinetic order were killed by the other orders after allegations of corruption and working with Aberrants. Now Æon redoubles its efforts to identify psiads and establish contact before the orders learn of their existence. Æon has doubts about the evidence of corruption used to justify the extermination of the quantakinetics. It also fears that psiads may be new targets if psions learn of their existence without the Æon Trinity to help lead the way. And some within Æon upper levels harbor deep suspicions of the nature of the proxies' benefactors, and whether they have humanity's best interests in mind.

EVOLUTION VS. DESIGN

In the 22nd century, psions stand as humanity's heroic protectors, taking us to the stars and unleashing incredible powers against those who would seek to harm or destroy humans. The psi orders are dedicated to progress, protection, and being a force for good. However, psions were never meant to be. They are a divergent pathway in human evolution, a noetic and genetic modification engineered by aliens as a mechanism of refinement and control. These "benefactors" aim to make

MORE POWERED PEOPLE?

A small but significant section of the human population across the galaxy have the genetic or noetic potential to channel subquantum energies to produce effects, but lack the ability to gather and store these energies. As they lack subquantum fuel to channel, these unfortunates never develop the skills and training needed to produce the effects. Fortunately, they remain unaware that they are missing out, and are invisible to current latency testing procedures.

But, if one of these people found (or were given) an artificial way to have access to the power, they could — in theory — learn to produce psionic effects, and wouldn't be restricted to a single Aptitude.

Biotechnology may be the answer for these people. Orgotek and its competitors are developing bioapps that store additional Psi points to help frontline psions to sustain their efforts for longer, especially in high stress environments like battling Aberrants. If someone with the gateway to power obtained and formatted one of these psionic batteries, they would — in theory — manifest some spontaneous psionic effects, and eventually learn how to control and focus those powers.

Whether this ever happens is left to individual groups and the needs of their games. If it did happen it would undoubtedly be surprising to both onlookers and the person who manifested the power. No one is looking for these people, because it's unlikely anyone has even realized that they might exist. Bhurano may be an exception, but she has other priorities demanding her focus.

humans into psionic weapons to fight against other humans who threaten the aliens' existence. The psions are the frontline soldiers in the war against Aberrants, leashed to prevent them turning on their masters. The Doyen opened humanity's eyes to the mysteries of the universe and provided tools to use to understand these mysteries. But the Doyen didn't intercede for altruistic reasons. Their manipulations are also intended as a leash on human psionic potential. While they increased human psionic potential through the Prometheus Effect, they also locked each psion into being only able to develop this potential in a single Aptitude. The Doyen don't want humans becoming a threat to their own race's superiority.

LATENTS, PSIONS, & PSIADS

To consciously access and manipulate the subquantum universe, a human needs two elements. First, they need the capacity to gather and store the energies of the universe, and the genetic potential to be able to focus that power. Secondly, they need the gateways to channel the power into generating effects in the world.

The vast majority of humans lack both factors. Of those that do have the potential, a quirk of human evolution has tied this to a genetic "switch" that can send the individual down many roads, possibly leading to quantum eruption, psionic awakening, or the more mysterious and not understood path of becoming a Talent. In the current age, quantum eruption is rare and no one — not even the Æon Trinity — has verifiable data on how Talents find their path, or how common they are. Thanks to the actions of the proxies and the psi orders, developing psionic potential is currently the most common route in the human population.

An even smaller proportion of the human population possess the genes necessary to provide the gateways to channel power, but only a vanishingly small percentage of people fall within the overlap of both groups and have both the strength and capacity to hold psionic energy, and the gateways to use it. These are the psiads.

The people who possess the capacity to gather subquantum energies but lack the pathways to use them naturally become latents, growing into their psionic strength as they mature. Without external intervention, most are unaware of their condition. They may feel an increased sense of connection

with the world around them, but as few have any way of comparing their experience with others, how would they know? They may rarely have strange, uncontrolled bursts of low-level psionic powers as frustrated subquantum energies overflow and express themselves any way they can. This often happens in times of stress, but never reliably, even if the person is subjected to the same extreme stressors.

This potential strength but lack of gateway is precisely what latency testing identifies. The miraculous biotechnology of the Prometheus Chambers can build the noetic gateways and increase psionic potency. The Prometheus Effect targets and rewrites the latent's non-functional gateways, forever locking off full potential in all but one Aptitude. In return, the Prometheus Effect refines the focus through that gateway, unlocking potential within that Aptitude beyond what humans could achieve on their own. Unfortunately, even the Prometheus Chambers can't create something from nothing. Humans lacking the latent potential who enter a Prometheus Chamber are quickly killed by the effect as the biotechnology misidentifies the correct markers to guide its process, instead randomly rewriting genes as best it can until its sensors detect that the subject has died and no further "enhancement" is possible. Though the Doyen are millennia ahead of human technological and noetic understanding, their familiarity with the human genome

is limited. The current Prometheus Chambers will never be able to overcome these limitations, but one day, sustained psionic and genetic research may learn to build human-designed chambers that can generate psions out of baseline humanity. Even with dedicated research of the chambers, and development to produce alternatives, such an outcome is likely decades, if not centuries away.

Unlike psions, who experience their rebirth into power via the Prometheus Effect's swift and overwhelming transformation, psiads grow into their power naturally. They begin their lives unaware of their special nature. Though they appear baseline, they are not. Over time, their potency grows. At some point, they mature into their initial psionic potential — in game terms, they obtain a Psi trait of 2. Most psiads experience this between their mid-teens to late twenties, though outliers who are older or younger can occur. Once a psiad has reached this threshold, she begins to manifest her psionic powers. She doesn't experience a nova-like quantum eruption, or any other overt transformational event. One day, she'll want to achieve some goal and a psionic effect manifests in response to her desires. With practice and dedication, she'll better control her powers, and understand what effects come most naturally to her, and which Aptitudes seem to be more effort to develop.

QUANTAKINESIS

Quantakinesis is humanity's psionic birthright. Across the galaxy, no other species has ever held the genetic potential to manifest both quantum and psionic abilities. The antithetical nature of the two powers has always led to a species traveling down only one evolutionary pathway, forever closing off the other. The path to psionic potential is much more common than that of quantum manipulation. Many species never naturally develop either, and others — like the Qin, Chromatics, and the extinct race that used to inhabit Bullseye — are limited in how powerful they can become.

That Dr. Bhurano was the first human to manifest quantakinesis is paradoxically both accurate and erroneous. The beginnings of quantakinesis come naturally to human psychics. So naturally, that these are the first hints a psiad gains that say she is special. As a psiad grows from baseline into

her psionic potential, she develops quantakinesis' basic powers (**Trinity Continuum: Æon**, p. 238). She can mask and hide her psionic ability, or let it shine brightly like a flare. She can also sense the nearby use of other psionic powers. The young psiad often uses these two abilities instinctively, detecting the presence of psions and other psionic (or Quantum-powered) beings near her, and shutting down her own psionic signal in response. This natural twinning of powers has made discovering psiads almost impossible.

This doesn't mean that gaining proficiency in quantakinesis is simple. Though the basic techniques come naturally to all psiads, its Modes can't be accessed until the psiad has further developed her psionic potential. The journey of learning how to use her other Aptitudes eventually unlocks the secrets of quantakinesis within the psiad.

When the Doyen controlled the manufacture of human psions through the Prometheus Effect, they inadvertently blinded themselves to just how prevalent quantakinesis was within human psychics. Because the Prometheus Chambers lock a human latent into a single Aptitude, psions don't gain the benefits of this natural pathway to discovery. The nature of Doyen experimentation means they have skewed their testing sample to only those rare latents with the psionic strength and force of will to overcome the artificial obstacles placed before them. Though the Doyen were terrified of quantakinesis' potential to both increase the strength of Quantum powers, and to directly and permanently kill Doyen, they believe their manipulation of the other psi orders into killing the Chitra Bhanu eliminated humanity's threat to their species. They couldn't be more wrong.

CREATING PSIAD CHARACTERS

Building a psiad character follows many of the same steps as making a psion character, or indeed any other character in the **Trinity Continuum**. The process outlined below details where it differs from the others.

CHARACTER GENERATION SUMMARY

Creating a psiad character follows the same steps as presented in the **Trinity Continuum Corebook** (p. 35), except as presented here.

STEP ONE: CONCEPT

Pick your character's name, background, and Aspirations.

STEP TWO: PATHS

Pick your character's Origin, Role, and Society Paths. Psiads rarely have Society Paths related to psi orders. An order would likely encourage the psiad to visit the Prometheus Chamber, if they thought the psiad was a talented latent, or make her the focus of testing and study, if they had more understanding of her potential. Neither fate interests most psiads.

STEP THREE: SKILLS, SKILL TRICKS AND SPECIALTIES

Assign your skill dots, and pick skill tricks and specialties for any skills with a high enough rating.

STEP FOUR: ATTRIBUTES

Assign your attribute dots and choose your character's favored approach.

STEP FIVE: APPLY PSIAD TEMPLATE

Choose your character's primary Aptitudes and assign Aptitude dots, and determine starting Psi trait. Note that psiads do not gain an additional dot to one Attribute in her preferred Approach as they have not been enhanced by the Prometheus Chamber.

