



TRINITY CONTINUUM:

AEON

CREATING PSION CHARACTERS

Characters in a **Trinity Continuum: Æon** chronicle can be normal human beings — “neutrals” — or Talents. However, most campaigns will focus on psions — humans whose latent psychic powers have been awakened by one of the Prometheus Chambers controlled by the psi orders, giving them incredible abilities and preparing them to take on the terrible threats that menace humanity in this future age.

This section covers the additional rules needed for creating psion characters in **Trinity Continuum: Æon**, as well as new Paths and Edges suitable for the futuristic setting. Character generation in **Æon** follows the same process given in the **Trinity Continuum Corebook**, apart from the differences noted below.

CHARACTER GENERATION SUMMARY

STEP ONE: CONCEPT

Pick your character's name, background, and Aspirations. If they are a psion, you will also pick their psi order.

STEP TWO: PATHS

Pick your character's Origin, Role, and Society Paths. Your psi order, if any, should be reflected in your Society Path. Several new Role and Society Paths specific to **Æon** are provided on p. 129.

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 PSION TEMPLATE

Choose your character's Aptitude, determine starting Psi Trait (normally 2, except for quantakinetics or teleporters), and assign your Mode dots, and also add one dot to one Attribute in her preferred Approach (Force, Finesse, or Resilience), as part of the overall enhancement provided by the Prometheus Chamber.

STEP SIX: FINISHING TOUCHES

Gain bonus traits (**Trinity Continuum Corebook**, p. 38), and calculate Health and Defense rating. Characters who are quantakinetics or teleporters or who possess a quantakinesis or teleportation Auxiliary Mode (see below) must forgo the additional Attribute dot provided in this section and instead increase their starting Psi trait to 3. Players of characters with other Aptitudes are also free to forgo the bonus Attribute dot to start play with a Psi trait of 3, but do not need to do so.

PSION ORDER

During step one of character generation, it is important to choose the **psi order** that a psion character belongs to. Each psi order favors a particular psionic aptitude due to the Prometheus Chamber

CREATING TALENTS IN TRINITY CONTINUUM: ÆON

While a neutral character would be outclassed in a campaign where the other characters are psions, Talents make excellent characters, and groups composed of a mixture of Talents and psions can work exceedingly well. See Talents in **Trinity Continuum: Æon** (p. 322) for further information.

To create Talent characters for this game, use the rules for creating Talents from the **Trinity Continuum Corebook** (pp. 151-158), but you can use any of the Paths in this book (the eight psi orders have neutrals, including Talents, as members), and characters can possess any of the Edges in this book, except for the Psionic Edges, which are only available for psions. In addition, Talents can also be Nihonjin special agents who possess extensive hardtech augmentations. See the Nihonjin Agent Path (p. 130) for details.

it possesses, but belonging to an order does not restrict a character to that particular aptitude — many of an order's psions will have originally been awakened by a different Prometheus Chamber. Each psi order also has a Path associated with it.

The psi orders are: Æsculapian Order (vitakinesis), Chitra Bhanu (quantakinesis), ISRA (clairsentience), The Legions (psychokinesis), The Ministry (telepathy), Norça (biokinesis), Orgotek (electrokinesis), Upeo wa Macho (teleportation).

Not every psion has to belong to an order; some are freelancers, some are renegades, and some hold themselves aloof from the factions and politicking of the psi orders. Every single psion has been awakened by a Prometheus Chamber, though, and that means that at some point a psion must have dealt with the particular psi order that holds the Chamber of her Aptitude.

NEW PATHS

During step two of character generation, the player chooses Origin, Role, and Society Paths for her character. **Trinity Continuum: Æon** contains one new Origin Path: Oceanian; three new Role Paths: Off-Earth Colonist, Spacer, and Space Military; as well as 12 new Society Paths: Æsculapian Order, Chitra Bhanu, ISRA, The Legions, The Ministry, Norça, Orgotek, Upeo wa Macho, Freelance Psion, Nihonjin Agent, Æon Trinity, and Æon Trinity Section Minerva. For a psion character, the Society Path must represent her relationship (or lack thereof) with the psi orders or the Æon Trinity itself. See the individual psi order or Æon Trinity entries in Chapter 5 for those Paths, except for the Chitra Bhanu Path, which is in Chapter 11 (p. 371). All of the other Paths can be found at the end of this chapter.

