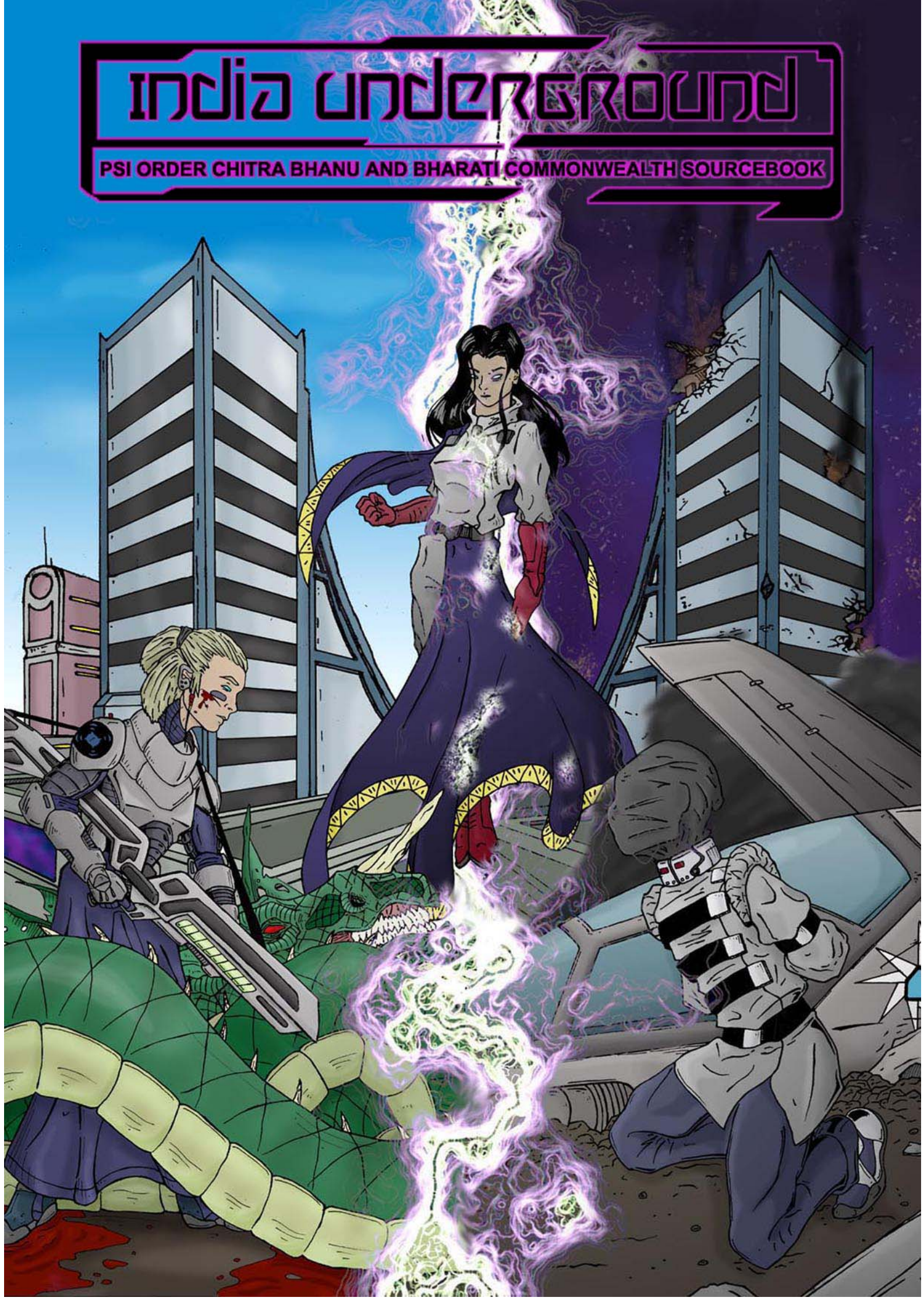


India Underground

PSI ORDER CHITRA BHANU AND BHARATI COMMONWEALTH SOURCEBOOK



23.04.2122, New Delhi

The old man slumped against the wall, his quick breaths coming in a series of wheezes. He had the look about him of someone who had not known the touch of society in many years, his clothes dirty and torn, his face unshaven and his body unwashed. His left eye was covered by an eye patch. Slowly, he raised his head to look upon the man who stood over him.

The man was a Legionnaire. His face bore the tell-tale tattoo that marked him as a member of the Second—Fortune's Knights. His uniform was well tended and cared for, its only dishevelment coming from the five-block chase he had just had to make before the old man collapsed in the alley. There was something strange about his eyes, though. Contempt was gone now. What was left was... longing?

"What... do you want... from me?" the old man's voice cracked as he spoke, his one dark, dull eye examining every shift and change in the face of the Legionnaire. The Legionnaire seemed to contemplate for a moment, as if he himself were unsure of his actions. Finally, he licked his lips and uttered a single sentence:

"I want to understand."

The old man smiled. Understanding? Is that what the Legionnaires now sought? It certainly did not seem as if that was what they sought thirteen years ago when a hundred psions and countless neutrals were massacred in the name of "human security."

"So, you want understanding now do you? *Now!* Don't you think it is a little late to be seeking understanding now?" the old man spat. "My comrades' blood lies on the hands of you and your murderous friends! You didn't question your actions when you killed them! Why not finish the job now!" The Legionnaire paused for a long second, his hand quivering slightly at his side, tempting him to do his duty—to exterminate the dark psion, to boil his blood.

"Do you really want it to end like this?" the Legionnaire finally spoke. "Do you want me to simply... kill you, to continue that cycle of murder and distrust we started in Bombay? I can't believe you wouldn't want to make some kind of difference..."

The old man lowered his gaze to the rough stone of the alley for a moment and then raised them once again to meet the gaze of the Legionnaire. "Alright... understanding you seek... understanding you will have." But even as he said the words, a dark twinkle was forming in the old man's eye...

14.07.2108, Bombay

The halls were dark, the only dim light cast by flickering green lights placed sporadically down the hallways. Nassir mused for a moment, trying to imagine this place once being a hospital for the mentally ill. A scream of horror and anger echoed through the hallway suddenly, like some wild beasts being struck with a whip or club. "Perhaps it still is a hospital for the ill," Nassir whispered it to himself.

"Yes, bahadur, that really is how you need to think of it. If not you might become deluded into thinking that the mission that is placed upon your back is somehow... treason against humanity." The Indian woman who spoke was young, barely in her twenties, but she was obviously very bright—why else would she be here?

Nassir looked at her for a moment. "Sujai, are you," he blushed slightly. He felt odd asking her.

"Yes, bahadur?" she said, a questioning look in her eye.

"Are you a quantakinetic?"

She smiled and shook her head. "No, bahadur, I am neutral unfortunately, though I do not plan to ever stop being tested. You never know when latency might show itself." She once again offered a light smile.

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Nassir smiled back. She seemed pleasant enough to have as an assistant, and he was sure he would need someone pleasant to be with considering the new work he was taking on. "I hope you find yourself latent one day."

"I do as well, bahadur. Come, this way, I shall show you your specimen." Nassir nodded, feeling his apprehension rising. This would be the first time he would see one up close. The first time he would know the presence of true evil, evil he had tried to illustrate time and time again in holovids, but had never captured. It was captured now.

Sujai gently pressed numbers on a keypad.

"*Please place your eye on the scanner,*" the computer's voice answered.

Sujai quickly did so.

The sound of whirring circuits echoed out of the machine and suddenly its voice rang out again. "*Please place your thumb on the scanner.*" With this Sujai also complied immediately, the sound of a needle gently breaking her skin was audible.

"*Please state your name and authorization number for voice recognition,*" the computer commanded.

"Karampuri, Sujai. Alpha 71291," Sujai said clearly. Nassir noticed that the number she spoke was an entirely different number than what she entered on the keypad.

There was a short pause, once again followed by the whirring of the machine's internal processes. "*Identity confirmed,*" the security doors began to slide open. "*Welcome, Sujai Karampuri.*"

Sujai turned to face Nassir. "I want to apologize for the amount of security, but you understand, its... necessary." Nassir nodded, there was no need to explain to him. Besides, his attention was much too diverted by what lay behind those security doors to play attention to any nuisance of bypassing them.

In the room beyond was a fully functioning laboratory. Members of the Chitra Bhanu order scuttled around the room, test tubes and lab reports and all manner of other top secret research instruments passed through the hands of these scientists everyday. They were the advance scouts of the most dangerous crevice that noetic science had to offer. They were beneath notice.

Only one thing in the room could hold Nassir's attention. A row of massive tanks, reaching from floor to ceiling. They vaguely resembled the Prometheus Chamber actually, Nassir mused to himself as he looked at them, with their organic texture and the appearance that they simply had taken root where they sat rather than having been placed there. The strange bio-organic ooze that filled them was different; however, in a Prometheus Chamber the fluid was greenish in colour—this was red. Red like blood. Fitting, Nassir thought, considering the nature of the occupants.