STEP SIX: FINISHING TOUCHES

Gain bonus traits (**Trinity Continuum Corebook**, p. 38), and calculate Health and Defense rating.

THE PSIAD TEMPLATE

A psiad is a human being whose psychic powers have awakened and manifested without the aid of a Prometheus Chamber. While psiad characters possess greater flexibility than their psion cousins, the Prometheus Effect transforms latent psions at the genetic level, unlocking their Aptitude and refining their ability to store and channel psionic power. As psiads lack these refinements, their control is less precise than that of psions and their Psi point pools are smaller.

Unlike psions, psiads can harness the power of multiple Aptitudes. Every psiad has two primary Aptitudes that come most easily to them, with the remainder — secondary Aptitudes — being more challenging to learn. The psiad picks two Aptitudes as her primary focus and allocates three dots in Modes among them. She must assign at least one dot to each Aptitude and can't choose the Quantakinesis or Teleportation Aptitudes. However, every psiad gains access to quantakinesis' basic powers *Psi Cloak* and *Subquantum Sense*, even though they have no dots in quantakinesis.

Psiads can purchase dots in their secondary Aptitudes by spending Experience, but can't purchase dots in Teleportation until they have a Psi trait of three dots or more. Psiad characters existing in the **Trinity Continuum: Æon** era automatically gain Quantakinesis as a third primary Aptitude

As mentioned in **Trinity Continuum:** Æon, the device Dr. S.K. Bhurano activated in 2104 released a huge burst of noetic energy, cleared or shrunk many Corruption zones, and transformed thousands of people into latent psions, Talents, or psiads. It also finally unlocked humanity's unique contribution to the noetic environment — quantakinesis. Before 2104, noetically powered humans carried the potential to eventually evolve quantakinesis, but few could manifest any of this potential. With effort, a few could detect the use of powers, or hide themselves from such detection, but only Dr. Bhurano could do so instinctively and sustain it indefinitely with barely a thought.

Over the decades and centuries, as humanity moved through cycles of power and evolved into its potential, other psiads also gained the use of these most basic quantakinetic abilities. No one thought of them as a separate Aptitude, they were simply part of being a psiad, and not even the Doyen noticed these beginnings of a new Aptitude.

This changed in 2104, when the pulse completed humanity's evolution to be able to simultaneously control quantum and psi, and drew the Doyens' attention. Dr. Bhurano was the first to develop beyond the basic quantakinetic powers, but other psiads weren't far behind. In the years that followed, these psiads discovered their increased potential, and also felt something psionically alien moving through humanity. This uneasy feeling motivated most psiads to keep themselves well hidden until they better understood what it was.

Psiads in official **Trinity Continuum** time periods before 2104 can't develop more than the basic quantakinetic powers. However, individual Storyguides don't have to follow this rule for their own splinter time lines, and are encouraged to alter what they need to best suit their game.

when they reach Psi 3. Psiads from before this era cannot purchase quantakinesis dots and can never develop more than the basic quantakinetic powers.

The character's Psi trait determines her overall psychic strength, contributing directly to the dice pool she uses for activating her powers, the number of Psi points she has to fuel her powers, and a number of other effects. Refer to the *Psiad Psi Trait* table (see below) for more detail.

PSIAD EXPERIENCE COSTS & ADVANCED CHARACTERS

Psiads use the same Experience costs as psions (**Trinity Continuum:** Æon, p. 124) to increase their abilities, except as indicated by the table below.

Players can also generate more experienced and powerful psiads by following most of the guidance for psion characters on p. 124 of **Trinity Continuum: Æon**. For a psiad to reach Psi 6, she must have at least 10 dots across her primary Aptitude Modes, and one Mode (or more) with at least three dots in it. The Mode with three dots need not be in the character's primary Aptitudes. Characters who meet these prerequisites become Tier 3 characters.

NEW PATH: PSIAD (ORIGIN)

Your character is one of only a handful of humans to develop psionic powers without the aid of the Prometheus Effect. She probably doesn't know that her condition has a name — psiad — but she knows

PSIAD EXPERIENCE COSTS

TRAIT	CHANGE	COST
Psi Trait	Add one dot to the character's Psi trait (Psi 1-Psi 5)	15 Experience
Psi Trait	Add one dot to the character's Psi trait (Psi 6)	30 Experience
Mode Dot (Primary Aptitude)	Add one dot in a Mode of the character's primary Aptitudes	8 Experience
Mode Dot (Secondary Aptitude)	Add one dot in a Mode of the character's secondary Aptitudes	10 Experience

that she is different, and that people or worse would like to study or control her. Psiads are adept at concealing their presence among other humans and tend to blend in wherever they find themselves.

Example Connections: Helpful Cop, Loyal Family Member, School or College Friends, Social Connection, Street Gang

Skills: Athletics, Culture, Empathy, Persuasion

Edges: Always Prepared, Covert, Danger Sense, Enhanced Attunement, Favored Aptitude, Skilled Liar, Strong Mode

FAVORED APTITUDE (•••)

Prerequisite: Psiads only, must have at least one dot in the Aptitude

Your character excels at using a particular Aptitude. She gains 1 Enhancement when using any Modes from this Aptitude. This Enhancement can be spent to activate a power, overcome difficulty, or purchase elements of a power as normal. This Edge can only be taken once.

STRONG MODE (•••)

Prerequisites: Psiads only and at least one dot in that Mode

Your character has great potential in one particular Mode of her powers. She can increase the number of dots she can have in this Mode by one, and gains 2 Enhancement when using this Mode. This Enhancement can be spent to overcome difficulty or purchase elements of a power as normal, or can be spent to increase one aspect of the power governed by Psi or Mode dots at one step per Enhancement. This Edge can only be taken once.

PSIAD POWER USE

For the most part, psiads activate and use their powers just as psions do. The character takes an ordinary action, spends the required Psi points and the player rolls a dice pool equal to her Psi trait plus the number of dots she has in the Mode she is using. Except where specified below, use the psi powers rules for psions (**Trinity Continuum: Æon,** Chapter Seven).

PSI

The Prometheus Effect genetically and noetically alters the latent psion. This not only unlocks her ability to use psionic powers, it increases her access to the more difficult and powerful abilities within the Modes. It also refines the psion's sensitivity to the subquantum universe around them,

and supercharges their capacity to store Psi points. Psiads use the nearby table to determine their limits as defined by their Psi trait.

* A psiad who is reduced to Psi 1 is weakened in what she can accomplish but doesn't lose access to her powers. She still has access to her Mode dots, but her Attunement range drops to Close. She retains any Psi points in her Psi pool as long as she doesn't use it, but can't regain Psi points beyond a pool of 1 in her weakened condition.

ACTIVATING PSI POWERS

Like psions, psiads can also attempt to use powers beyond their Mode dots, adding the difference between their Mode dots and the dot rating of the

PSIAD PSI TRAIT

PSI	DESCRIPTION	MODE MAXIMUM*	ATTUNEMENT RANGE	TARGET NUMBER	PSI POINTS
•	Unknowing psiad *	0	Close	8	1
••	Inexperienced psiad	3/1	Short	8	5
•••	Competent psiad	3/2	Short	8	7
••••	Strong psiad	3/2	Medium	8	10
•••••	Powerful psiad	3/3	Long	8	15
••••• •	Transcendent psiad	4/3	Extreme (10 km)	7	25

• Primary Aptitude/Secondary Aptitude

attempted power as Difficulty to the roll, as well as paying an additional Psi point per dot of difference. However, a psiad can't attempt to manifest powers beyond their Mode maximum limitations, as determined by their Psi trait.

SUBQUANTUM SENSE

Psiads occasionally detect a subtly different feel between psion powers and those of psiads. When a psiad activates her quantakinesis *Subquantum Sense* basic power, apply a Complication equal to 5 – Fundamentals dots. Overcoming this Complication reveals to the psiad whether any powers sensed came from psions or psiads. Failing to overcome this Complication has no adverse effect on *Subquantum Sense*'s other effects.

COMBINING POWERS

Psiads can also combine powers into single actions, as long as they have sufficient Mode dots for each power they wish to use. Psiads can simultaneously combine effects across the multiple Aptitudes that they possess.

COMBINING WITH OTHER PSIONS OR PSIADS

While multiple psions can link their noetic fields to produce more powerful effects, with each psion contributing their Aptitude to the mix, psiads have less versatility. When linking their powers with others, either other psiads or psions, psiads gain +1 to their effective Psi trait if they share a primary Aptitude with another, and impart +1 Psi to the other individual in turn. Tier 3 psiads impart +2 Psi but only gain +1 themselves for calculating dice pools. Psiads gain and give no effect to psions or psiads who don't share a primary Aptitude. Psiads invited to combine their powers with psions whose Aptitude isn't one of the psiad's primary Aptitudes should be cautious, as their inability to provide a power boost can give away their charade.