THE PSION TEMPLATE

A **psion** is a human being with latent psychic powers that have been awakened and brought to full strength through the transformative science of a Prometheus Chamber. Psion characters possess a number of unusual capabilities represented through their **Aptitude**, **Psi Trait**, and **Modes**.

A psion's **Aptitude** is the primary psychic talent that she has manifested, and is dictated entirely by the specific Prometheus Chamber used to awaken her latent psionic powers. Even a psion who expressed strong, uncontrolled latent capability in one Aptitude will have that inclination overwritten by the power of the Chamber she is exposed to, although she may express that latent power in the form of an **Auxiliary Mode** (see below).

There are eight Aptitudes. **Biokinesis** focuses on control of the psion's own body. **Clairsentience** extends the psion's senses across the present, past, and future. **Electrokinesis** controls the energies of the electromagnetic spectrum. **Psychokinesis** affects kinetic energy. **Quantakinesis** deals with the strange relationship between energy, matter, and both psionic and Quantum powers. **Telepathy** controls and influences the psion's own mind and those of others. **Teleportation** lets the psion cross great distances in the blink of an eye, and **vitakinesis** heals, augments, and damages living beings.

A psion can only ever possess one Aptitude. She may have limited Auxiliary Modes in other Aptitudes, but her Aptitude dictates where her psychic powers are strongest. If she attempts immersion in a second Prometheus Chamber, it will not awaken a second Aptitude — it will simply kill her.

Once the psion's Aptitude is chosen, she gains a set of *basic powers* associated with that Aptitude. In addition, she gains one dot in one Attribute in her preferred Approach (Force, Finesse, or Resilience), as part of the overall enhancement provided by the Prometheus Chamber.

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 with which she fuels her powers, and a number of other effects such as attunement, psi imprints, range, etc. (see p. 203 for more details). Most psions begin with a Psi trait of 2, but the Quantakinesis and Teleportation Aptitudes *require* a starting Psi rating of 3. When generating a quantakinetic or a teleporter, increase the character's starting Psi to 3 but when generating bonus traits (see **Trinity Continuum Corebook**, p. 38), quantakinetic or teleporter characters must forgo the additional Attribute dot to pay for starting with a Psi trait of 3. Players generating psions with other Aptitudes are also free to make this same trade.

The psion's player can now allocate four dots among the character's available **Modes** (see p. 206). Modes are the actual psychic powers that the psion can control, with three Modes in each Aptitude, each of which is rated from one to six dots. Every dot assigned to a Mode unlocks new uses of that power for the psion. **At least three dots** must be allocated to Modes from the psion's Aptitude. Auxiliary Modes provide access to the basic powers of Aptitudes, but Tier 2 characters, like most psions, can never raise an Auxiliary Mode above one dot.

Prior to allocating her dots, a psion begins with zero rating in each Mode. She can assign her dots between her Modes as she sees fit, but

a Tier 2 (psion Tier) character cannot go above five dots; the sixth dot in an Aptitude and the final seventh dot in the Aptitude represent the incredible power that only Tier 3 (proxy Tier) psions can access. Note that a character who has any Mode three or more dots higher than her next-highest Mode may suffer from psionic dysfunction due to the imbalance in her psychic capabilities (see p. 208).

CREATING ADVANCED CHARACTERS

The system presented here creates capable psion characters early in their career, with significant but limited psychic power. However, it is also possible to begin a **Trinity Continuum: Aeon** campaign with more experienced psions — from psions who have spent several months practicing their skills, to veteran psi order agents who have seen a dozen battles, experienced Talents who have been active heroes for a decade or more, or even colossally talented individuals with psychic strength on par with that of the orders' proxies. Creating advanced characters is simply a matter of following the usual character generation rules, and then adding the listed Experience points to spend at the end. The Storyguide and all of the players should agree about how much additional Experience characters should start play with, and all characters should start play with the same amount of additional Experience. Unless everyone enjoys playing characters who are just beginning their career as a psion or a Talent, most campaigns should start with Experienced characters (see the table below).