Four of the five chambers were currently occupied. Aberrants. As Nassir entered the room, one of them slowly opened one of eight eyes, its pupil rolling about futilely searching for some kind of weakness or escape. Moments later, without resistance, its eye closed again. "Astonishing," Nassir whispered, walking slowly towards the tanks, Sujai following closing behind him.

What's that, bahadur?" Sujai questioned.

Nassir placed his hand on the bio-organic glass of one of the chambers. It was warm to the touch, though Nassir was not certain that the fluid within had any heat at all. "I can't even feel them..."

Sujai's face beamed with pride. "That is the true mastery of this project, bahadur. That tank you are touching is what we call a Noetic Stabilizer. It was very difficult to create, but we did it. It creates a field of static noetic flux focused through the fluid within each chamber. An Aberrant, when placed inside, losing the ability to implement most—if not all—of its powers; it also makes them impossible to detect. Also, for some reason we could not deduce, they also become docile, if not catatonic while within the Chambers.

Nassir looked down the row of chambers, at the monstrosities contained within. It was true. No sign of movement of any kind other than an occasional twitch. He imagined that even the opening of an eye, as he had observed upon his entrance, was a rare occurrence. Nassir turned to Sujai and smiled. "Astonishing."



Sujai smiled in response. "Come, bahadur, allow me to show you to your work station." Nassir nodded.

As they walked through the room towards his workstation at the far end of the row of chambers, Nassir leaned closer and whispered. "Are these all the... I mean, are these all the specimens we have?"

Sujai shook her head. "No. There are many here, in many rooms..."

23.11.2108

"A little weaker," Nassir said, carefully watching the power flow to the Noetic Stabilizer. "A little weaker... just a little bit more. There! Stop!" The technicians immediately stopped the process of weakening the chamber's stabilization field, quickly locking it into its new position. The field had been lowered to a level where the Aberrant's powers and control over the Taint should still be under control, but much of the lethargy that resulted from the chamber had been removed.

The Aberrant within the chamber stirred ominously, its tentacles moving slightly as if it were some great leviathan of the sea, awakening after a thousand years. Slowly, four great eyes pried themselves open within the red ooze of the tank. "Do you know where you are?" Nassir said slowly, trying to coax the Aberrant into a response.

Slowly, the titan turned two of its eyes towards Nassir, examining him like an insect under a microscope, while the other two continued to shift taking in the vision of the room. "Do you know where you are?" Nassir repeated.

The tension in the room was tangible, everyone stood still. There was none of the hectic flow of constant research that was usually found in these chambers—only stillness, the only sound the beating of hearts and Nassir's voice. Nassir could feel the Aberrant now. The stabilization field was low enough that, being so close, he could feel it like a soft thudding in the back of his mind, a dark and twisted presence. Nassir swallowed hard. "Do you know where you are?" he repeated for the third time.

Slowly, the monster's mandibles began to open. "I...am...a...prisoner," its dark voice echoed through the ooze of the chamber like the voice of some ancient beast awakened from the depths of nightmare in some holovid.

"No," Nassir shook his head, he could feel particles of sweat rolling down across his brow. "You're a patient. You're in a hospital. Do you understand what I'm telling you? You're in a hospital."

"A... hospital..." Nassir couldn't tell if it was a question or a statement. The beast continued to stare at Nassir with two of its burning eyes, with the other two drifting over the other scientists and technicians. There was a visible tension that passed through anyone who meet that monster's gaze.

"That's right... a hospital. We're going to try to help you. Do you understand that? We are trying to make you get better. We are trying to cure you of your disease. Do you understand everything I am telling you?"

The monster's voice came as a deep rumbling, and its heavy mass shifted slightly within the chamber as it spoke. "The.. One.. Race.. knows... no... disease. Only," the monster's eyes drifted over the technicians once more, though he still kept two fixed upon Nassir, "...baselines... know... disease."

"What do you mean? Could you explain what you mean by One Race and baselines?" Nassir asked, quickly pulling a handkerchief from his pocket and dabbing his forehead.

"Baselines..." the monster made a vague gesture toward the crowd of technicians with one of its heavy tentacles. "Baselines... are... nothing." The final word seemed to echo strongly than the others, as if it held some form of final judgment, some message from a place that no one understood.

"Are you saying that non-Aberrants are—"

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"Is this thing contained?" Nassir said, his eyes fixed on the enraged Aberrant in the chamber before him.

"Yes, bahadur, it should be fully contained," said Sujai, standing nearby at the controls. "The stabilization field, as far as Taint neutralization goes, is still in the Safe level."

"HOW DARE YOU!" the Aberrant's voice reverberated through the entire room as it continued to rock back and forth in the chamber; its great tentacles thrashing like some sea monster trapped in a net. "I will not go back! You cannot make me go back! I SHALL NOT GO BACK TO BAHRAIN!"

Nassir shot a quick glance at Sujai. "Bahadur! Levels dropping!"

"What?" Nassir shouted in shock, rushing toward Sujai, to look at the controls.

"The containment levels are dropping and fast. We're no longer in the Safe zone!" Alarms began to sound as red flashing lights activated throughout the room. The scientists that, moments before, had been frozen in fear, began rushing to Taint containment chambers spread throughout the room where they would be safe from any melt down. "We're in the Danger zone, bahadur!" Sujai said, looking up at Nassir as he got closer. Her eyes filled with horror for a single second. "Bahadur!" she screamed.

Nassir could feel the soft thudding feeling of Taint's presence suddenly surged upward, to almost standard levels. Before he could react, the containment was breeched. In a massive show of force, the Aberrant smashed one of his massive tentacles through the bio-glass. The tentacle came rocketing towards Nassir in a flurry of shattered bio-glass and red ooze. Nassir barely managed to turn his head aside from the mess before he felt the tentacle rush past, nearly striking his face. A brief sense of relief overtook him. He hadn't even been touched.

He thought too soon.

The passing of the tentacle was following by nothing less than a whip of telekinetic force. The force felt like a sledgehammer crashing against the side of his head and across his left eye. With blood streaming freely down his disfigured face, Nassir began to collapse. With his right eye he saw the doors opening and members of Dhiren rushing in wearing TRS's equipped Noetic Crystalizers.

Everything went black.

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Nassir woke up later in a hospital bed, his head was wrapped securely with a bandage, covering his left eye. He had no idea how much time had passed, only that Sujai sat at his bedside, her eyes ringed with dark patches beneath them. She smiled as he awoke. "Welcome back to us, bahadur."

Nassir could help but produce a feeble smile, but even that small effort ached within him. His head throbbed horribly, and he let out a soft groan. "Do not worry, bahadur," Sujai assured. "We have everything back under control at the laboratory. You only worry about resting, and getting better." She gave a half-hearted smile.

Nassir's right eye drifted around the room slowly, coming to rest on a familiar sign. A distinctive variant on a cross—Æsculpians. Nassir took a deep breath and closed his eye. "Sujai... if I was treated by the rexes... why isn't my eye any better? Shouldn't... shouldn't they have fixed it?"

Sujai bowed her head. Nassir knew the answer before she even said it. They couldn't fix it. Taint had done this to him. Direct exposure to a powerful blast of Taint energy at close range. Nothing could be done for his eye. He had lost half the light of the world in the name of science.

16.12.2109

"What is going on!" screamed one of the technicians. "What is all that noise outside?" his face was filled with terror.

Nassir didn't know what to say. He stood still for a moment, petrified. "They're... they're attacking us." His voice seemed to lose the implications of his words, almost as if what he said was unimportant. A cry of disbelief spread through the room. "They found the Noetic Stabilizers in Containment Room 3. Someone fired..."

His calm tone of resignation was crushed immediately as the foundations of the building shook as some capital weapon was fired at the clinic from some Orgotek or Legion vessel. Nassir swallowed. "There's no way we can fight them!" he suddenly said, in a burst of passion and fear. "We have to run."

"But there's no way out, bahadur! They're all through the complex!" The room shook again, this time with greater force.

"We don't have a choice!" Nassir shouted. In a few minutes this building is going to be coming down whether we're still inside or not! Do you really think those Legionnaire gunners out there care if we die? I think that's their *intention*! They're not trying to subdue us—they're trying to exterminate us."

Nassir's words were punctuated by a laser blast shattering away the door to the laboratory. A suddenly scream went up as the scientists prepared to defend themselves in some futile battle against fully trained Legionnaires. "Surrender and nobody gets hurt!" echoed from the Legionnaires, fully clad in battle armour, as they rushed into the room, armed with laser rifles.

Most of the scientists and technicians only took cover. Nassir grabbed Sujai and dived into an alcove, out of the view of the Legionnaires, and watched. Slowly, one technician. A young neutral stepped forward, his hands raised. Nassir squinted to recognize him from the vantage point he had. It was Sujai's husband, Adel Dhamani. They had been married since July. Nassir looked at Sujai, her eyes wide with horror.

"I surrender, just please... do not hurt my wife." There was a moment of silence. Everything was still throughout the room, it was as though the world had stopped spinning. A single tear rolled down Sujai's cheek. Then the light came.

The distinctive flare of an L-K Vindicator II laser carbine being fired. The smell of seared ozone was atrocious, and, in the end, it was the thud of Adel's body hitting the ground that shattered the moment of silence, his body cleaved clean in half by the laser's arc.