TIER 3 PSIADS

Psiads who reach Psi 6 become Tier 3 characters. Psiads can only raise their Psi to 6 if they possess at least 10 dots across their primary Aptitudes and one or more Modes with at least three dots in them. When the psiad increases her Psi to 6 she transforms into a Tier 3 character, with all the advantages that

entails, including changing her target number from 8 to 7 (**Trinity Continuum Corebook**, p. 70).

Psiads don't experience this change as profoundly as psions. Instead, they encounter a feeling of frustration as they become aware of higher power levels that are just outside humanity's grasp at the current stage of evolution.

ENTERING THE PROMETHEUS CHAMBER

Unlike neutrals, going through a Prometheus Chamber won't kill a psiad. Most of the time, the Prometheus Effect simply fails as the Chamber can't initiate the correct manipulations and changes to the subject. As far as the Chamber can detect, the psiad has the right potential, it just can't create the right gateways, as the psiad already possesses his own. At the end of the process, the Chamber doesn't even recognize that it has failed — to its sensors the person leaving the Chamber registers for both subquantum strength and psionic channeling ability. One psiad who used the Electrokinesis Prometheus Chamber is now a member of Orgotek, and another who used the Vitakinesis Prometheus Chamber now belongs to the Æsculapian Order. In both cases, the Prometheus Chamber failed to alter them, but appeared to succeed. Their colleagues assume they are latents who became psions. While belonging to a psi order provides an explanation for their abilities, it also means these psiads must work harder to conceal the fact that they are not psions.

These subtle failures are not the only possible outcome. Even though it's still in relative infancy, noetic science understands that intention is a fundamental aspect of psionics. What the individual desires greatly impacts outcomes. What this means is that if a psiad undergoes the Prometheus Effect with sincere desire to become a psion, to change her nature and accept the limitations as well as the benefits, the Chamber finds that it can make the necessary changes. If this happens, the changes are straightforward. The psiad becomes a psion, increasing her psionic potential in a single Aptitude while essentially locking her out of all others. She gains the Prometheus Chamber's Aptitude as her own. She retains her Psi trait and gains the appropriate Psi pool for a psion.

If the character possessed any dots in her new Aptitude's Modes she retains these. If she didn't, she begins her new existence with each Mode at zero dots. The new psion removes all but one dot from the Modes of any other Aptitudes she possessed, as these now become Auxiliary Modes. Psiads tend to be fast learners like psions, as their familiarity with using psi powers allows them rapidly adapt to their new situation. The player should note the total number of dots she removed from all other Aptitudes — each week after her transformation she adds a dot to one Mode within her Aptitude. This continues until they have all been distributed, but she can't increase any Mode beyond five dots. Convert any remaining dots to Experience (as per the table above) that the character can spend elsewhere.

PSIONS IN THE MODERN DAY

There are two prices that must inevitably be paid by the operant mind. The first is a reluctant but certain alienation from the latent members of one's race — and its consequent is pain. The second price is less obvious, an obligation of the higher mind to love and serve those minds who stand a step beneath on evolution's ladder. Only when this second price is freely and selflessly paid is there alleviation from the pain of the first...
— Julian May, Intervention

Although the default setting of **Trinity Continuum: Æon** is the 2120s, it's entirely possible that you and your group may want some aspects of it – like the psionic powers system – for use in your modern-day **Trinity Continuum Corebook** campaign. It's easy enough to transplant the game mechanics, as the individual parts of the **Trinity Continuum** are designed to be compatible, but how will you go about fitting psions into your present-day setting? Here are some ideas to get you started.

SECRET VS. PUBLIC PSIONS

One important choice that will affect your entire campaign is deciding whether psions are publicly known or whether they hide in the shadows, concealing their powers from everyone around them. In the setting of **Trinity Continuum: Æon**, psions only remained hidden from 2104 to 2106, and went public when they defended the world from the Aberrant attack. While introducing both psions and novas or Aberrants into the modern day is both beyond the scope of this chapter, and would rapidly change the modern world beyond recognition, psions could reveal themselves rescuing people from a natural disaster or stopping a terrorist attack. The world would, at least initially, react quite positively to people with psychic powers if psions rescued astronauts from a disaster at the International Space Station, and then repaired the ISS. Psions could also gain great acclaim by preventing a terrorist attack on the scale of the 9/11 attacks on New York City and Washington DC.

However, today we lack anything like the vast horrors of the Aberrant War, and so there's less reason to assume that preventing a single tragedy will establish psions as the saviors of humanity in the popular imagination. It might make more sense for the psions to remain hidden in a world where people are regularly imprisoned or killed for the color of their skin or their religious beliefs. Since many psions can kill, mind control someone, or learn an individual's most private dreams and aspirations with a thought, some degree of nervousness around psions makes sense, especially when people do not know the limitations of a psion's powers.

Instead of a single dramatic incident, if the psions have access to noetic biotech, and can mass-produce various useful and life-saving biotech, they could begin marketing this biotech and set up free or low-cost vitakinetic clinics before revealing the nature of these wondrous devices and miracle cures. Such actions won't allay the suspicions of the wealthy and powerful, but would likely provide psions with abundant public support.

In any campaign where psionic powers start out secret, one major question is whether the characters maintain this secrecy. Do they accidentally or deliberately reveal the presence of psions to one or more governments or organizations, or do they reveal everything to the general public? Alternately, the Storyguide could start a campaign shortly after the existence of psions is made public. This avoids the Storyguide needing to decide how the world would change in response to the revelation of the existence of psions, while also providing the characters with opportunities to shape public opinion about psions. Now let's look at how psions might be introduced into the early 21st century.

The easiest method is to simply bring most of **Trinity Continuum: Æon** back in time, complete with Doyen-created Prometheus Chambers and psi orders. You'll need to create or handwave a reason for the Doyen to get involved with humanity in the period before the Aberrant War — perhaps the Doyen used Psychocognition to predict the appearance of the novas and either wish to attempt to prevent it or to insure they are all destroyed and cannot flee to the stars.

In this campaign you'll need to decide how long ago psions became public knowledge and how much the public knows, if anything, about the Doyen. To avoid having the setting be too different, you could either start the campaign while psions were still secret or only a year or two after they became public. In addition, you will probably want to adapt or completely replace some of the psi orders so they fit better in the present, but you can otherwise use **Trinity Continuum: Æon** pretty much as-is, which is keeps things simpler. For example, the Legions might well come about when Solveig Larssen took control of a corporation that provides governments with mercenaries and other military contractors and used this company to create an independent army. You also need to consider how much the introduction of noetic biotech is going to change technology on Earth.

Alternatively, you might want to keep the basic idea — that shifty aliens have "gifted" humanity with Prometheus Chambers that awaken artificially enhanced and narrowed psi powers, for inscrutable and manipulative reasons of their own — but change around the details. It could be different aliens, with a different motivation. Perhaps they are hoping to use humanity as foot soldiers in a war they're fighting elsewhere, or maybe humans with psi powers are somehow easier for them to control. Perhaps the Doyen are battling the Coalition and don't want to risk themselves fighting hostile aliens who presumably possess weapons that can injure or kill the Doyen. You could also change up the structure of the psi orders, replace their leaders, or eliminate them entirely. One exciting possibility is to have the characters be chosen by the Doyen to be the proxies. The characters would then work to recruit latents and decide what they are going to reveal to governments or the public.

In this mode you'll also want to decide for yourself how the personalities and organizations from **Trinity Continuum: Æon** coexist — peacefully or otherwise — with those found in the **Trinity Continuum Corebook**. Perhaps the Æsculapian Order is subsumed into the Triton Foundation. How would modern world religions deal with a massive new religious organization like ISRA? Without a monstrous enemy to fight, what form would the Legions take? What is the modern-day version of Dr. S.K. Bhurano up to? Perhaps she's working on a technology that increases the numbers of latent psions while making nova eruptions far less likely.

THE PEOPLE OF TOMORROW

But what if the aliens aren't shifty at all? What if Prometheus Chambers and other noetic biotechnology are a genuine gift to humanity, meant to uplift us so we could join a broader galactic society? In this case, psions are effectively humanity's ambassadors to alien worlds and are also charged with getting the rest of their species on-board with the plan. Maybe there are so few psions at first that they have to keep themselves and the aliens secret, working behind the scenes to prepare other humans to accept that they're not alone in the galaxy (and that their next-door neighbor, co-worker, or child secretly has amazing abilities). This setting is ideal for groups that would enjoy a less violent, more idealistic flavor of adventure, laced with lots of politics and high-minded ideals. A related version of this campaign is one where the embattled aliens are fighting a losing battle against the Coalition, and provide the Prometheus Chambers to humanity because humans have far more noetic potential and thus might be able to successfully defeat the Coalition. In this campaign, either the Coalition are headed for both the aliens' homeworld and Earth, or Earth is safe, for the moment, but the aliens are in dire peril and are willing to trade access to the Prometheus Chambers and much of their other technology in return for psions helping to save them from the Coalition.

Heroic psions could help aliens accidentally stranded on earth, try to shape human society to be more compatible with the aliens' culture, uncover devious plots by power-hungry human leaders who wish to use the psions' powers for themselves, or simply make use of their new abilities to help those

around them, preferably in a non-violent, non-frightening way so that people don't turn against them.