The one limitation on creating an advanced character is that heroic figures must purchase at least one additional dot in an existing Path or an initial dot in a new Path, and proxies or exceptional Talents must purchase at least two additional dots in existing or new Paths, representing the ties and the connections these impressive characters have built up during their careers. In addition, a Tier 3 proxy-level psion must possess at least six dots of Psi, at least five dots in one Aptitude Mode and at least three dots in another Aptitude Mode. Characters who meet these three prerequisites automatically become Tier 3 proxy-level characters. Psions normally experience this change as a profound transformation that can include visions, sudden bursts of knowledge, and a general feeling of awakening and increased awareness over the next day or two.

ADVANTAGES FOR TIER 3 PROXY-LEVEL PSIONS

In addition to the advantages normally gained by being a Tier 3 character and possessing a Psi trait of six, Proxy-level psions gain several additional advantages. They can raise each of their Aptitude Modes to six dots, learn a special seven-dot power, raise their Psi trait up to seven, purchase up to 2 dots in any Auxiliary Mode, and recover Psi points twice as rapidly. In addition, they can raise their other Attributes as high as six dots, or seven dots if they possess the Superior Trait Edge.

PSI ORDERS

THE ÆSCULAPIAN ORDER PATH [SOCIETY]

The character is closely affiliated with the Æsculapian Order, the vitakinetic psi order. She is aligned with the Order's mission of helping the sick and injured, providing aid, and protecting humanity from disasters. She is likely either a medical professional or other first responder, or she works closely with those who are. She is likely familiar with the organization and provision of aid and emergency services to those in need across the world — and beyond.

PATH CONCEPTS

First responder, medical researcher, medical relief worker, search-and-rescue specialist

Example Connections: Æon Trinity, Emergency Service Personnel, Health Ministry, Medical Specialist

Skills: Athletics, Empathy, Medicine, Science

Edges: Adrenaline Spike, Danger Sense, Enhanced Attunement, Favored Mode, Hardy, Keen Sense, Library, Rapid Response Protocols, Trained Memory

SPECIAL EDGE: RAPID RESPONSE PROTOCOLS (•)

Prerequisite: Æsculapian Order

As a member of the Æsculapian Order, your character can take advantage of the organization's emergency resources. As long as your character has access to an Æsculapian clinic or station, she can receive free medical treatment with top-level equipment providing 2 Enhancement or greater. Additionally, she can always request analysis of a disease, pathogen, toxin, or injury; the Order's staff will perform the equivalent of a research action with a three-dot Library specializing in Medicine, using a base dice pool of 8 and taking no more than a few hours.

THE CHITRA BHANU PATH [SOCIETY]

The character is — or was — closely affiliated with Chitra Bhanu, the quantakinetic psi order. She survived the purge of the order. She may be on the run, a fugitive who sided with Dr. Bhurano and who aches for revenge on those who destroyed her order; or she may want no part of the conflict that consumed her former comrades. If she is a quantakinetic psion then she is either a survivor of the quantakinetic purge or became a quantakinetic within the past few months. She is also very likely to be a scientist or some other type of academic.

PATH CONCEPTS

Aberrant hunter, interstellar archeologist, noetic scientist, Quantum Flux researcher

Example Connections: Æon Trinity, Criminal Organization, Fellow Chitra Bhanu Survivor, Quantum Flux Victim

Skills: Humanities, Integrity, Larceny, Science

Edges: Alternate Identity, Covert, Enhanced Attunement, Enhanced Psi Cloak, Favored Mode, Hair Trigger Reflexes, Skilled Liar, Superior Trait, Trained Memory

SPECIAL EDGE: ENHANCED PSI CLOAK (•)

Prerequisites: Chitra Bhanu, Quantakinetic Aptitude

After years of hiding her nature, your character has developed an incredibly fine level of control over her quantakinetic psi cloak ability. She can use psi powers even when her noetic field appears to be shut down entirely due to her psi cloak, but doing so places a level 2 Complication on the action; failing to buy off the Complication results in her psi cloak immediately dropping for the remainder of the scene.