"You behen chods!" one of the other scientists screamed out. Soon the flare of Vindicators and quantum energy filled the room as the quantakinetic scientists—usually somewhat pacifistic took it upon themselves to avenge their fallen friend.

Sujai screamed in horror, trying to rush towards her fallen husband. Only Nassir's firm grip around her waist kept her from running into the line of fire of the ensuing battle. Tears streamed freely down her face as she wailed and moaned for fallen husband.

"We can weep for him later," Nassir whispered. "Quickly, now we must go through the air ducts. There are technician panels inside that should have maps of the entire ventilation system." Sujai was resistant at first, but conceded as Nassir removed the paneling and pushed her gently into the vents.

They crawled for what seemed like hours, the building shaking all around them from the impact of ships' weaponry. They carefully following technician maps placed inside the shafts, leading them to a shaft near the waste disposal center, a place unlikely to be heavily guarded by the other orders.

Sunlight streamed in from beyond as they reached the end of the shaft, and Nassir looked out onto the ground below. No one was there. He let out a sigh of relief. "Alright, Sujai... listen to me. We're going to jump. It's about ten meters, but don't worry, I'll bring us down safely." Sujai nodded, her head bowed. Nassir sighed. He wished he could show more sympathy for his friend and assistant—she had always been there for him. He would have to make it up to her in the years to come.

Hunted Predators

Nassir carefully removed the outer panel of the air duct and pulled it carefully inside the vent. He took a deep breath and took a hold of Sujai's arm. With a brief thrust forward, they were out of the shaft, plummeting through the air. Nassir reached out and called noetic energy to him to lessen to the pull the Earth had over them as they fell, praying that his attempt would not bring the murderers running.

They landed with a soft thud on the pavement below, and Nassir took a cursory glance around the area. "Everything seems to be clear, Sujai. We have to go—we have to go now!" With that, he grabbed her wrist tightly and began to run off for an alley behind the waste disposal center, desperate to outrun anyone that might do them harm. He could not let Sujai down.

The sound of their footsteps was lost in the explosions of gunfire from above, something that Nassir was glad for. It was almost poetic. It seemed their very attempts to kill them would hide their exit and possibly the exit of other survivors. Nassir looked up towards the sky for a moment as they ran, seeing what was attacking.

The air was swarming with Orgotek and Legion vessels, just as he had suspected. They were making swoop after swoop, firing full battery at the building. It seemed they wanted nothing less than its complete collapse! Before he averted his gaze once more, Nassir was almost certain that he caught a glimpse of a BCARF assault craft, the deadly Commonwealth Aberrant Response Force.

Nassir smiled. They had evaded them all. They were free. They were safe. They had escaped from danger and could start their lives anew. Nassir had never felt so alive. He stopped and pulled Sujai against a wall with him, glancing around. "We're safe, Sujai... we made it. You hear me, we made it!"

"You thought you made it," a voice echoed suddenly from behind Nassir. Nassir instinctively put himself in front of Sujai, looking towards the end of the alley they now found themselves in. A group of five Legionnaires had obviously spotted them and now they were prepared to take them prisoner... or kill them, as their practice seemed to be.

"I surrender, but don't do anything to her, please. She's not involved. She doesn't know anything." Nassir put his hands up. The Legionnaires exchanged glances quickly, and began to raise their laser carbines.

"No!" Sujai screamed, the vision of her husband's death springing to her mind. She pushed forward, past Nassir, to stand in front of him, just as the lasers fired. By the time she fell dead there was little left of her other than a charred husk. The Legionnaires seemed totally un-phased and immediately began to target their weapons on Nassir.

Nassir's face twisted in horror as she died. His best friend in the entire world. Murdered by those filthy Legionnaires! Nassir's eyes filled with hate and quantum energy roared within him. As the Legionnaires fired again, a shell of energy erupted around Nassir, raging in a horrible torrent. The energy of their weapons seemed to be lost inside the shell, useless against it.

Nassir let out a scream of rage and charged forward towards the Legionnaires. Two managed to release a volley of flame upon him as he charged, but to no effect. He did not even seem slowed, his shield only deflecting and absorbing the flame. The Legionnaires turned to run as Nassir encroached upon them, but they were too late. The energy ripped out and grabbed them, rushing through their bodies like a main feed electrical line. They tried to scream in agony, but even the power to do that was lost to them. Within seconds, all five Legionnaires lay dead. Slowly, the energy around Nassir faded to nothingness, and he looked at the carnage all around him.

"I'm sorry, Sujai," he whispered as he ran off into the streets beyond.

23.04.2122, New Delhi

"Is that understanding enough for you?" Nassir, the old man, muttered, looking at the ground. "Is that enough? I am not a young man anymore, and I have been made no younger by carrying these memories in my heart." He glanced up at the Legionnaire standing over him.

The Legionnaire shook his head in horror and disbelief. "I never... I never thought of it the way you told it—like a slaughter. I'm sorry. I... I didn't know. I wasn't part of it."

Nassir slowly rose to his feet. "I understand, Legionnaire. Now you know... perhaps you can help redeem your order. Redeem them for what they took from us... from me." Nassir turned to leave the alley.

"Wait," the Legionnaire whispered, it was almost inaudible.

Nassir turned slowly. "Yes?"

"I...I'm sorry, but I can't just let you go. I have a duty to uphold. I am sworn to my Legion and my order. I have to destroy any rogue member of the Chitra Bhanu I encounter. It's regulations." The Legionnaire began to raise his hand at Nassir, to boil his blood where he stood.

Nassir sighed. "Then all this has been for naught. You did not seek understanding. You sought to make a mockery of my pain. You disgust me, Legionnaire!" Nassir waved his hand.

A look of shock spread across the Legionnaire's face. He had tried to use his powers; he had tried to kill the old man, but nothing had happened. It was as though his energy had abandoned him. "Have you learned nothing?" Nassir whispered, shaking his head.

Suddenly, energy leapt from Nassir's hand in green rivets, ripping through the air towards the Legionnaire. The Legionnaire's eyes opened in horror as the energy struck him in the chest and spread throughout his body. The pain was indescribable, and Nassir knew it, and he did not care. "This is but little retribution for what your kind have done to me," Nassir whispered calmly.

The energy stopped flowing from his hand, and the Legionnaire slumped to the ground, face down, smoke rising in gentle wisps from his corpse. "I suppose this is the way it will always have to be, is it, Legionnaire?" Nassir sighed, and turned away, stepping slowly into the busy street beyond.

A note on this momentous first release:

So here we are *finally* releasing **India Underground** (c'mon, you know you were all thinking it). This little piece of work has seen a lot. It came about during the height of Eon's success, and has hung around to watch it rise from the ashes (not unlike the phoenix) and reinvent it self. But, it has also seen the **Trinity** line itself rise up from a long dry spell only to fall, seemingly permanently, to the trials and tribulations of the free markets system. And, just when all seemed lost this work was snatched from the jaws of digital purgatory (read my hard drive) just in time to herald the triumphant return of **Trinity** it self, though in a different yet still familiar form.

This little guy has made it through a lot of time and uncertainty passing up petty bickering and clashes of ego to take on the form it holds today. While everyone involved with this piece might not have always been pleased with this idea or that, I can guarantee that **India Underground** would be barely a shadow of its current form if not for *everyone* involved in its construction. So, here she is a little under edited (most of the edited work was lost in a hard disk failure) and a little over due. I'd also like to take this time to personally thank George Lucchese for saving me from being the ass that deleted the entire book. Without him I assure you this project would **NEVER** have gotten to you. Enjoy (fingers crossed).

-Slag

Words from the Developer

So here it is—**India Underground** all finished and ready to be read. Let me tell you, I really could have never done this on my own—trust me, I tried it once-upon-a-time. As far as this book goes, sending that email to Chris Hill that day offering the deal that if he helped me get organized I would put **India Underground** up on his site was the best thing to ever happen.

Really all the people who helped make this book deserve as much credit as I do for it. Ok, maybe not (only kidding guys). I'd like to make a special shout out to Chris Hill who was the organizer (or as we called it "producer") of Team Underground and Jake Ekiss for taking on more than he probably should have. Of course, the project never would have come together without the efforts of everyone, so Holli, Dave, Joseph, "Natwick", "Slagheap"; everyone take a bow. I appreciate all the effort each of you put into the project.

I am also going to offer, at this point, thanks to everyone who is reading this right now because it means you cared enough about all our work to bother at least giving it a look over. Now, if you don't like it... well, umm... Sorry. I did my best, I tried my hardest, and there's not much more I can do than that, y'know.

With all this thanking I'm getting a bit teary-eyed, but I'm not too emotional to forget my two most important thanks, nor my three dedications.

-Geoff Bain

Special Thanks:

Andrew Bates, you and your team gave us a dream to believe in. A dream so compelling and fascinating that we had no choice but to follow it to its completion, and that's the finest accomplishment of storytelling. You should be proud of what you've given us. I know I am. I hope you like my work and my adaptation of your grand vision. I hope I did you justice.