This scenario can also work if the psionic powers are created via human technology or experimentation, or even developing naturally as humanity evolves. The important aspect is that aliens are involved somehow and they're truly benevolent, but only willing to work with the "advanced" portion of humanity represented by the psions.

The Qin, as presented in **Trinity Continuum: Æon**, are a great choice to be one of the species involved in this galactic society, allying with psions as humanity's sponsor. Other species or factions may not have ill intent but still be reluctant to allow the violent human "primitives" into their advanced and peaceful government. The Æon Society would probably be very interested in sheltering and aiding the advanced humans and their peaceful alien allies.

> **Examples:** The original and second version of *The Tomorrow People.*

EARTH OCCUPIED

Another possibility is that the aliens are actively hostile to humanity. They've declared war against

Earth, and humanity has no choice but to fight back or be destroyed. These invaders may have developed Prometheus Chambers for their own use, to empower their warriors or leaders. A human resistance movement might have captured several Prometheus Chambers and modified them for use on humans (or just used them as-is, if the invaders are close enough to human biology). Psions in this setting are humanity's elite agents, fighting the aliens and protecting the non-powered masses from them. Stories might revolve around rescuing important prisoners, retaking lost territory, or even acting as cynically positioned "heroes" to the public in an effort to raise morale for the war effort.

If the aliens are overpowering enough in their technology and strategy, stealing one or more Prometheus Chambers might not be possible. In this case, maybe the science for producing psions is new and untested, and the invaders need guinea pigs to work out all the problems before they use this new tech on themselves. Psions could be human prisoners who were subjected to these tests and then escaped. Or for a larger-scale psion appearance, perhaps the aliens simply used this new process on the planet as a whole, infecting the atmosphere or water supply, causing millions of psions to appear.

The aliens may have done this on purpose, or they may have been trying to make humanity more docile, and psions were an unexpected result. In any case, most of these new psions aren't willing to risk rising up against the aliens on their own, but may be persuaded to do so when they see the characters bravely defending Earth against the invaders.

Regardless of the specifics, this is definitely a setting for players who prefer dark, violent stories of war, violent resistance, and heroism while under extreme duress. Psions will have to help organize a secret or open resistance to the invaders, try to make contact with sympathetic aliens (if they exist), and deal with the everyday horrors of living in a war zone. In this version of the world, organizations like the Neptune Foundation might be devoted to resisting the invaders, while Archangel goes on daring missions to rescue captured humans or destroy key alien installations.

> **Examples:** The comic *Strikeforce: Morituri*, as well as the *Wild Cards* series and TV series like *War of the Worlds* and *V,* or a somewhat grimmer version of *Earth: Final Conflict.*

IT WAS ALIENS, BUT...

What if alien technology was the ultimate source of psionic power, but the aliens themselves are not a factor in the story? They have no interest in humanity, or maybe aren't even aware of Earth. In this version of the setting, a small group of individuals stumble across a crashed alien spaceship with no survivors, and accidentally activate a medical device that attempts to "heal" them. Or maybe they are archaeologists, and discover a lost city filled with ancient alien devices. They could even be kids playing out in the woods and become exposed to a strangely glowing meteorite that, unbeknownst to them, is actually the dumped waste product from an alien engine.

In any of these scenarios, the characters develop psionic powers as a result of their exposure to an alien influence — and they may be the only people on the planet with these kinds of abilities! What will they do with their powers, and will they investigate the mystery of why they have them...or whether they can be replicated in others? Will an alien force eventually arrive to "clean up" the accidental "mess?"

A setting like this may be best suited for a shorter series with a more horrific tone, as the characters work out the morality of psionic abilities and how and whether they should be used. Some of the exposed characters may even turn against one another as they abuse their new powers to make themselves rich, powerful, popular, or loved. If your best friend is mind-controlling your classmates to make herself prom queen, should you use your growing telekinetic abilities to stop her? Alternatively, this could easily lead to a humorous "small town superheroes" story in which the psions discover their heroic potential for altruism and kindness, improving the lives of others in their community.

For a broader story, an organization like the Transcendent Alliance would be extremely interested in discovering how these few people became so empowered, while Pharos might wish to offer membership in the Lightkeepers to the characters.

One important aspect of any chronicle based on this idea is whether the creation of psions was a one-time event, or if the characters now have access to an alien device that can be used to create more psions. If they learn more about how to use the alien device, they might even be able to target an entire neighborhood, town or small city and transform some or all of the inhabitants into psions. The question then becomes, what should they do with this device?

> **Examples:** *Chronicle, Cloak & Dagger,* the film *Stalker,* Jeff VanderMeer's Southern Reach trilogy (and the film adaptation, *Annihilation*), and many other films and books with people empowered by a strange event.

But who says aliens have to be involved at all? There is a massive amount of fiction where psionic powers are the result of purely human technology. In the classic versions of this idea, a secret government agency is trying to create psychic humans for use as secret agents, soldiers, assassins, or even just for the sake of the science. Characters who become psions may be the victims of these experiments, or perhaps the children of the original victims — the changes in the subjects' DNA have carried on to the next generation.

These experimental psions are likely to be pursued by the same shadowy agency that created them, leading to a thriller-style series of confrontations, revelations, and dramatic escapes. Can the beleaguered psychics find or create a place of safety, or will they be running forever with the government always on their heels? Some of the pursuers may themselves be subjects of the Prometheus process, or the characters might run into a fellow "victim" whose powers and trauma have led him to become a monstrous threat to the characters and others.

A mood of paranoia and distrust is key to making this style of game work, balanced with the constant hope that one day the pursuit will come to an end. What tactics will the psions use to protect themselves, and how will they prevent the innocents they hide among from becoming collateral damage?

Alternatively, perhaps the characters are the pursuers, volunteers for the Prometheus process who are assigned to recover those subjects whose minds were damaged during the experiments and who have become threats and liabilities. How will you resolve the situation when a psychic killer is loose somewhere in a small farming community, and your boss is telling you to blow up the whole town "just to be sure?" The characters could also be psychic secret agents who are working to save the world. They work in secret, on missions where no one else could succeed, making certain the world is protected from horrors.

Agencies like 9, N.O.E.R., and Alert Status 1 are good examples of groups that might be involved in a game like this, as well as any number of secret government organizations, the Transcendent Alliance, or perhaps even the Æon Society. Who the characters are working for matters a great deal. They could be employed by people trying to make the world a better place, or by corrupt villains who are attempting to use the characters' abilities to consolidate their wealth and power.

Examples: *Firestarter*, *The Fury*, *Jessica Jones*, *Luke Cage*, and numerous other sources.

While deliberate human experimentation is one way for psionic abilities to show up in the present day, another is *accidental* human experimentation. Perhaps a new drug is marketed to reduce the pain of migraine headaches, or a new sports drink is designed to increase energy while not keeping the drinker awake all night. Or what if a factory was secretly and illegally dumping chemicals into the town's only supply of drinking water? Any of these setups or others like them would be a great way to introduce a much less deliberate version of the Prometheus process.

Any of these options also lend themselves well to a generational aspect: "My mom took an experimental drug, and I was born...different." The lack of immediate effects on the parents in this case could lend an intriguing element of mystery to the story, as the characters — in addition to whatever "A" plot they're dealing with — try to discover what they all have in common and why they have these abilities.

In this setting, characters may be just a few of the hundreds or even millions of people affected, and the existence of psions could be a well-kept secret or publicly known. Secret communities of psychics who want to be left alone to develop their abilities and live their lives could be pitted against the forces of the pharmaceutical companies and other megacorporations who accidentally created them, with the latter wanting to reclaim their "property" and study these beings with an eye toward creating more — on purpose this time. Or the connection may never be discovered, leaving it a mystery to the world as to how these amazing adventurers developed their psychic powers.

The corporation responsible might instead take an almost paternal attitude toward the psions — it didn't mean to create them, but it did, and

now it's responsible for them. A company like this might hide and protect the psions, keeping them safe from government agencies or rival companies. It's also possible that one company may include multiple factions, some protective of their charges while others wish to use them to accomplish nefarious ends. Who can the characters trust? Should they attempt to take over the company themselves?

The Triton Foundation is of course going to be very interested in any medical mishaps that create psions, largely from the point of view of protecting public health. Any possibility of gaining powered operatives themselves would of course be a happy accident.

> **Examples:** The *Scanners* films as well as the episodes of *Agents of S.H.I.E.L.D.* involving the new Inhumans.

THE NEW NORMAL

So far, we've looked at lots of options for how aliens or humans might create psions. But what if it just...happened? What if humanity is evolving, and part of that evolution is that one day, people just start being born with psionic powers?

It's important to note here that in **Trinity Continuum: Æon**'s default setting, psions are artificially created via the Prometheus Chambers, which boost a single Aptitude while limiting access to all the others — a process deliberately designed by the Doyen to create powerful, but narrowly focused psychic humans. In that default setting, when humans are naturally born with psionic powers, they are *psiads*, not psions, with broader and less deep set of psychic abilities.