THE ISRA PATH [SOCIETY]

The character is closely affiliated with the Interplanetary School of Research and Advancement, the clairsentient order. She is aligned with this sprawling, spiritual organization and may well be a counselor or spiritual adviser herself. If she is a psion, she may be part of ISRA's network of "neighbors." Whether part of a response team, an associate member, or some other affiliate to the order, she is likely to have experienced the strange and often mysterious aid that the society of clairsentients provides to its members.

PATH CONCEPTS

Leviathan jump ship pilot, spiritual counselor, troubleshooting drifter, wandering mystic

Example Connections: Æon Trinity, Local Community Organizer, Respected Priest, Seemingly Random Individual Clairsentience Indicated to Be Significant

Skills: Culture, Empathy, Humanities, Integrity

Edges: Artistic Talent, Danger Sense, Direction Sense, Enhanced Attunement, Favored Mode, Keen Sense, Mysterious Aid, Patron, Weak Spots

SPECIAL EDGE: MYSTERIOUS AID (••)

Prerequisite: ISRA (required Edge)

Your character is occasionally the recipient of unexpected help due to the clairsentient capabilities of her patron organization. Once per session, you may choose to have a source of aid occur in the form of a two-dot Ally, 2 Enhancement to a single roll, or a clue for an information-gathering action. It could even take the form of between one and half a dozen devices with a cost of no more than •• each. You must explain what form this aid takes. It might be a handily placed cache of gear that is precisely where the character needs it to be, a seemingly bizarre instruction from ISRA that reveals a clue, or the sudden appearance of a contact who was advised to be in a certain place at a certain time. It also must be reasonable for the aid to be able to appear in the circumstances. The Storyguide is also free to use this Edge for the characters once per session if they are about to encounter unexpected difficulties or the players are becoming frustrated. All characters who select this Path must purchase this Edge

THE LEGIONS PATH [SOCIETY]

The character is closely affiliated with the Legions, the psychokinetic order. She may be an actual ranking member of the Legions and thus part of the UNMC, or she may be a closely aligned

contractor, supporter, or ally of the organization. If she is a psion in the order, she has undergone a rigorous and selective training process, and during her service lives according to the Legions' rules and regulations. Whether a soldier or not, she works as a part of the Legions' efforts to protect humanity.

PATH CONCEPTS

Battlefield medic, combat pilot, determined aberrant hunter, soldier

Example Connections: Local Militia, Mercenary Company, Military Contractor, UN Official

Skills: Aim, Athletics, Close Combat, Command

Edges: Always Prepared, Enhanced Attunement, Favored Mode, Hardy, Iron Will, Legion Armory, Small Unit Tactics

SPECIAL EDGE: LEGION ARMORY (•)

Prerequisite: Legions (required Edge)

As a full member of one of the Legions, your character has access to significant military resources. She can always acquire military-grade weapons, armor, and equipment without difficulty regardless of her personal wealth, and she has the authorization to carry and use such armaments wherever the Legions' authority extends, subject to the UNMLC. All characters who select this Path must purchase this Edge.

THE MINISTRY PATH (SOCIETY)

The character is closely affiliated with the Ministry of Noetic Affairs, the telepathic order and part of the Chinese government. She may work directly for the Ministry, or for one of the other departments of the government that are so intimately intertwined with it. She may be a dutiful agent with a sense of Chinese patriotism, someone who sees Bue Li's faith as a shining example — or simply have joined up out of a desire for power or for the sense of connection that only telepathy can provide.

PATH CONCEPTS

Law enforcement agent, social worker, special forces soldier, telepathic spy

Example Connections: Government Official, Local Religious Leader, Noetics Expert, Politician

Skills: Culture, Empathy, Enigmas, Integrity

Edges (for Telepaths): Covert, Danger Sense, Enhanced Attunement, Favored Mode, Iron Will, Skilled Liar, Subtle Influence, Trained Memory

Edges (for non-Telepaths): Covert, Dual Minded, Favored Mode, Iron Will, Subtle Influence, Telepathic Resistance

SPECIAL EDGE: DUAL MINDED (••)

Prerequisites: Ministry Path, member of the Eyes of Heaven, not a telepath

Special training allows your character to gain a variety of benefits when in mental contact with a telepath. To gain this bonus, your character must be in contact with a telepath using both Network (Mindshare •) and Access (Mindshare •••) on your character. In this case, your character gains 2 Enhancement to all Mental rolls, including Initiative.