Bruce Baugh, I don't know if you'll read this (what with that vacuum mind of yours) but even if you don't, I hope you'll hear about it. I want to thank you for stepping in and keeping the dream alive. I can't tell you how much I appreciate all the work you have put in to keep us fans happy (I know we can be unruly jerks at times... ok, a lot). You've saved a story, and for that you deserve our thanks.

Dedications:

Once again, I would like to offer this honor (at least I hope its an honor, depends on how well received the book is, I suppose) to Andrew Bates and Bruce Baugh, for all your tremendous work I am truly thankful.

And if nobody minds, I'd also like to insert a little personal dedication here to my beloved Erin. You're my everything, sweetheart, and I couldn't have done it without you (even though I'm going to keep telling you my writing sucks... and you know it does!). I love you more!

Words from the Producer

Wow, what a ride!

What you've got right here is the culmination of months of very hard work by some extremely talented people. I hope you'll agree that, for a fanfic book we've done a good job.

Co-ordinating such a project can be difficult, time consuming and sometimes just a little stressful, but the people involved in this book have made it an enjoyable and worthwhile experience - they have really blown me away with the quality of what they have produced, and the amount of time and effort everyone put in appreciated immensely. You guys rock!

Not only did India Underground give us *Æon* fans an opportunity to share our own take on certain aspects of the Continuum, but it has also spearheaded the development of several other fanfic e-books for all three *Æon* Continuum games. We currently have several projects on the go, and I hope that you're going to enjoy them all!

- Chris (Slave-driving British Energizer Bunny) Hill

Special Thanks:

I'm going to take the liberty of saying a quick thank you to the EON Site staff, Joe, Harle, Aninimity, Aeon and (of course) Senior Mal - we wouldn't be able to do this sort of stuff without you guys - plain and simple.

Dedication:

James Edward Richard Hill - for everything.

Developer: Geoff 'Breearg' Bain

Opening Fiction: Geoff 'Breearg' Bain

Writers: Geoff 'Breearg' Bain, Dave 'Aeon' Sammels, Jake 'Victor Frost' Ekiss, Chris 'Slagheap' Worthington, Chris 'CHILL' Hill

Editor: Dara 'RoseBriar' Smith (sorry most of your hard work got lost)

Cover Art: Jake 'Victor Frost' Ekiss

Artists: Jean-Francois 'Natwick' Dubeau, Jake 'Victor Frost' Ekiss, Holli 'Harlequin' Raan, Joseph 'Joseph' Peloquin, Chris 'CHILL' Hill

Back & Front Cover Layout: Chris 'CHILL' Hill, Jake 'Victor Frost' Ekiss, Chris 'Slagheap' Worthington

Layout and typesetting: Chris 'Slagheap' Worthington, Vincent "The Man in Black" Santa Maria, Chris 'CHILL' Hill

Saving Grace: George Lucchese

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Introduction

It is important that humanity, if it is to grow, examine the mistakes it has made in the past. There is a lesson to be learned in the misadventures of the rogue Chitra Bhanu Psi Order. Were they really a group of rebellious, corrupt cultists, or are there deeper messages hidden just below the surface?

Quantakinetics

The fallen order Chitra Bhanu is a nightmare used to scare little children at night. Once revered among the rest of the Psi Orders as staunch, forthright defenders of the Earth, they are now the boogie-men under the bed.

The Chitra Bhanu also had a side which, even to this day, the other orders have not glimpsed. A side that did not allow them to dictate their own destiny. A side that is ultimately responsible for their destruction.

The Chitra Bhanu, also known as the quantakinetics, are perhaps the best example of the failure of the Æon Trinity's eternal struggle – the struggle for humanity to become independent from outside influences. The quantakinetics were subject to influence from both the Doyen and the Aberrants, from the manipulative to the mutated, and the order suffered for it. To Joe Hologram, they are a sad case of corruption and evil; to the wise man, they are martyrs in humanity's eternal struggle to be free.

Bharati Commonwealth

The Bharati Commonwealth is a shining beacon of hope in a world whose societies often go sour. A center of diplomacy and politics, it preserves an ideal of a higher civilization, a bastion of defense against the dark horrors that wait around every corner. Yet, despite its best efforts to create a nation of complete harmony, this glorious society is not without its own dark side, its own skeletons in the closet.

From the Pakistani Conquest to the Bombay Crisis and the flooding of Thimpu, the Bharati Commonwealth has been ripe with conflict since before the Aberrant War. Only time can truly reveal whether the Bharati Commonwealth will continue forth into a grand new era or collapse under the weight of its own great expectations.

How to Use This Book

India Underground provides the first in-depth look into the inner workings of the long lost Chitra Bhanu Psi Order and one of the gems of world politics and diplomacy, the Bharati Commonwealth.

Chapter One: Psi Order Chitra Bhanu explores the dynamic relationships and interactions between parts of the Chitra Bhanu order, through scientists, ethical leader, Aberrant hunters and the Proxy herself.

Chapter Two: Quantakinesis delves into the secrets surrounding the aptitude which has so long remained a mystery. It explains many different workings of the most potent aptitude known to noetic science, including primary and alternate modes.

Chapter Three: Bharati Commonwealth gives a thorough look at the Indian subcontinent and the many different factions that call it home. This chapter provides a full and colorful view of life in the Bharati Commonwealth.

Chapter Four: Storyteller Information reveals lesser-known facts best left in the hands of the Storyteller, ranging from the true military power of the Bharati Commonwealth to the secrets of the few remaining Aberrants inside the nation. It even explores the insidious influence exerted over the Chitra Bhanu by the mysterious Doyen.

Chapter Five: Technology expands upon the technology presented through the rest of the **Trinity** supplements, including the tools used for capturing and containing Aberrants.

Chapter Six: Dramatis Personae shows the true nature of Proxy S.K. Bhurano and discusses those known as the Brahmin, who served as her inner council. It also reveals notable quantakinetic survivors, including the leaders of surviving hives of rogue Chitra Bhanu.

Appendix: Timeline wraps it all up with a look at the historical events which served as the foundation for the Bharati Commonwealth and the rise of the Chitra Bhanu Psi Order.

As with the other psi order/region books, **India Underground** is a comprehensive sourcebook, but it's by no means an exhaustive catalog of everything relating to the Chitra Bhanu and the Indian subcontinent. Use it as you please to fit your story, and above all—have fun! Hope you enjoy!

Alright, so, without further ado—

**INDIA UNDERGROUND
PSI ORDER CHITRA BHANU & BHARATI COMMONWEALTH SOURCEBOOK**

Profile

Chitra Bhanu. Chibs. Quantakinetics. QK's. Who are they — who *were* they? And why did they earn the infamous designation, the Dark Psions? To get to the heart of these questions, we must look back to the earliest days of the order itself. In 2106 the public became aware the existence of the Order after the dramatic events at Sydney Spaceport. As Æon began its media blitz to help the world's general population learn to trust and understand the Psions, the Chitra Bhanu set out to explain them. Wielding the ability to seemingly reshape the Nuclear forces of the universe and generate flashy effects, that appeared chillingly similar to Aberrant abilities, the Quantakinetics kept a much lower profile than many of the other orders. But, this shroud of mystery not only drew more attention to the Order in the end, it also attributed to their eventual down fall.

The almost reclusive order was headed up by well-known Bombay Psychologist S.K. Bhurano. Psi Order Chitra Bhanu was composed primarily of thinkers and academics almost entirely hand selected by the organization's founder. Instituting a policy of latency testing regularly on all major college and university campuses, Dr. Bhurano competed with the Æsculapians and Orgotech for the best and the brightest minds of the generation. Of all the orders the Chitra Bhanu had the highest percentage of members with PhDs. Bhurano kept her order small by refusing to trigger anyone but those individuals who both excelled in their fields and showed the highest levels of mental stability. Applicants showing even a hint of psychological perturbation were denied admittance to the triggering process, but were still offered positions within the order.

In their three years of public activity before the Purge Chitra Bhanu became champions of scientific exploration and higher education. They lead a campaign to increase children's access to education, especially those from the poorer areas of India and South East Asia.

Proxy Bhurano felt that marginalizing any portion of the world's society lead to too many capable minds going untapped.

Working closely with the Æsculapian Order, the Quantakinetics also pioneered the field of Noetic science, culminating in the 1st Noetic Conference in Olympus in October of 2109 scant months before the Purge. In a handful of years the two orders made great progress in defining the new and miraculous happenings that came along with the rise of the Psionic Orders. As their research began to indicate an inner connection with all things living and otherwise, many Chitra Bhanu took on a more mystical and esoteric view of reality and science blending. This mentality lead to a movement from within the order attempting to merge the ideals of several eastern philosophies and dogmas with the concept of the Noetic totality. The two orders' research also delved into the cases and possible cures for Taint diseases like D and even Taint syndrome itself. This line of research lead to the infamous Project Harmony, the catalyst for the one of the largest massacres of the 22nd century.