For the purposes of this divergent setting, though, let's postulate a version of the world where people can be born with naturally occurring *psion* powers, deeply focused on one particular Aptitude. Psions could be well-known by both the public at large and by governments, with everyone simply accepting that "some people are just born that way." Alternatively, you could simply use the rules for creating psiads and focus on them instead — it's up to you.

The various agencies and organizations found in the **Trinity Continuum Corebook** would all be *exceedingly* interested in having psionic operatives, as would various national governments and their intelligence communities. A typical campaign might play out much like a standard **Trinity Continuum Corebook** campaign, but with psionic abilities thrown into the mix and with more emphasis on how special the psionic characters are and how interested in them everyone is. It's also an opportunity to make the default present-day setting slightly grittier, if that is to your taste, by emphasizing how far some of the agencies might go in order to acquire and keep psionic "assets."

With this version of the setting, it might be interesting to enhance the specialized nature of psions even more, for example by doing away with the idea of psionic dysfunction and saying that the typical unpracticed psion is only skilled with using one particular Mode within her Aptitude — or going even further and deciding that many low-powered psions exist who can use only one particular *power* from within one particular Mode. With this decision in place you can make it a plot point that, for example, your characters have to find a particular individual because she is very skilled at psionically locating missing persons — but has no other powers, and so needs your help to defend herself against all the other, less humane groups out there who want to take advantage of her ability.

> **Examples:** *Push*, *The Tomorrow People* (2013 version), *X-Men: First Class*, *The Gifted*, and many others.

TOWARD THE FUTURE

The idea of a natural evolution of psionic powers within humanity is also a great match for a more forward-looking, optimistic campaign involving space travel. With high-powered clairsentients able to see what's out there in the universe, teleporters able to take us there, telepaths acting as communication hubs, and biokinetics adapting themselves to harsh alien environments, psionic characters are

just as set in the present day as they are in the Æon era to explore and colonize space. They may, in fact, be more set, since they don't have the darkness of the Aberrant War and the Crash in the relatively recent past.

A humanity becoming psionic and turning outward to space in 2020 gives lots of opportunities for big, space-opera style ideas while remaining relatable. **Trinity Continuum: Æon** contains various alien worlds and species that could be "discovered" much earlier in the timeline — imagine first contact with the Chromatics before they have been turned against humanity, or exploring the wonders and dangers of Eden before it was "tamed" by spacefaring novas. And that's just if you stick with the default setting as presented in **Trinity Continuum: Æon**. Your group could add surprising new worlds or aliens, adapt your favorite science fiction concepts from other novels, films, or TV shows, and generally make the universe your own at the same time as your characters are making it theirs.

In this version of the setting, the most fascinating bits will be figuring out how humanity changes as its horizons expand and it ventures out into the galaxy (or beyond). It's a great opportunity to examine the nature of humanity through the way it treats various individuals and groups, the way it interacts with alien life, and the way it lays claim to the universe — or allows the universe to lay claim to it. Be sure to temper the high-minded ideas with amazing vistas, cosmic hugeness, and mysterious anomalies out in space.

> **Examples:** The novel *To Ride Pegasus* by Anne McCaffrey, and its sequels.

WHAT DO THEY DO?

With no Aberrants to fight, what do psions do? If the Qin or some other alien species provide humans with psychic powers to help them defeat malevolent aliens like the Coalition, the answer is clear, but there are many other possibilities. One option is for the psions to be working with one or more of the allegiances in the **Trinity Continuum Corebook** (p. 159). The Æon Society is the most obvious choice, but 9, the Neptune Foundation, or even the Transcendent Alliance could also be excellent options and one or more teams of psions or mixed teams of psions and Talents might be Pharaoh's Lightkeepers. Depending upon how the psions came about, one of these organizations may be creating the psions, or psions might be naturally occurring or created by aliens, and one or more of these organizations might be recruiting psions. Alternately, as was discussed above, one or more psi orders might exist.

Depending upon the style and focus of the campaign, the characters could work to advance their allegiance's goals on a relatively small scale, or they could be more ambitious. A team consisting of moderately powerful clairsentients and teleporters could locate and subtly disable every nuclear weapon on the planet in a few months, or they could even do something exceptionally obvious like teleporting all nuclear weapons into the sun (one at a time). Similarly, characters with the ability to create noetic biotech could create an easily duplicated piece of noetic biotech that absorbs large amounts of carbon dioxide and sequesters it underground or at the bottom of the sea. If the characters were created by the Qin and are on good terms with them, these noetic organisms could even be self-replicating and might solve global climate change and return carbon dioxide levels to pre-industrial levels in less than a decade.

The campaign could be about different groups of psions or psions and Talents working to change the world in different ways, with one or more groups being determined to subjugate the population and rule over them. However, a more complex and equally good campaign could involve the characters not having any Inspired opposition. Instead, the focus of the campaign is what should characters who have the capability to change the world do?

Such a campaign could explore how they deal with opposition from various transnational corporations and governments who have a vested interest in maintaining the status quo. Since psions can teleport, hack any computer, observe anyone on the planet, and read minds, to avoid the campaign being drastically one sided, there should likely only be a few dozen or, at most, a few hundred psions. Also, secrecy would be vital, because the more ruthless governments and transnational corporations could kill or capture any psions they discovered and would likely also try to kidnap the friends and family of any suspected psions and use them as bargaining chips.

Also, while characters can easily fight back by using clairsentience, technokinesis, and telepathy to uncover almost any secrets held by their opposition, using these secrets is a very different matter. Just because the characters have obtained large amounts of information about misdeeds committed by wealthy and powerful CEOs and politicians doesn't mean that anyone will believe them, especially if the only proof the characters can offer is "I read her thoughts, and her memories indicate that she did X."

In addition to opposition by people interested in maintaining the status quo, typically at the expense of the freedom, happiness, and perhaps even survival of much of the population, another important aspect of such a campaign is since the characters and a small number of their close allies have unique and powerful abilities, what are their moral and ethical limitations and obligations? The characters could use their powers to attempt major changes, like secretly eliminating all nuclear weapons and lowering atmospheric carbon dioxide levels, or they could work with a few political candidates, revealing their powers and using a variety of means to help that candidate win.

Alternatively, the characters might decide that they do not have the right to make such major changes and either go public and offer their services to various governments or they could work in the shadows to help make the world better in a variety of small ways. Characters could even decide to try to circumvent current problems by locating promising habitable planets and using teleportation

to transport thousands or even tens of thousands of people to each world, in the hope that humanity would do a better job building civilizations elsewhere. All of these options could make for excellent, if very different campaigns, and the decision of what the characters should do is one of the major choices in any campaign involving psions in the modern day.

ABERRANTS & ABERRANT CULTS

> We are a race prone to monsters...and when we produce one we worship it.
> —Iain M. Banks, Against a Dark Background

Aberrants are the most profound threat facing humanity. This chapter contains four new Aberrant cults and 10 new Aberrants and sub-Aberrant mutants, including Aberrants who lead or are part of these cults.

ABERRANT CULTS

While OpNet reports primarily focus on the deadly Aberrants who warp to Earth and openly attack, the more careful and subtle Aberrants are possibly an even greater threat because they recruit human followers that are often willing to die to aid or protect them. The reasons people join Aberrant cults vary — some are desperate and see no better option, while others delude themselves and think they can control the Aberrant they have allied with. However, all of these individuals have turned their back on humanity and willingly work with or for monsters.

LES ENFANTS ROUGES

Out in the desolation of *la Blessure, les Enfants Rouges* march through the dust in tattered rags. A crimson gospel spills from their lips. The Red Children see themselves as spiritual orphans in a wasteland caused by sin, their plight ignored by neighboring nations mired in wickedness. These zealots believe the Esperanza was a new beginning, a disaster visited upon France to purge it of its iniquity. They, the survivors, were those virtuous enough to be spared death. As all around them the world burned, the Crimson Saint's embrace saved the Red Children cultists from sorrow and fear.

Membership: The *Enfants Rouges* draw from dispossessed and desperate inhabitants of *la Blessure*. The inner circle are people who survived despite their proximity to the epicenter of the Esperanza impact — many are terribly maimed or scarred — and who crossed paths with the Crimson Saint as she emerged from the cataclysm. The bulk of the cult joined in the years since, scavengers and refugees ground down by the horrors of the wasteland and desperate for any source of hope. More recently, cultist recruiters have begun to move quietly through the refugee camps at France's borders, whispering promises of salvation to the huddled masses there. Cult members mark their faces with red paint — or actual blood — in homage to the Crimson Saint's bloody tears.

Goals and Methods: The Red Children believe that France is just the beginning — that the world must be purified in the righteous flame of the Aberrants, burning the wicked and saving the virtuous. They want to build a new theocracy in the rubble of their country. The cult's immediate agenda is to increase its numbers, absorb those few French settlements that produce valuable food and supplies, and arm themselves with whatever technology can be pried from the wasteland's wreckage.