SPECIAL EDGE: SUBTLE INFLUENCE (••)

Prerequisite: Ministry Path

As a member of the Ministry, your character understands the importance of subtle approaches and avoiding the carelessness that leaves undue evidence behind. She gains 1 Enhancement on any attempts to cover up evidence, whether clearing away physical traces at the scene of her activities, scrubbing a system of incriminating data, or seeding misinformation in the minds of potential witnesses. Additionally, she inflicts a level 2 Complication on any attempts by other characters to gather evidence on her activities or discover her involvement in events; if this Complication is not bought off, she rapidly becomes aware of this investigation.

THE NORÇA PATH (SOCIETY)

The character is closely affiliated with the Norça, the biokinetic order. She may be a direct member of the New National Force, or perhaps an ecoterrorist or scientist associated with some of their endeavors. She is likely to have been observed for some time before being invited to join or fraternize with the Norça; they are extremely picky about who they recruit. If part of the order proper, she is part of a cell of operatives — and will know full well that she is being watched.

PATH CONCEPTS

Covert intelligent operative, daredevil explorer, field biologist, noetic bioengineer

Example Connections: Ecoterrorist, Ecoscientist, Humanitarian Agency, Intelligence Agency

Skills: Athletics, Empathy, Science, Survival

Edges: Ambidextrous, Enhanced Attunement, Favored Mode, Alternate Identity, Hardy, Impersonation Training, Keen Sense, Safe House, Superior Trait

SPECIAL EDGE: IMPERSONATION TRAINING (••)

Prerequisites: Norça & Transmogrification •••+

Your character has received special training for how to use his ability to change his appearance to almost perfectly impersonate people, allowing him to better imitate someone's voice, gait, and nonverbal communication. This Edge provides 2 Enhancement for all impersonation attempts where he uses Transmogrification to disguise himself as the person he is impersonating.

SPECIAL EDGE: SAFE HOUSE (•)

Prerequisite: Norça

Your character can reach out to local Norça cells to arrange a safe place to stay. In Sudamérica, this ability is straightforward, but beyond the Norça's territory it requires a successful Presence + Persuasion roll to contact the right people and convince them of her need. There is no guarantee that the conditions in a safe house will be particularly comfortable or roomy, but such a location will be secure, positioned away from established surveillance, and protected by contacts in the neighborhood or administration who are willing to lie to cover up its existence and fabricate short-term credentials for a false identity. The longer your character stays in a safe house, the less safe it becomes. Most Norça will avoid remaining in one for more than three days.

THE ORGOTEK PATH (SOCIETY)

The character is closely affiliated with Orgotek, the electrokinetic order. She is part of the Orgotek corporation, employed by one of its divisions or serving as a contractor or troubleshooter for the conglomerate; or she might even be an investor or shareholder from Orgotek's early days. She belongs to or regularly interacts with the Orgotek corporate culture, is familiar with its market goals and may well possess significant insight into the modern economy and business world.

PATH CONCEPTS

Activist programmer, alien technologies researcher, corporate espionage operative, research and development engineer

Example Connections: Biotechnician, FSA Regulator, High-Flying CEO, Start-Up Business

Skills: Culture, Persuasion, Science, Technology

Edges: Artifact (• to ••••), Bioware Access, Enhanced Attunement, Favored Mode, Increased Tolerance, Wealth (• to ••••)

SPECIAL EDGE: BIOWARE ACCESS (• TO ••)

Prerequisite: Orgotek

Your character has easy access to bioware created by Orgosoft or other divisions of Orgotek. She possesses a number of pieces of bioware equipment equal to her dots in this Edge, which may be formatted to her if she so desires. She does not need to purchase this equipment and its cost is not a factor, but they belong to Orgotek, not her; and she will need a very compelling reason for being assigned particularly dangerous or exotic pieces of bioware. She can freely change the bioware she is assigned between sessions, if she is able to gain access to Orgotek bioware facilities.