Project Harmony

Project Harmony was initiated at the direct request of Proxy Bhurano in the fall of 2107 in order to study the effects of and possible cures for Taint, Taint Syndromes, and Aberrant powers. Unbeknownst to those working on the project — or to anyone else, for that matter — the project itself was a mask for Doyen research into the eventual eradication of the Aberrant threat. While none of the scientists and researchers engaged in the project were aware, they were being subtly guided towards unraveling the secrets of the M-R node in order to find a way to nullify it completely. While it was no secret among the labs that measures were being taken to reduce taint and possibly "cure" aberrant syndrome, it was only vaguely evident that this process might not have entirely altruistic sources.

Psi Order Chitra Bhanu

The Doyen within Bhurano demanded constant updates on the project's research and advancement, pursuing it almost ravenously and constantly interrupting experiments to ask for progress reports.

Naturally, when studying taint, test subjects were required. Thus, Dhiren soldiers captured aberrants, who were then studied ad nauseum (sometimes not so humanely). These unprecedented experiments yielded shocking results.

The Project findings eventually lead to the discovery of ways to reduce the effective level of taint within an aberrant, but in doing so, researchers learned methods of increasing taint as well. Unfortunately, this second aspect was the nail in Project Harmony's coffin. It cemented in the minds of both the other orders and the Doyen that the Chitra Bhanu had strayed from the path they had originally set for themselves. To ensure that the secrets of this research were never allowed to proliferate throughout humanity, the Doyen triggered the Purge, thereby ending the taint research indefinitely. Some Project Harmony research has been duplicated and hinted at elsewhere. This renewed work has come from unlikely sources such as the Norça and Æsculapian orders, most notably to be seen in the Huang-Marr conspiracy. However, the extent to which the Rexes borrowed from the Chitra-Bhanu research is still unconfirmed.

Order Organization

Divided into four sections, Psi Order Chitra Bhanu carried out everyday operations with an efficiency to rival that of both the Norça and General Larssen's Legions. The Jnyadeep carried out the bulk of the research and scientific experimentation, while the Saguna vigilantly kept an eye out for any ethical shortcomings in the other Chibs (though some would argue that they failed miserably in this function). The Dhiren, who acted as inner order security and aberrant hunters, also housed a number of psions almost equal to the Jnyadeep. They also held the honor of being the smallest of the order's branches. The fourth and final branch of the Chitra Bhanu was the Anirudhha. While doing very little independent work, the Anirudhha housed all non-Quantakinetic psions and neutrals in the order. This largest branch of the order fleshed out the ranks of the other three.

Jnyadeep

The Light of Knowledge

The heart of the Chitra Bhanu Order, the Jnyadeep, existed purely for the pursuit of science. As the second largest branch of the Order, members of the Jnyadeep were highly visible and powerful forces within the clinic.

Seen as the keepers of the Order's true purpose, members of the Jnyadeep were given a wide berth and a reasonable amount of autonomy in all subjects involving their research. This mentality led to many Jnyadeep having single-minded pet projects and narrowed fields of expertise, but it also gave rise to many of the astonishing leaps in modern science that revolutionized life in the early 2100's. Consequently, the Jnyadeep pushed the bounds of Noetic theory and opened the door for many discoveries yet to come. They redefined centuries of atomic theory in only a handful of years, engineered building materials that forever altered the concept of architecture, and unlocked levels of psionic power that even some of the Proxies did not think possible.

However, the Jnyadeep soon began to shift their primary focus towards Taint research. This effort was led by the Sudhish (Lord of Excellent Intellect) Swati Bhurano, youngest sister of Proxy S.K. Bhurano. Then, in 2107, Proxy Bhurano herself enacted a series of sweeping policy changes that cemented this trend and paved the way for the controversial "Project Harmony." Unfortunately, the questionable nature of this program overshadowed many of the positive advancements that the order had made.

It was during the tenure of Project Harmony that two philosophical camps began to form within the Jnyadeep. The first, commonly referred to as the Ambara or "sky" faction, was composed of pure scientists. Like Proxy Bhurano, the members of this faction were dedicated to science and the pursuit knowledge for its own sake. The other camp might more accurately be called inventors: socially minded researchers interested in the applications of their work. These Chitra Bhanu, idealistically aligned with Swati Bhurano, were known within the order as the Dridha or "firm." This division in philosophy caused some friction within labs, but it also acted as a ballast, preventing either group from dominating the research.

The majority of the real work done in Project Harmony was performed on and with so-called reformed Aberrants.

These twisted creatures were reportedly "cured" by experimental applications of Quantakinesis (see alternate modes pg.28). The use of Noetic Stabilizers (Tech pg. 59) prevented Aberrants' Taint emissions from disrupting the Chitra Bhanu scientists' psionic abilities.

In the end, the heart of the order would be its undoing. The dubious work involved with Project Harmony, in conjunction with other abnormal circumstances, would draw the combined wrath of the other orders and spell the demise of the once proud Chitra Bhanu.

Allegiance: We carry the lamp of knowledge for future generations. Our discoveries open doors and build bridges for those yet to come. With the enlightenment that we bring to the world, anything can become possible.

Abilities: Academics, Bureaucracy, Engineering, Etiquette, Science, Investigation

Saguna

Virtuous

It has been said that the road to hell is paved with good intentions, and if it is true, then the Saguna were responsible for the bulk of the lofty aspirations that lead the Chitra Bhanu to their eventual fate. Composed of philosophers, theologians, and cultural and moral theorists, the Saguna branch was the even-tempered parental figure to the order's other branches. Designed to be media middlemen, the Saguna were intended to provide realistic and thoughtful bridges between the realms of religion (which was a strong part of many Chitra Bhanu's lives) and science (which was the driving force that made the order a haven for the great minds of its time). To this end, they were also tasked with keeping the order well within strict moral lines, as well as ensuring that the various branches of the order stayed true to their respective philosophical intents.

The Saguna branch itself was run by the Sunita ("one with good morals") who, until 2107, was a man named Sajeesh Pilarkat. However, Pilarkat is reported to have died in a laboratory experiment, and his position was filled by Avinash Gourgonda. Gourgonda served in the position until the order's eventual fall. Both Sunitas went on record as opposing the particulars of Project Harmony, though neither made much headway into curbing its research. In fact, at one point, the order contemplated the removal of the Saguna branch altogether.

Were it not for the protests of Sunita Gourgonda, such a proposition might have been carried out, dooming the order to an even swifter end. Unfortunately, the Saguna's efforts ultimately failed. The Jnyadeep's research was directly backed and supported by proxy Bhurano and was therefore nearly untouchable to the Saguna. Eventually, reports of the research on aberrants were leaked and, with the hysteria that ensued, even the Saguna could not rationalize away what had been done within their own order.

Allegiance: Where there is no thought, there can be no responsibility, and where there is no responsibility, there is only chaos. We guide our brothers and sisters so that, on the road to our future, we may not waver and fall to the very perils we wish to dispel.

Abilities: Academics, Etiquette, Science, Rapport, Linguistics, Savvy

Proteus Archives

Subject: Chitra Bhanu, Sunita Sajeesh Pilarkat

From: Roger Steed, Proteus Division Field Agent

To: William Renton, Proteus Division Director

Encryption: DSE

Transmission type: holofile

Date: 13:35:55 19.11.2121

New information has come up regarding that accident that supposedly killed the first Sunita of the Chitra Bhanu Order, Sajeesh Pilarkat. My new investigation seems to indicate that he did not die in the accident.

Activity in his personal affairs denotes that he was alive until at least 2115, and he possibly remains at large to this day. If this is true, there is great danger. A member of the Quantakinetic inner council is a dangerous foe to face.

Dhiren

One Who Is Strong

Popular rumor suggests that no human or psion has ever survived a direct confrontation with an aberrant without being accompanied by extensive backup forces or utilizing a VARG. The Dhiren, however, defy this common misconception. Scholar warriors of unspeakable power, these members of the Quantakinetic order were hailed as heroes and saviors to humanity, our best chance to defeat our aberrant foes.

In truth, while this was the party line among the orders, and even among some Dhiren, certain exaggerations may have been made. The Dhiren, while extremely deadly and skilled in psionic disciplines, were much like the rest of the Chitra Bhanu: scholars first, and warriors second. Nearly all Dhiren spent equal parts of their time bettering both body and mind, and most conducted themselves in a fashion not unlike ancient warrior monks.

Though this outlook made the members of the branch highly adept in many fields (from survival to noetic theory), it often made them solitary and introspective. Quiet and occasionally brooding in nature, the Dhiren were lone soldiers in the fight for humanity. Strikingly, this mindset may have been both their greatest success and worst downfall. The Dhiren were tasked by proxy Bhurano to capture live aberrants for Project Harmony. While this was a daunting and, some would say, suicidal undertaking, the Dhiren gladly accepted the challenge and met with marked success.

Their individual and introverted nature made them poor team players, but the Dhiren used a nearly flawless tactical system for bringing down individual aberrants in safe and relatively non-destructive ways. After an aberrant was located, a decoy Dhiren was deployed, engaging the aberrant directly with her most devastating abilities and generally making herself a very large and inviting target. While the decoy distracted the aberrant, a second Quantakinetic would stealthily approach to tag it with noetic crystalizers and render it helpless. Thus were countless aberrants restrained and brought under Project Harmony's direct study.