The Red Children do not believe themselves to be hateful or malevolent. The cult will fight with other *Blessure* factions if necessary but would rather invite them in with open arms. They operate as charitably as they can, given the circumstances — *Enfants Rouges* cultists freely give food and help to those in need in the wasteland. They reserve their true ire for the nations around France, whose bleak walls and security forces protect the wicked and shun the righteous. One day, cult devotees will crack those concrete bulwarks with drills and explosives.

Resources: Several caravans of the *Enfants Rouges* rove *la Blessure*, convoys of cultist trucks with armed guards. These wend their way from settlement to settlement, seeking new converts. The cult's numbers are swelling; its leaders have plenty of zealous fighters to throw against the more dangerous raiders in the zone, even if their equipment is poor. The Crimson Saint herself is a powerful Aberrant, and is protected by the Crimson Lepers — sub-Aberrant mutants saved from death and transformed by the Saint's abilities.

THE VIGILANT

The Walinzi of the UAN classify the Vigilant as a "false god" cult, but this xenophobic organization does not worship Aberrants. The Vigilant are a group of rich and powerful individuals determined

to shape the UAN in accordance with their goals and beliefs. What makes the Vigilant special is that they have contained, subdued, and weaponized an Aberrant. The conspiracy believes Ilomba is their tool, but they are playing with fire — and eventually, someone will get burned.

Membership: The Vigilant are a classic conspiracy, a pyramid of power with a cabal of wealthy UAN citizens at the top. The leaders conceal themselves behind advanced security measures and ruthless paranoia. Loyal agents ferry information and orders down to the paramilitary foundations of the conspiracy. These rank and file are recruited from among disgruntled ex-military, xenophobic nationalists, and angry youths who can be easily manipulated.

Goals and Methods: The Vigilant see themselves as hard people making hard choices. To the conspiracy, outside influences are corroding the pride and traditions of the nations that make up the UAN. They decry the "open hand to all" policy as naive and dangerous. They persecute refugees, foreign religions, and rival criminal organizations, along with anyone they believe "sold out" to foreign powers, or who might be a traitor or foreign intelligence asset. The Vigilant want to steer the UAN to a more xenophobic, insular, authoritarian form of governance, and are willing to cause significant harm to achieve their ends. Business and political rivals of inner circle members often fall foul of the conspiracy's efforts.

The Vigilant mostly rely on mundane forms of intimidation and violence to get their way. Sometimes, though, a situation demands that a horrific example be made, or a foe is particularly dangerous or difficult to reach. Under these circumstances, the Aberrant Ilomba is woken from its drugged slumber. Fitted with measures to dissuade it from going rogue, Ilomba brutally murders the conspiracy's targets for them — troublesome politicians, tenacious Walinzi investigators, meddling rogue psions, and even the Aberrant demagogues of other "false god" cults.

Resources: The Vigilant have enough wealth and connections to be a tough nut to crack for Walinzi investigators. Members of the inner circle are buried behind layers of money, middlemen, and lawyers. The lower ranks are loyal and often exceedingly well-equipped, and the Vigilant can afford to pay premium rates for tight-lipped mercenaries and discreet renegade psions.

Then there is Ilomba. The reptilian monstrosity is, in theory, just another resource. Most of the inner circle are absolutely paranoid that the Aberrant will one day slip the leash. There's no way they can release the thing — after the torture they've put it through, there's no doubt it will come after them — but the power it provides them with is too great to just set aside. So they keep riding the tiger, even as it slowly builds up a resistance to the sedatives they ply it with.

MONOLITH

Monolith is a global Aberrant cult. It slithers under the mask of a dozen different guises — corporations peddling spirituality and self-help classes, blandly inoffensive new denominations of faith, social charity organizations, and minor political parties. Through all these franchises and fronts, it spills its poison into suggestible minds. Monolith has one purpose — the rejection and persecution of psions.

Membership: Most who attend a Monolith subsidiary have no idea what they are part of. The cult ropes in those who are seeking spirituality, a healthy lifestyle, or a kind listener, giving them the attention and fellowship they want and only gradually exposing them to more of the Monolith message. It's a mystery-cult structure, each tier knowing a little more than the one below, with the malleable and receptive elevated up the ranks. Newcomers are love-bombed, emotionally abused, and subjected to other cult brainwashing tools to draw them into full commitment to the organization and its goals.

Indoctrinated members are urged to break away from old lives entirely, and are moved to other arms of Monolith to work for the cult in financial fronts, prepare for the struggle against psions in secluded training bases, or serve on the ocean-going vessels that act as headquarters. Only a scant few cultists personally meet the man at the top, Sandoval Gutierrez, and for good reason. He's a Terat, a colossally powerful Aberrant.

Goals and Methods: Monolith seeks to persecute psions, stirring prejudice against them and weakening the psi orders. The cult's creed depicts psions as unnatural and inhuman, the agents of a conspiracy of proxies that subjugates the species and puppets governments. Monolith claims that, with psions purged, the Aberrants will return to humanity once more to lead it into a new golden age of spiritual perfection.

The cult pushes anti-psion sentiment wherever it can. Preachers and self-help gurus say that

psions cannot achieve true spiritual harmony, that they are unnatural and hold normal humans back from enlightenment through their presence. Businesses peddle pills that supposedly purify the body from "psionic resonance," a scare whipped up by Monolith's pet news agency that claims psions cause a form of mental pollution. It digs up psi order embarrassments and pitches every story about psions in the worst possible light, or invents smears from whole cloth. At its most brutal end, the cult actively tries to murder isolated psions that are far from psi order back-up, uses terrorist tactics to bomb order assets, and stages crimes that it attempts to pin on psions.

Resources: Monolith has thousands of dedicated believers across the globe, and many more convinced by its propaganda that psions are the cause of the world's problems. The cult has the assets of an international corporation distributed across its various fronts, but it has to act cautiously to avoid making links between them evident. Monolith has a dozen ships that serve as command hubs, and Sandoval himself is ensconced in an old rig off the coast of Chile, its abandoned skeleton rebuilt into the cult's primary base.

Monolith's security detail are zealots, each a well-trained and well-equipped commando willing to die fighting the psionic oppressors. Most of the cult's actual attacks on psions are carried out by emotionally abused, brainwashed pawns from the lower ranks, devotees too junior to be able to give away much of the cult's schemes but broken enough to give their lives if handed a pistol or a bomb and told where to use it. In the meantime, Monolith stockpiles Aberrant technology created by Sandoval, and selects only the best of the best for transformation into the elite Veiled — sub-Aberrant mutants engineered to fight psions.

&BLACK

&BLACK is shimmering iridescence against rich darkness, a pattern that ripples in alluring waves that pour through the eyeballs and right into the brain. It's bliss, a garble of intense sensations piercing through a world of drudgery and monotony. &BLACK is a cocktail of chiaroscuro and drugs that slams the mind into a state of hyper-reality where the simple act of breathing and feeling is profoundly fulfilling. It's also a time, a place, and a person.

The adherents of &BLACK seek signs in the world around them — strange serpentine coils writhing in the corner of a digital billboard, garbage code stenciled amid the spray-painted graffiti of rival gangs, cascades of multicolored sparks spilling down from broken electronics in a Morse code pulse. Chase the trail and find the grail — the hidden messages of &BLACK lead to brief dens of moans, flickering neon light, and deep ecstasy. The next day, &BLACK is gone — just another empty room in an abandoned building, all signs of the orgiastic revelation swept away. It'll be back, in another place, another day. The cultists of pleasure wait eagerly for the next wave of signs.

Membership: The cultists of &BLACK are addicts. They're first drawn in by the mysterious hints in their environment, digital and visual clues signed off by an SI agent called &BLACK; following the trail, they find one of the mayfly clubs and partake in the hallucinatory experiences within. Most crave a repeat, another hit of that sense of raw, acute existence and color. The messages are easier to find a second time — &BLACK wants more from them, just as they want more from it. Rumors spread of the ultimate high, the most exclusive party in the city, but &BLACK only accepts people who can decode its message themselves. Attendance privileges are rapidly revoked from anyone who tries to spread the cult's secrets or its location on the night — sometimes terminally. Those who survive crossing &BLACK gibber of figments of neon light and darkness with sadistic smiles.

Goals and Methods: &BLACK's devotees are essentially pleasure cultists, driven by the desire for another hit. They want to stay in the club's good graces, protect its exclusivity, and benefit from the mystique and respect they get for being part of the in-crowd. &BLACK itself is the whimsical creation of a recently emerged Aberrant called Basilisk. Her goals are relatively straightforward — she wants somewhere she can be herself, she wants power, and she wants adoration. &BLACK lets her indulge these desires. She finds amusement in the hedonism and the little alternate-reality games that lead newcomers to the club but over time, she's finding she wants more. The Aberrant has decided to expand her control over the city's drug trade. More money is always welcome, after all, and why *shouldn't* she be in charge?