THE UPEO WA MACHO PATH (SOCIETY)

The character is closely affiliated with the Upeo wa Macho, the teleportation order. If a psion, she may have spent the last seven years with her fellows far from Earth, before eventually returning in the face of the threat of the Chromatics and the growing number of disappearing teleporters. She may be part of the fresh wave of psions being immersed in the order's Prometheus Chamber, or perhaps a teleporter who went into hiding when the rest of the order vanished. Whatever her origin, she is likely to have traveled vast distances that other humans can barely conceive of.

PATH CONCEPTS

Expert pilot, interstellar explorer, rapid transport specialist, rescue worker

Example Connections: Bonded Witness, Interstellar Explorer, Leviathan Captain, Off-Earth Colony

Skills: Integrity, Pilot, Survival, Technology

Edges: Direction Sense, Emergency Transit, Enhanced Attunement, Favored Mode, Hardy, Iron Will, Photographic Memory

SPECIAL EDGE: EMERGENCY TRANSIT (••)

Prerequisite: Upeo wa Macho

With the impressive resources of the Upeo wa Macho behind her, your character can arrange for transportation away from almost any

threat. She can freely access conventional travel to almost any destination through the order's capabilities. Additionally, once per story, she can arrange for emergency extraction. If she is able to provide forward notice, this extraction can arrive within a minute of notification; otherwise, it may take up to an hour to arrive. The exact nature of the extraction will depend on what information the character has provided the order with; it could be anything from a teleporter psion ripping a portal open to her location to a negotiator being dispatched to bargain for her release.

ÆON TRINITY (SOCIETY)

The character is closely affiliated with the Æon Trinity and aligned with its goals: making the world a better place, helping people achieve their potential and protecting humanity. She may be a normal human, psion or Talent, serving Æon Trinity as an operative and familiar with the organization's inner workings. Whether a part of Neptune Division (communications and administration), Triton Division (scientific and data) or Proteus Division (operations and security), she has chosen to be part of this optimistic, idealistic agency.

PATH CONCEPTS

Humanitarian-aid worker, interstellar explorer, psi order liaison, research and development engineer

Example Connections: Æon Council, Humanitarian Group, Political Allies, Psi Order

Skills: Humanities, Persuasion, Science, Technology

Edges: Fame, Far-Reaching Influence, Library, Superior Trait, Wealth

SPECIAL EDGE: FAR-REACHING INFLUENCE (••)

Prerequisite: Æon Trinity (required Edge)

The influence and reputation of the Æon Trinity reaches very far indeed, and many doors open for your character that might otherwise remain closed. Whenever your character engages in an intrigue action, she can spend a single point of Momentum to shift the attitude of the target character or organization by 1 toward positive, *unless* the target has a specific reason for being expressly opposed towards the Æon Trinity at the time. Simply being unfriendly, untrusting, or other forms of general surliness are not a good enough reason to block the character from using this ability. The character also receives an extra bonus point of Momentum whenever a Storyguide character refuses or acts against her influence roll results. All characters who select this Path must purchase this Edge.

ÆON TRINITY SECTION MINERVA (SOCIETY)

The character is closely affiliated not just with the Æon Trinity, but with a part of it that does not officially exist: Section Minerva. She is one of Proteus Division's deniable covert operatives and intelligence agents, selected not just for her skills but for her unflinching moral character. She has no uniform, no rank, and only her fellow Section Minerva operatives will recognize the lighthouse pin that she wears as indicating her allegiance.