It is important to note that, while the Dhiren were noetically gifted beyond comparison, they were terribly deficient in actual human-on-human combat techniques and tactics.

Unlike the Legions, Dhiren could not coordinate troop movements with pinpoint precision or counter large-scale military maneuvers, since they were not trained to do so. This is the main reason that the purge itself was so successful against an entire order of psions who, conceivably, should have been able to lay waste to almost any threat brought to bear against them. The Legions work in skilled pods of five to fifty men who all concentrate on a single focused goal once an order is given. The Dhiren, on the other hand, were lone combatants faced with opponents who knew not only their weaknesses, but also the means to exploit those weaknesses.

At the time of the purge, the Chitra Bhanu's prided warriors were the first to fall, all valiantly attempting to protect the order to which they had devoted so much of their lives.

Allegiance: We are the spear and the shield, the hunters and guards for our brothers and sisters in humanity. We guard them without hesitation, restraint or expectation. Should the time come, we will lay our lives down for the betterment of humankind.

Abilities: Survival, Martial Arts, Intimidation, Athletics, Endurance, Meditation, Engineering

Anirudhha

Cooperative

Numerically the largest branch of the Quantakinetic order, the Anirudhha supplied the manpower necessary to keep the order running. It fulfilled a role similar to that of the Legion's Support Force One (*Aurora Australis* pg. 24), consisting of all neutral and non-Quantakinetic psions. This branch handled duties for the rest of the order that made it virtually indispensable, though the other branches would have scoffed at such a notion. Janitorial, piloting, secretarial work, assistance in the labs, and hundreds of other positions were filled primarily by members of the Anirudhha.

Unlike the other branches of the order, the Anirudhha was headed not by a single director, but by an advisory council answerable only to the Proxy herself. While most Quantakinetics saw its lack of unified leadership as a sign of its lesser status, these elitist academics failed to consider the awesome powers wielded by the Anirudhha.

The Advisory Council controlled the assignments and reassignments of every neutral and non-Quantakinetic in the order, giving them almost undue influence within the order. Many a Jnyadeep scientist who found herself on the wrong side of the Anirudhha found her lab under staffed by inept and unqualified assistants.

While most Anirudhha felt the egocentric ire of the other branches at one time or another, most still carried on with their work, firm in the knowledge that the order could not exist without them. This awareness of their own importance in the grander scheme is what allowed the Cooperative to function as efficiently as they did.

Even with all the responsibilities shouldered by the Anirudhha, most had little if any knowledge of Project Harmony. But, for the other orders, ignorance was no excuse. In November of 2109, as Legion, Norça and Orgotech forces laid siege to the Chitra Bhanu compound, Quantakinetic and Anirudhha were shot down in the ensuing chaos.

Allegiance: We are the adhesive that binds the order together, and to the boundaries of the everyday world. We are the heart of the everywoman, the soul of reason and practicality amidst the dreams and dangers that surround us.

Abilities: Might, Pilot (or Drive), Academics, Bureaucracy, Engineering, Science

A Dark Day for the Order

In November of 2109, a policing force composed of units from the Legion, Orgotech and Norça surrounded the Chitra Bhanu Clinic in Bombay and demanded a full surrender, citing evidence of elicited interactions between Quantakinetics and Aberrants. In an attempt to defuse an obviously volatile situation, the Quantakinetic order invited the policing force into the clinic with open arms. At this point in the record, accounts become muddled; no one knows exactly when or why the situation degenerated. The general consensus is that, during negotiations, the Chitra Bhanu refused to surrender and opened fire on the representatives from the other orders.

In the decade following the Purge, many investigated the events of that infamous day, but few gained any new insight on the subject. Some investigators even claim to have had their efforts thwarted by individuals claiming to be representatives of the Psi Orders, though as of 2122, these claims remain unsubstantiated. For more information on the events and causes of the Purge, consult the ST section (pg XX).

Aftermath

Since the Purge, both Trinity field offices and the Psi Orders have received dozens of reported Quantakinetic sightings each year. In most cases, these "sightings" turn out to be pranks or confused individuals with overly active imaginations. However, due to the awesome power of the Dark Psions, these officials are forced to take all but the most absurd reports seriously and investigate them thoroughly. Though, some would argue that, in recent years, these investigations have become more and more lax in execution.

While most reported sightings are false alarms, in those rare cases in which a QK is found, the rogue psion is to be eliminated as quickly and as quietly as possible. Some critics argue that this shoot-on-sight policy is both wasteful and unethical, but by and large these voices go unheeded.

Even with this constant scrutiny, a handful of old Chitra Bhanu remain. The majority of these survivors were once members of the Anirudhha, thus making it fairly easy for them to simply blend in and disappear. If a neutral Chitra Bhanu is careful, she can live out the rest of her life in relative safety, with little to fear from hunters.

Proteus Archives

Subject: Bombay Fact Finding Mission
From: Lieutenant Daniel Baelan, Proteus Division, Athena
To: Commander Pierce, Proteus Division
Encryption: DSE, SPE
Transmission type: Text Only
Date: 3:27:46 02.08.2119

Followed up on information regarding possible survivor. Search inconclusive. Associate informs me we are being tailed by unknown individuals. Possibly Electrokinetics. Upon return, hotel rooms ransacked as though hastily searched. Presently housed at alternate location.

Please advise.



Time and Time Again: Thoughts on the 10-Year Anniversary of the Chitra Bhanu Purge
—Cori Heisler, *The painful Truth* ~ 2119 MMI

On this ten-year Anniversary of the bloody Purge of the Quantakinetic Order, we turned to you the viewers to find out your feelings:

"It came as quite a shock to me that any psions were in league with those squiddies, much less a whole order. But, no Abbie sympathizer is a friend of mine! I just thank God we still have the Legion looking out for us..."

Ronnie Miers Melbourne, Austronesia

"The Dark Psions will rise again! And, when they do they'll bathe in the blood of all those who oppose them! Damn the Man! Fight the Empire!"

- Wes Lewis London, UK

"I can understand how we all got so caught up in the hysteria of it all, but hasn't it been long enough that we can finally go back and really examine the events of November 2109?"

Ikrima Elhassan Sudan, UAN

"I knew it from the beginning. Those chibs are just more had proof that all the Orders are evil."

- Jeffery Williams New York, FSA

"It was really a shame that those misguided souls didn't just go along peacefully. All those lives lost for nothing."

- Teresa Davé Bombay, Bharati Commonwealth

However, a few small pockets of noetically active Quantakinetics do remain at large. These small bands must be both crafty and stealthy to survive; contrary to the image portrayed by popular cinema, one would be hard-pressed to find a Quantakinetic willing to make a flashy show of her abilities in all but the most dire of situations. For more information on these groups of rogue psions consult *Hidden Hives* (pg 51).

The power of a god?

Quantakinesis gives psions the power to bend, twist and warp the stuff of the universe to their will. With these powers, the once respected Chitra Bhanu order walked as gods among men. No longer peering from the shoulders of giants, the Quantakinetics made scientific breakthroughs by leaps and bounds.

Quantakinesis is the manipulation of the four forces of the universe (gravity, electromagnetism, and strong and weak nuclear forces) through what some have dared to call the newly discovered fifth force: Noetics. The Noetic spectrum acts as the sub-quantum glue that holds all other forces together. With precise and focused use of their Noetic aptitudes, these Psions are able to duplicate many of the effects generated by the other orders.

In the early days of Noetic theory, the orders extensively researched the limitations of psionic aptitudes, thus exploring the underlying nature of their powers. While the Chitra Bhanu found their abilities limited to one medium, much as the other orders did, they soon learned how far-reaching their power really was.

Physicists and Noeticists theorized that Quantakinetic powers were effectively limitless, but their Noetic effects always seemed constrained by the Psions' capability to focus and manipulate Psi energy. Regardless of the modality used, the Chitra Bhanu Psions always found themselves forced to channel more Noetic energy than Psions of other orders. Some theorists argued that this requirement was the factor that prevented the Chitra Bhanu order from reaching its true potential. The true cause of the limitations of Quantakinetic abilities, as well as their incredible versatility and magnitude, would not be discovered until Project Harmony (pg. 14).

Through the research done in collaboration with Aberrants during Project Harmony, the Jnyadeep was able to properly define the source of Quantakinetic powers and solve a mystery that had plagued the order since its formation, forcing Chitra Bhanu to use their psionic talents sparingly in public.

They discovered that when while a Quantakinetic focused one of his modes, any other Psion attuning to him would register a weak but still noticeable trace of taint. The few instances in which Chitra Bhanu psions were active in the field alongside members of the other orders, the non-Chitra Bhanu were very distressed by this impression of taint. This disturbing anomaly was explained when Jnyadeep researchers finally fully defined the source of the Quantakinetics' power.