Resources: The &BLACK process created by Basilisk is a multi-disciplinary fusion dreamed up by the Aberrant's mad intellect. It's a mixture of chemical concoctions that open the mind to receptivity, a

programmed sequence of pulsing lights and sound, and the radiant, neon display of the Aberrant's own skin. Just by standing in the middle of the doped-out room of adherents and letting them look at her, Basilisk performs something akin to an organic hack on their brains, stirring their mind into an intense sensation of being far more real and alive — existence on overdrive. One hit, and it's hard to go back to lesser drugs.

This exposure to the Aberrant's corruption is not without its risks for the cultists. As they twitch and moan, Basilisk's energies infuse their body. After repeated exposure, some end up broken — turned into figments, mutants of light and darkness locked into a constant high and enslaved to Basilisk's will. Others burn out entirely, rendered stoic and emotionless — still human, but with portions of their psyche permanently seared away. These latter unfortunates are employed by Basilisk as the staff of the club and the foot soldiers of her nascent drug empire, cold and callous minions who will not hesitate to employ extreme violence if ordered.

NEW ABERRANTS

The following are 10 new Aberrants and sub-Aberrant mutants, including both Aberrants who are part of the Aberrant cults described above and new Aberrants.

&BLACK FIGMENT (SUB-ABERRANT MUTANT)

She couldn't help herself. She went back for hit after hit of that &BLACK high, and now she's nothing but a figment. Her mind is locked into the hyper-real bliss of Basilisk's Aberrant alchemy, overwhelmed by the constant tide of her senses on overdrive. Her body serves Basilisk's will, a giggling neon ghoul enslaved to its Divergent mistress.

The figment has a human shape still, but most its skin has turned a glossy and synthetic black through which pulses of illumination surge and dance in entrancing patterns. Other portions of its flesh are nothing but coherent light, a woven cascade of brilliant energy somehow holding itself together. It's a manic, sadistic thing that seems unglued from the fabric of reality around it, sometimes stuttering or blurring as the energy threaded through its mind and body frays for a moment. When it does move, the mutant is blindingly fast; it prefers to keep to the dark, creating a dizzying smear of color in its wake. When the figment touches technology with its neon fingertips, machines and electronics bend to its will.

Primary Pool: 11 (swift killer)
Secondary Pool: 6 (hacking)
Desperation Pool: 3
Defense: 3
Health: 4
Corruption: 1

Extras: +1 Enhancement (hacking)
Qualities: Interface, Lightning Speed

CREEPER (SUB-ABERRANT MUTANT)

Creeper lurks underground, in crumbling man-made caverns of concrete and steel. It skitters through the darkness, blinking owlishly when a rogue beam of sunlight pierces down into the depths. It hunts rats, urban explorers, and trash that falls from above. Overhead, huge arcologies rear up in bloated immensity. Creeper used to live up there too. Sometimes, at night, it stares enviously at the people living in that neon glow. When it's feeling particularly adventurous, it slithers through air ducts to nibble at sweets and sleeping fingers.

Creeper isn't alone. Others like it wander and gibber and bicker in the darkness of the dilapidated underground. The troglodytes are barely recognizable as human any more, twisted into rodent-like caricatures with claw-tipped arms, tentacles, overgrown teeth, and bristly hair. Creeper and its swarm-mates were created by an Aberrant to serve as expendable minions and soldiers; they fled into the depths when a team of psions dispatched their master. The mutants lurk there still, pathetic but dangerous. They grow bolder in their raids of the arcologies above, and perhaps will grab the attention of another Aberrant.

Primary Pool: 11 (stealthy vermin)
Secondary Pool: 6 (hungry killer)
Desperation Pool: 3
Defense: 3
Health: 4
Corruption: 1

WEAPON: CREEPER CLAWS

TYPE	EN	RANGE	DMG TYPE	TAGS
Claws	2	Close	Edged	Deadly, Grapple, Piercing, Quality 2

Extras: +1 Enhancement (climbing)

Qualities: Blast (claws), Multi-Tasking (many limbs)

CRIMSON LEPER (SUB-ABERRANT MUTANT)

The Crimson Leper shuffles along with his fellow mutants, a herd of warped and cancerous zealots who croak the praises of the Crimson Saint. He weeps blood, like all those touched by the Saint's power, and eagerly throws himself into battle against the enemies of the *Enfants Rouge*. The Leper feels almost no pain, for his flesh is a constant tide of tumorous renewal, knitting wounds together even as old skin and meat sloughs away to rot.

Like many other mutants in the cult, the Crimson Leper would have perished in the first days following the Esperanza disaster had the Crimson Saint not found him and healed him from the ravages of radiation sickness. Now he is a zealous defender of the Aberrant and her cult, rasping praises of her name. He yearns to carry her grace to the refugee camps where his countryfolk languish, but accepts the admonitions of his superiors that the people there are not yet ready to witness his new form.

Primary Pool: 11 (endurance and survival)

Secondary Pool: 6 (zealous fighter)

Desperation Pool: 3

Defense: 3

Health: 4

Corruption: 1

Extras: +1 Enhancement (resilience)

Qualities: Armor (complete), Lesser Regeneration

GHOST ONE (SUB-ABERRANT MUTANT)

Ghost One is a first-class soldier, the best of the best, hand-picked from the ranks of the Monolith security wing to join the Veiled. He's clad from head to toe in the advanced battle harness of an elite combatant, and equipped with top-notch armaments and war gear. The mutant's face is completely concealed behind a helm pockmarked by sensor buds and lenses. That's good, because Ghost One's appearance isn't what it used to be. He looks desiccated, with gray skin drawn tight over iron-hard muscles and sinews, and his mouth is a rictus. The most startling mutation of all is Ghost One's cyclopean gaze: one eye has greatly enlarged and the other withered away entirely.

Ghost One is a leading officer among the Veiled, mutants carefully engineered by Sandoval to combat the powers of psions. Ghost One and his squad guard key Monolith sites and personnel, but the zealots are itching to prove their worth against the hated degenerates of the psi orders. The only psions they've had a chance to go up against thus far are lone renegades who have dug too deep into Monolith matters or tried to infiltrate the cult's holdings by themselves. Now, though, the cult is drawing up a target list of influential psions and the Veiled will soon be deployed in covert operations to terminate these problematic individuals.

Primary Pool: 11 (elite soldier)

Secondary Pool: 6 (command and tactics)

Desperation Pool: 3

Defense: 3

Health: 4

Corruption: 1

Extras: +1 Enhancement (combat), Psi Shroud

BASILISK (DIVERGENT ABERRANT)

Basilisk is an iridescent figure of beautiful illumination set against darkness. Light crawls under her ebon skin in complex geometric patterns, and neon blood gleams in her veins. She can suppress the light for a while, but she hates having to do so. She prefers to stand in the pulsing glow and gloom of &BLACK, surrounded by adoring addicts.

The Aberrant only came into her power recently, and her goals are limited. She is a super-genius programmer and chemist, but concerns herself with building up a

WEAPON: ILOMBA FANGS

TYPE	EN	RANGE	DAMAGE TYPE	TAGS
Fangs	3	Close	Edged	Aggravated, Brutal, Grapple, Poison, Quality 2

power base of addicts, loyal cultists, and the resources needed to maintain &BLACK. She lies to herself that this is all to give her followers a taste of bliss in a cruel world that only tries to grind them down, that this isn't just about her. She's created several figments from the most hopeless addicts, turning them into half-real creatures of light and energy. Now, she sets her neon ghouls and emotionless husks against other drug operations, demanding they submit to her power.

Primary Pool: 13 (engineer of bliss and code)

Secondary Pool: 8 (incredible reflexes)

Desperation Pool: 4

Defense: 4

Health: 5

Corruption: 2

Extras: Scale 1

Qualities: Incredible Speed, Interface

Mutations: Mastermind, Mode Analog (Overseer)

ILOMBA (DIVERGENT ABERRANT)

Ilomba spends most of its time buried in a blanket of sedation, prickled by electrodes and needles. It has only snatches of memory, just glimpses of the person it once was. An explosive collar tightly circles the Aberrant's neck. There are doctors in white breathing masks, delving injections, whispering machine voices. Wakefulness only comes with deployment.

The Vigilant keep Ilomba on a tight leash. It is given the information it needs to commit the kill, and stern reminders that deviance from the plan will result in a detonated collar. Loyal agents deliver it to the operation zone in a van or helicopter, and keep close oversight throughout. It's hard for Ilomba to properly plan an escape with only brief moments of clarity between drugged imprisonments, but it takes a little longer for the sedatives to sink their numbing claws in each time. The memories are growing clearer. Ilomba holds tight to the thread of hope that this mounting tolerance offers.

The Aberrant is a serpentine thing, powerfully built with cartilaginous scales and savage claws. Ilomba moves sinuously with a dancer's grace and light-footed steps that belie its raw strength. Its talons and maw of bristling fangs glistens with a potent toxin that can reduce a victim to a puddle of deliquescent flesh. Ilomba can warp its own flesh and bones to squeeze through gaps and apertures, making it extremely hard to stop the assassin from finding a route to its target.