PATH CONCEPTS

Anti-authoritarian rebel, deep cover operative, observant spacer, wandering troubleshooter

Example Connections: Æon Council, Criminal Organization, Mercenary Company, Spy Agency

Skills: Empathy, Integrity, Larceny, Persuasion

Edges: Alternate Identity, Always Prepared, Covert, Danger Sense, Iron Will, Self-Reliance

SPECIAL EDGE: SELF-RELIANCE (• TO •••••)

Prerequisite: Æon Trinity Section Minerva, Iron Will

As a member of a deniable operation with absolute discretion

As well as the Paths presented in the **Trinity Continuum Corebook**, there are a number of new Paths available in **Trinity Continuum: Æon** — and, of course, players are encouraged to adapt existing Paths to suit their needs, as well as to create entirely new Paths to represent their life choices, professional roles, and the societies in which they dwell. The new Paths given here represent the new vistas that humanity's exploration of space has opened up. Three are new Role Paths: Off-Earth Colonist, Spacer, and Space Military. Two are new Society Paths: Freelance Psion and Nihonjin Agent. These Paths can all be found below. There is also one new Society Path for each of the eight psi orders, and two new Society Paths associated with the Æon Trinity. These additional Paths are found in the next chapter, after the description of the associated organization, except for the Chitra Bhanu Path, which can be found in Chapter 11 (p. 371).

Some Paths include new Edges, representing the special training or resources that a particular organization grants access to. These Edges are only accessible via Path membership.

FREELANCE PSION (SOCIETY)

The character is a freelance psion. She does not owe allegiance to any psi order and is a free agent, answering only to her own goals and beliefs. She may choose to work for a major government or organization, contracting out her abilities to a patron for a handsome reward; or she may be a fugitive or free spirit who is always on the move. She may have psi orders seeking to court her into joining their ranks, or she may be on the run from an order for which she has caused trouble or that refuses to take no for an answer.

PATH CONCEPTS

High-end private security specialist, obsessed vigilante, psionic private eye, wandering troubleshooter

Example Connections: Æon Trinity, Criminal Organization, Psi Order, Thankful Client

Skills: Empathy, Integrity, Larceny, Persuasion

Edges: Adrenaline Spike, Always Prepared, Covert, Danger Sense, Enhanced Attunement, Favored Mode, Inner Reserve, Patron

SPECIAL EDGE: INNER RESERVE (••)

Prerequisite: Freelance Psion

Without the support of a psi order, your character has had to learn the hard way that there's no one else who'll clean away her mess when she screws up with her psi powers. She may spend a point of Momentum whenever she botches a psi roll to convert the botch into a normal failure.

over the approach she takes to her tasks, your character understands the vital importance of her mission — and that ultimately the responsibility for it rests entirely on her shoulders. Pick a number of Skill Tricks that your character possesses equal to the number of dots in this Edge. Once per session per Skill Trick, she can reduce the Momentum cost of it by 1, which may reduce it down to 0 Momentum.

NEW PATHS

NIHONJIN AGENT (SOCIETY)

The character is closely affiliated with the government of Nippon, a nation possessing cutting-edge technology, but that is intensely distrustful of the psi orders and where bioware is banned. She serves as an agent or asset for the Nihonjin beyond the country's shores, granting them the reach to meddle in the affairs of other regions without compromising their official distance and the isolation of much of their population. She may be an infiltrator, information gatherer, or even an assassin; whatever her role, she benefits from the incredible technology that her powerful patron provides.

A Nihonjin agent is either a neutral or a Talent; she cannot be a psion.

PATH CONCEPTS

Deep-cover operative, enhanced diplomat, merciless assassin, suave spy

Example Connections: Criminal Organization, Double Agent, Government Official, Nippon Intelligence Agency

Skills: Athletics, Enigmas, Larceny, Technology

Edges: Alternative Identity, Computer Enhancement, Covert, Cyberware Access, Danger Sense, Skilled Liar, Superior Trait

SPECIAL EDGE: CYBERWARE ACCESS (• TO •••)

Prerequisite: Nihonjin Agent

Your character has easy access to cutting-edge hardtech implants (see p. 292) from Nippon. She possesses a number of implants equal to her dots in this Edge. She does not need to purchase these implants and their cost is not a factor. She can change the implants she possesses between sessions if she is able to gain access to Nihonjin medical facilities to perform the required procedures.

OFF-EARTH COLONIST (ROLE)

The character is literally reaching for the stars, part of humanity's colonization of new worlds. She is hardy, resourceful, and rugged, capable of surviving in incredibly tough conditions and expecting the unexpected. When faced with the unknown, she has the courage and determination to push onward. She has the skills and mindset to build a home and a new life under alien stars, regardless of what the galaxy throws at her.