To truly understand the source of a Quantakinetic's power one must first understand the source of an Aberrant's power. Aberrants derive their power by channeling quanta — the combined four forces — so as to directly affect the fabric of the physical universe. Psions, on the other hand, derive their power from sub-quantum psion particles, so their powers never directly touch quantum space. Quantakinetics, while operating under the same general principles as other psions, also manage to duplicate many quanta-driven effects by using Psi as a "sub-quantum glove" to manipulate the quantum universe. In other words, the Chitra Bhanu simulate the direct interface with reality that Aberrants use by psionically controlling particles in a more immediate manner than other psions. Knowing the source of their power lead some Chitra Bhanu to believe that they could use their psionic talents to duplicate the awesome power and wide scope of Aberrant abilities. But, the immense energy requirements needed to reshape the quantum world through sub-quantum means caused the Chitra Bhanu to fall short of this goal. Thus, the true limits of Quantakinesis may never be known.

Quantakinesis

Quanta and Taint

With so many terms getting thrown around, it's easy to get a little confused. When dealing with Aberrants in **Trinity**, the terms "Taint" and "Quanta" may be used interchangeably, though it would be highly unusual to hear anyone other than a Chitra Bhanu or a Nihonjin ever refer to Aberrants manipulating Quanta, as opposed to Taint.

Technically, Aberrants do manipulate Quanta and not Taint. Taint is just a byproduct of the manipulation of large amounts of Quanta, and during the *Aberrant* era this distinction would have been common knowledge, but by the *Trinity* era the semantics have changed a bit. This shift occurred because Psions are not taught to distinguish between Taint and Quanta. Since Psions are told that what they are sensing is Taint alone, a semantic expansion rendered the two terms virtually synonymous. This is the reason for the Upeo's confusion upon first meeting Apollo (see *Stellar Frontiers*). Strangely, they found him to be low in harmful Taint (actual Taint), but very high in non-disruptive Taint (what we know to be Quanta).

We hope this explanation clears up any confusion. And, as always, if you find this explanation to be at odds with your game, please disregard it.

Thermodynamics. Conservation of Mass and Quantakinesis: A Primer for Science Buffs

While it is true that many of the effects of Quantakinesis mentioned in this chapter and others are far-fetched and, in some ways, totally inconceivable by modern scientific standards, one must remember a few small tidbits in order to keep perspective.

In an Einsteinian universe, it is impossible to create or destroy mass. This rule is finite and limited, not unlike the speed of light and relativity (two concepts that, to this day, can only begin to state the complexities of the universe as a whole). The world of Trinity is set within a post-Einsteinian universe, however. Within this world, humans have discovered a few aspects of reality since Einstein that effectively alter his rules. These discoveries are, respectively, quantum and subquantum forces, with the latter being our main focus in these chapters. The noetic medium can be viewed as a fifth force in addition to the four basic elements holding the Trinity universe in place (the other four being gravity, electromagnetism, and strong and weak nuclear forces).

The noetic medium can be viewed as a fifth force in addition to the four basic elements holding the Trinity universe in place (the other four being gravity, electromagnetism, and strong and weak nuclear forces). This fifth force unifies the other four and thereby gives the wielder of psionic powers the ability to, in essence, bend what we know as physical law.

When a Quantakinetic uses a power that would otherwise violate conservation of mass, the discrepancy is attributed to psion particles. In much the same way as Norça can translate their body mass into pure psionic energy, Quantakinetics can convert all sorts of molecular and sub atomic particles into psi. The idea is that, since psi permeates the physical universe, it can be used to literally replace parts of that universe at an even exchange rate. While thermodynamics and normal physical law would deem these processes questionable, remember that it's a world in which the characters are supposed to be working with data far more encompassing and advanced than our generation has ever seen.

Quantakinesis

Minimum Latency: As Upeo in *Stellar Frontiers*
Basic Technique

Taint Resistance: A Quantakinetic reflexively protects herself against Taint by applying Psi to it to control it for her own use.
System: On a successful Psi roll the Quantakinetic can add a number equal to her highest Quantakinesis mode as soak against any taint-based affect.

ENHANCEMENT

In effect Enhancement is the Quantakinetic's hacked version of Adaptation. Though not as effective as the Biokinetic modality, Enhancement can give the Quantakinetic the needed edge in the field that can often mean the difference between life and death.

O Basic Enhancement: Basic Enhancement allows the Psion to temporarily increase the efficiency of his bodily systems, allowing him to become exceptional when he would otherwise be average or even pathetic. The gradual progression of Enhancement follows that the Psion simply becomes more refined in his ability to enhance his own physical, mental and social characteristics.

System: Spend 2 Psi and rolls Psi at +1 difficulty; if the roll is successful the Psion may enhance one attribute by one dot.

At Enhancement 2 the Psion may enhance an attribute by a number of dots equal to his Enhancement Mode. When the Psion reaches 3 dots in Enhancement, he may have multiple enhanced attributes at once (including spreading the bonuses over several attributes or activating the power more than once). The Psion cannot enhance an attribute that is already enhanced (i.e.: enhance Strength in one round and then again in the next round while the first enhancement is still active).

The effects last for a number of turns equal to his Psi score; however, each additional Psi point invested allows the Psion to extend the duration by an action.

OO Heightened Senses: At this level of mastery the Psion may enhance his senses to super human proportions seeing farther and more clearly, hearing a wider spectrum of sounds, feeling even the most subtle textures, tasting well enough to pick out the chemical composition of a substance (science roll may be required), and smelling precisely to track by sent.

System: Spend 2 Psi and roll Psi, the Psion may add a number of dice equal to successes to all sensory based checks (ST discretion) for the remainder of the scene. The Psion may also add the number of successes from the Psi check to Initiative.

NOTE: While the Psion's senses are heightened he is more susceptible to poisons, loud sounds (Add the Psion's number of successes to incoming Screamer damage pools), and pheromone effects.

OOO Bestowed Enhancement: A natural outcropping of the Basic Enhancement technique, this ability allows the Psion to affect others in much the same way he uses Basic Enhancement to aid himself. This is the Quantakinetic ability that the Biokinetics adapted to become both Anabolysis and Catabolysis.

System: Spend 3 Psi and roll Psi at +1 difficulty, if the roll is successful the Psion may enhance a single attribute of another living being by a number of dots equal to his Enhancement Mode. When the Psion reaches 5 dots in Enhancement, he may enhance multiple attributes of another living being at once (including spreading the bonuses over several attributes or activating the power more than once). The Psion cannot enhance an attribute that is already enhanced (i.e.: enhance Strength in one round and then again in the next round while the first enhancement is still active).

Catabolysis

While the Norça did 'steal' catabolysis from the Chitra Bhanu, the ability doesn't quite translate perfectly due to differences in manifestation. The Quantakinetic version of the ability is actually in some ways less effective than the Biokinetic variant because of the BioK ability to destroy the target's biological template. Quantakinetics do not have this ability, so the damage they inflict is more easily repaired than is damage from similar Norça attacks.

The effects last for a number of turns equal to his Psi score; however, each additional Psi point invested allows the Psion to extend the duration by an action. Bestowed Enhancement may also be used to harm the target as per the rules for Catabolysis (*Trinity* Core book pg. 199, see side bar for further details) this damage acts as Aggravated damage in the Aberrant system.

OOOO Picture of Health: With this ability the Psion is able to accelerate the rate at which he heals, healing wounds that would usually take months to a year in days or even hours.

System: Spend 3 Psi and roll Psi, for each success treat the healing time for the Psion's greatest wound level taken as one less than it is (to a minimum of bruised), and then decrease all subsequent wound levels as though the previous wound was the level of it's new healing time. If 4 or more successes are scored one health level is healed instantly in addition to the accelerated healing effects.

OOOOO Endure Forte: Members of the Dhrien who wished to supplement their martial skills while hunting Aberrants developed this technique. The Psion uses his mastery of the Enhancement mode to increase the strength of the molecular bonds in his own body. This along with an increase in mass allows the Psion sustain a much greater amount of damage and remain relatively healthy.

System: Spend 4 Psi and roll Psi at a +1 difficulty, success doubles the number of health levels the Psion has. (i.e.: 2 Bruised, 2 Injured, 2 Wounded...). On a failure the Psion takes Psi dice in bashing damage unsoakable. On a botch the Psion takes Psi dice in Lethal Damage unsoakable (cap damage taken at 6) and must make a Willpower save at +2 difficulty or loose consciousness.

ENERGETICS

Through a manipulation of the four forces (five counting Psi) of the Universe the Psion is able to generate almost any form of energy. At higher levels of Energetics the Psion is able to direct and shape his emissions.

O Energy Production: When this power is active random blasts of energy emanate from somewhere on the Psion's body. The produced energy can be used to light an area, provide background noise, harm an opponent or one of countless other applications.

System: Spend 2 Psi. Allows the Psion to generate random bursts of simple energy. This energy can be used in one of three ways: offensive burst (range in meters equal to Energetics rating) of said energy that does [Energetics] dice of Bashing Damage; sensory overload, used against everyone within an area of [Energetics] meters from the Psion, this use causes the disruption of the victims' senses (such as a blinding flash of light or a deafening sound), there is a resisted Psi and Endurance roll—if the Psion scores more successes than the victim, the victim suffers +2 difficulty on perception checks involving that sense for [Psi] rounds; finally, utility purposes, such as using Psi to generate electricity to power a minicomp or heat to cook a frozen dinner, light an area, etc. (the exact extent of these applications is up to the Storyteller).