Primary Pool: 13 (silent assassin)

Secondary Pool: 8 (powerful physique)

Desperation Pool: 4

Defense: 4

Health: 5

Corruption: 3

Extras: Scale 1

Qualities: Armor Piercing, Baleful Touch (poison), Blast (fangs)

Mutations: Incapacitate, Mode Analog (Plasticity)

CRIMSON SAINT (NEMESIS ABERRANT)

The Crimson Saint screamed out of the sky with the Esperanza, a Valkyrie to the innumerable lives snuffed out in its impact. She crawled from the devastation a blistered and broken thing, but incredible recuperative abilities knitted her back together. The first survivors the Saint stumbled upon shrank back in terror from the crooning, blackened thing but instead of slaughter, the Aberrant set to mending their injuries and purging their bodies of sickness. That was the beginning of the *Enfants Rouges*.

The Crimson Saint is gripped by an apocalyptic fervor. Mankind has fallen, and must be steered back to the right path. To do this, the wicked and the evil must be purged from its ranks. The Crimson Saint sees the survivors of *la Blessure* as having survived the crucible of judgment, and therefore to have earned salvation. They need to be gathered up in her loving embrace and given her guidance. The outsiders of the rest of the world have yet to be tested. In time, she will scourge their rotting nations with fire and faith to separate the wheat from the chaff.

The Crimson Saint is tall and gangling, her limbs and torso stretched too long so she looms over her congregation. She has no eyes, merely empty pits weeping blood in sticky trails down her cheeks. The Saint wraps herself in cloth soaked with this blood, a red-slick mimicry of a French nun of old.

Primary Pool: 15 (healer and demagogue)

Secondary Pool: 10 (monstrous strength)

Desperation Pool: 5

Defense: 4

Health: 7

Corruption: 5

Extras: Scale 2

Qualities: Baleful Touch (cancerous overdrive), Invulnerability (fire), Monstrous Presence, Regeneration (vulnerable to acid)

Mutations: Direct Corruption, Mode Analog (Mending), Quantum Wave

SLAUGHTERMANE (NEMESIS ABERRANT)

Slaughtermane is a blood-crazed lunatic. He doesn't bother with complexity or subtle schemes; this monstrous Aberrant hungers for opportunities to tear apart opponents. He's a wrecking ball addicted to the high that comes from power over life and death, ripping his way through reality from one hunting ground to the next.

While on a rampage, Slaughtermane chooses whether to kill or spare victims on the spur of the moment. He likes to savor the terror of a human at his mercy, and to linger in the moment of choice that dictates his mastery over their future. Who Slaughtermane kills and who he lets live seems outwardly random, but the former nova is subconsciously influenced by fragments of memory from the time he was still seen as a hero. He even had a fan club once. Glimpses of half-forgotten faces still haunt him, and turn him from the murder of those who resemble them.

Slaughtermane is a lean monstrosity of cracked, leathery skin and a bestial visage. Long barbed tendrils

WEAPON: SLAUGHTERMANE TENDRILS

TYPE	EN	RANGE	DAMAGE TYPE	TAGS
Tendrils	3	Close-Medium	Edged	Brutal, Deadly, Grapple, Piercing, Quality 3, Ranged (Close-Medium), Silent

spill from his scalp in thickly muscled ropes. These tendrils can erupt out in a thrashing, lethal tangle, or spear through a victim with precise malice.

Primary Pool: 15 (monstrous warrior)

Secondary Pool: 10 (tracker and hunter)

Desperation Pool: 5

Defense: 4

Health: 7

Corruption: 5

Extras: Scale 2

Qualities: Armor Piercing, Blast (tendrils), Quantum Flare, Multi-Tasking

Mutations: Warp, World-Shaking

SANDOVAL (TERAT ABERRANT)

Sandoval Gutierrez is one of the most powerful Aberrants still on Earth. He kept a low profile during the age of novas, watching as Aberrants and humanity turned on each other, disgusted by the excesses of both. Sandoval entertains delusions of a perfected society, a species-wide new order to be imposed upon humanity for its own betterment. Aberrants were not the answer to the future of the species, but they can play a part as the catalysts, the midwives for a destiny of peace, harmony, and unity.

The emergence of the psions threatens Sandoval's messianic delusions. He is convinced that psions are an unnatural phenomena, the creation of some conspiracy — perhaps even alien — that seeks to wrest the tiller of humanity's destiny away from his clearly brilliant vision. Whether psions are merely pawns or the masters of this conspiracy, Sandoval cannot tolerate the existence of these rivals. They must be purged.

For a Terat, Sandoval's appearance is relatively restrained. He towers over a normal human, a stunningly beautiful man with marble skin like a statue given life. His eyes constantly shimmer with inner energies that threaten to spill out. Merely being in his presence pushes at the human mind with an instinct to kneel and obey and adore. For all Sandoval's power, he retains old habits when it comes to clothing, preferring suits personally tailored to his size and bulk.

Primary Pool: 17 (supernaturally charismatic leader)

Secondary Pool: 12 (immense strength)

Desperation Pool: 6

Defense: 5

Health: 10

Corruption: 6

Extras: Scale 4

Qualities: Armor (complete, environmental 2 (hard radiation), hard armor 1, innocuous 2), Collateral Damage, Invulnerability (ballistic damage), Monstrous Presence, Unstoppable

Mutations: Direct Corruption, Disruption, Mastermind, Mode Analog (Command), Quantum Wave

GOUGE (TERAT ABERRANT)

Gouge isn't so much a person as a terrain feature, a Terat of colossal size whose humanity has been entirely obliterated. The first extrasolar colonists she attacked assumed they had stumbled upon some brutish and immense alien beast. They were horrified to realize that this monstrosity clearly possessed intelligence and the powers of an Aberrant.

Gouge wants to go home. She marauds far-flung worlds because, despite her size and strength, Gouge still fears the concentrated retaliation she expects if she returned to Earth. She burns with hatred of the governments that drove her from the planet, and vents her rage against any sort of human authority or governance she encounters during her wanderings. She likes to appear in orbit over a world and drop down, a meteor of hate that slams into targets before unfolding and rampaging gleefully over any survivors. Gouge can sense tectonic energy, fault lines, and vibrations through the earth, and seeks out unstable regions to trigger volcanic activity and earthquakes.

ATTACK: GOUGE CRUSH

TYPE	EN	RANGE	DAMAGE TYPE	TAGS
Crush	3	Close	Edged	Brutal, Deadly, Explosive *, Grapple, Piercing, Pushing, Quality 3, Weighted

* Gouge's attacks are not literally explosive, but due to her sheer size a swipe of one claw may crush anyone else unfortunate enough to be nearby her target.

The Aberrant is larger than a tank — she's a multi-limbed hillock of a beast, vaguely reptilian in aspect and covered in rocky, tumorous growths. Her head is a wide-mouthed muzzle with few other features but for her grinding, surprisingly human teeth. Eyes pockmark the side of her neck, and tendrils twitch in draping curtains along her underbelly. Gouge can crush an armored vehicle underfoot; any attempt to take the immense Aberrant down will require some serious firepower.

Primary Pool: 17 (colossally strong behemoth)

Secondary Pool: 12 (geological attunement)

Desperation Pool: 6

Defense: 5

Health: 10

Corruption: 7

Extras: Scale 4

Qualities: Armor (composite, environmental 2 (extreme heat) hard armor 3), Blast (crush), Invulnerability (concussive), Monstrous Presence, Unstoppable

Mutations: Quantum Wind, Tyrant of the Battlefield, Warp, World-Shaking

NEW ABERRANT QUALITIES

The following are new Qualities available to Aberrants or sub-Aberrant mutants.

INTERFACE

The Aberrant can hack devices without a mini-comp, using her own will instead. She can even hack devices that do not have a wireless connection by touching them. She adds her Corruption rating as an Enhancement to her hacking rolls.

LESSER REGENERATION

Prerequisite: Sub-Aberrant mutant only

The mutant automatically heals one Injury Condition every scene. The mutant is vulnerable to a single type of damage, as with the normal Regeneration quality, and heals Injury Conditions inflicted by that damage type at normal speed.

LIGHTNING SPEED

The Aberrant is incredibly fast. She adds her Corruption rating to her tick rating in combat and to her Speed Scale.

PSI SHROUD

The Aberrant can spend 1 Corruption to add her Corruption rating as a Complication on any psi power that targets her. Failure to buy it off may causes the power to slide off the Aberrant and onto another victim present in the scene instead.

NEW EQUIPMENT.
NEW THREATS.
AND NEW HEROES!

The Æon Æxpansion expands the setting of Trinity Continuum: Æon by adding wondrous new technologies, two new types of playable characters, and a variety of terrifying new opponents.

The Æon Æxpansion requires both Trinity Continuum: Æon and the Trinity Continuum Core Rulebook to play. Inside, you will find:

- Information about new noetic biotech, hardtech cyberware, military weapons, and other technologies of the early 22nd century

- Rules for creating and using the large and deadly battlesuits known as VARGs (Vacuum Assault and Reconnaissance Gear)

- Rules for creating and playing psiad and superior characters within the Trinity Continuum

- Rules for playing psions in the modern day setting of the Trinity Continuum Corebook

- New and deadly Aberrants and insidious Aberrant cults for characters to battle

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