Example Connections: Corporate Sponsor, Interstellar Explorer, Survivalist, Xenobiologist

Skills: Athletics, Integrity, Survival, Technology

Edges: Animal Ken, Danger Sense, Direction Sense, Hardy, Ms. Fix-It, Pioneer Spirit, Superior Trait, Weak Spots

SPECIAL EDGE: PIONEER SPIRIT (•••)

Prerequisite: Off-Earth Colonist

Even in the most difficult of situations, your character presses on with indefatigable determination. As long as she is part of the player-character group, increase the character's Momentum by 1. Additionally, she gains a bonus point of Momentum every time she fails or botches a Survival or Technology roll, and whenever she suffers an Injury Condition.

SPACER [ROLE]

The character lives or works in space, perhaps as the crew on a spacecraft or in a desolate outpost. She may be a technician, skilled in maintaining and repairing the technology that is so vital to keeping her and her fellows alive. She may be a pilot, working with noetic engines or alongside a clairsentient and a teleporter to steer a colossal vessel through the void. Regardless of her role, she almost certainly has at least some familiarity with handling small craft and EVA equipment. The void is not a natural or welcoming environment for humanity, and technology is absolutely vital to her day-to-day survival, but she may also have undergone some level of modification and adaptation — changing the fabric of her very body to better handle the strange pressures of space.

Example Connections: Asteroid Miner, Interstellar Explorer, Off-Earth Colonist, Upeo wa Macho Member

Skills: Enigmas, Pilot, Science, Technology

Edges: Breath Control, Endurance, Hardy, Low-Gravity Adaptation, Ms. Fix-It, Variable Gravity Training, Weak Spots

SPECIAL EDGE: VARIABLE GRAVITY TRAINING (•)

Prerequisite: Spacer or Space Military

Your character has been trained in handling low, high, or zero-gravity environments. She reduces the level of any Complications stemming from gravity-related conditions by 1 when attempting non-combat physical actions.

SPACE MILITARY [ROLE]

The character is part of a small elite — those combat specialists who ply their trade in the void of space. She might be part of a space

vessel's onboard contingent of marines intended mostly for policing and supporting off-Earth colonies and manning the ship's battle stations, or she may be an elite combat pilot expected to go toe to toe with whatever nightmarish attack craft the mad science of Aberrants and aliens might conjure up. She's likely to have whip-fast reflexes and a level of vigilance that would impress even elite, planet-dwelling soldiers; she knows that the hungering emptiness of cold, hard vacuum is always close by.

Example Connections: Armorer, Off-Earth Colony, Spacer Captain, UNMC

Skills: Aim, Command, Pilot, Technology

Edges: Adrenaline Spike, Breath Control, Danger Sense, Hair-Trigger Reflexes, Hardy, Low-Gravity Adaptation, Small Unit Tactics, Variable Gravity Training, Variable Gravity Combat Training

SPECIAL EDGE: VARIABLE GRAVITY COMBAT TRAINING (••)

Prerequisite: Space Military

Your character has been trained in combat techniques appropriate for low, high, or zero-gravity environments, as well as the calculations and factors involved in engagements between spacecraft. She reduces the level of any Complications stemming from gravity-related conditions by 1 when attempting an attack, and benefits from 1 Enhancement to her dice pools for attacks with ship-to-ship weapons.

OCEANIAN [ORIGIN]

Your character grew up on a floating or undersea city and is now a citizen of Earth's newest and most unusual nation, Oceania. You are likely to have been born, or become, a phib or aqua and grew up in a high-tech city surrounded by an environment deadly to unmodified humans. However, the close-knit cities of Oceania are also some of the most creative and technologically advanced on the planet.

Example Connections: Artists, Scientists, Boat or Submarine Pilot, Genetic Engineer, Undersea Miner

Skills: Culture, Empathy, Survival, Technology

Edges: Amphibious or Aquatic Conversion, Artistic Talent, Big Hearted, Hardy, Increased Tolerance, Library



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