OO Quantum Blast: A more refined form of Energy production, Quantum Blast allows the Psion to produce a directed burst of energy. This power is manifested in variety of different fashions depending on the type of energy the Psion chooses to generate. Thermal attacks can be produced by agitating or slowing the movement of molecules in a given medium (usually a fluid like air), while electrical jolts can be formed by drawing the electrons out of the local area and arcing them at the target. These are only a few applications of this ability.

System: Spend 2 Psi. Allows the Psion to launch a burst of energy (Sonic, Thermal, Electric, etc) that deals Psi + Energetics dice of lethal damage (other effects, such as stunning from waves of heat or cold, or damage to electronics by blots of electricity are left to St discretion). The Hit roll is Psi + Firearms.

Attack ignores armor. Range equals Psi x 5 meters. The Psion may spend 1 extra Psi to refine the effects of the Quantum Blast and cause Bashing Damage instead of lethal.

OOO Quantum Shield: With few Dhrien having any true military training the use of bulky armors became problematic while hunting and capturing Aberrants. To give hunters in the field a defensive edge a group of Dhrien researchers developed yet another more refined form of Energy Production. Quantum Shield is generated in much the same way Quantum Bolt is, the primary difference is that energy produced is focused into a sphere or aura surrounding the Psion rather than being directed at a target.

System: Spend 3 Psi and roll psi. Allows the Psion to create an energy shield around him; made of a basic force (Heat, Kinetic, Sonic, etc) this shield adds their Psi to their soak vs. all attacks, and twice their Psi to soak attacks based on the energy form of the shield. (Physical attacks like bullets, knives and fists for kinetic, lasers for an electromagnetic shield, flamethrowers for a heat shield, etc.)

OOOO Quantum Storm: In keeping with the Chitra Bhanu philosophy of pushing the boundaries of existing abilities and refining more basic techniques and theories the Quantum Shield was improved upon. Much like the Quantum Shield the Quantum Storm provides protection against injury in battle. However, unlike the shield, which was merely a defensive aptitude, the storm also provides an offensive edge.

During the initial development and field testing of this mode researchers found that one of its short comings was that in the heat of battle the use of this ability often lead to Dhrien injuring their own teammates.

System: Spend 3 Psi and roll psi at +1 difficulty. The Psion is surrounded in a storm of Quantum Energy of their choice. This functions exactly as Quantum Shield, but also deals Lethal Damage equal to the Psion's Psi in dice to anyone standing within [Energetics] meters of the Psion. This damage ignores armor and cannot be dodged, it must be soaked with stamina or you must back the hell up.

OOOOO Noetic Conversion: Noetic Conversion broke the mold use to forge previous Energetics modes, in a way it was an application of Energetics to Noetic science at it's most basic levels, Psi itself. Psion particles can be converted into almost any form of matter, and almost any from of matter can be converted into Psions. It is this aspect of Psi that allows for most Quantakinetic as well as most other Aptitudes to even function. Noetic Conversion is an exploration of this most basic tenet of Noetic theory. Through focusing on a particular form of energy, like heat or electricity the Psion is able to alter the Noetic spectrum in such a way that the particular form of energy being focused on can be changed into an equal amount of Psion particles. In fewer words the Psion can actually transform regular energy sources into Psi energy. Early experiments in activating this power, successively to provide either the ability to convert multiple energy types or extreme amounts of the same type of energy, resulted in an unexplained Noetic feedback loop, causing the Psions attempting the feat to vanish into tiny motes of pure Noetic energy. (Your character instantly dies.)

System: Spend 4 Psi, pick an energy form and then roll Psi at a +2 difficulty. For the rest of the scene the Psion gains a 'bank' of soak vs. that type of energy equal to their Psi rating for each success rolled. Each time they soak with this bank (which must be rolled as a die pool rather than automatically applied), the number of dice of damage soaked is removed from the pool (i.e.: the bank decreases in size by the number of successes each soak), and rolled, each success *adds* a point of Psi back to their temporary Psi pool. Their temporary pool cannot grow larger than their maximum normal Psi pool. Until their soak bank is used up, the Psion's normal soak becomes inactive. This power cannot be activated

more than once in a single scene.

TRANSMUTATION

With Transmutation the Psion uses his "Noetic glove" to gain a sense of the molecular structures of targets. Ultimately the Psion gains the ability to restructure targets on the molecular level.

O Molecular Scanning: While in physical contact with a creature or object the Psion is able to focus his Transmutation modality and gain a greater understanding of the object or creature's molecular make up. This most basic application of Transmutation allows the Psion to sense or feel the make up and arrangement of his target, though scientific knowledge is required for the Psion to truly understand what he is sensing.

System: Spend one action, 2 Psi and roll Psi at +1 difficulty (difficulty maybe increased if the object being scanned is particularly well made). If the roll is successful the Psion has found some sort of imperfection in the target. The target's soak is lowered by a number equal to the Quantakinetic's Transmutation mode. For this lowered soak to take effect, the attack must be a called shot against the target's "weak area." This modality may also be used to aid in investigation, medicine (for diagnosis) and engineering checks. In these cases Molecular Scanning should be treated as a separate check, and not an addition to an ability check. At Transmutation 3 physical contact with the target is no longer needed, and the Psion may scan a target at a range of Psi x 5 meters.

OO Molecular Folding: At this level of Transmutation mastery the Psion can not only sense the arrangement of molecules in an object, but he may also change that arrangement. This can manifest itself in the twisting of an iron support beam into a jagged mess of metal, or fusing the tumblers in a lock together. Whatever the case may be Molecular Folding allows for simple physical alterations to nonliving targets.

System: Spend 2 Psi and roll Psi at +1 difficulty. Success allows the Psion to alter the basic shape of an object by rearranging the molecules in relation to one another; each success allows the Psion to affect one kilogram of matter. This technique can be used to disable weapons/equipment, but if the weapons/equipment are being held by a Psion or Aberrant the respective Psi or Quantum (Taint) field creates interference and the Psion or Aberrant may roll a resisted Psi vs. Psi or Psi vs. Quantum (Taint) check.

This power has no effect on living matter. An engineering roll may be required if a specific result is desired, for example turning raw metal into a key or reshaping a club into a knife.

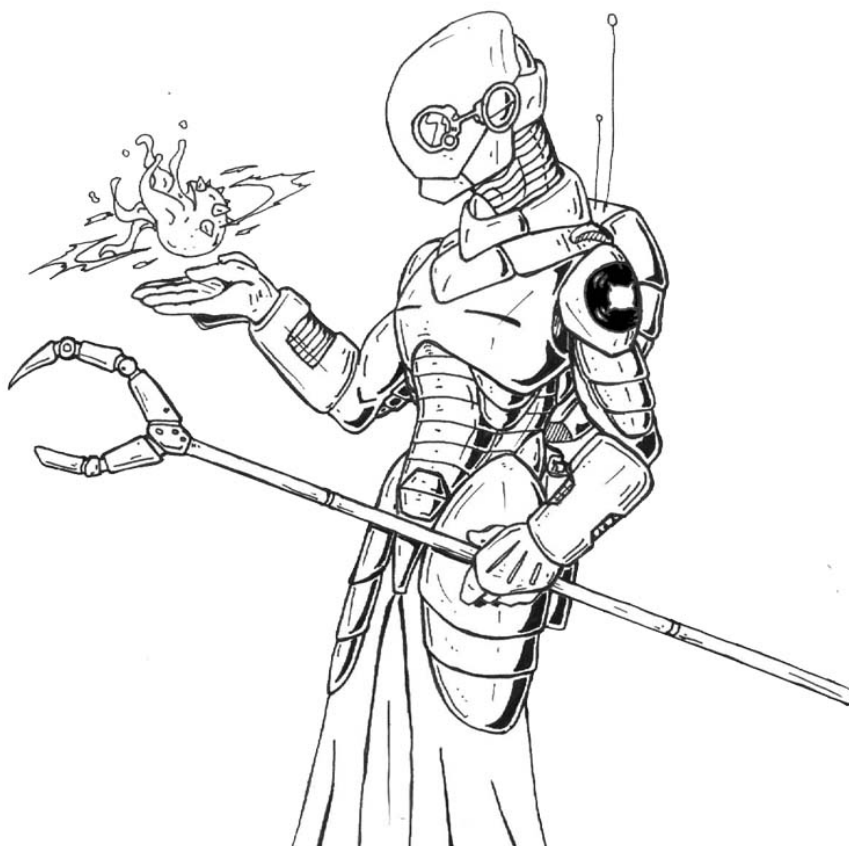
OOO Change of State: All matter exists in one of four states solid, liquid gas and plasma. Through a manipulation of boiling points and energy levels the Quantakinetic is able to change the state of almost any object...or at least a portion of it.

System: Spend 3 Psi and roll Psi at +1 difficulty. Success allows the Psion to instantly change matter between its liquid, solid and gaseous states; it can even generate plasma. Each success above two represents a Kilogram of matter that can be affected, and an hour that the molecular changes made to it will last before reverting to the state it would normally maintain at local temperature. Used as an attack (To turn an opponent's gun into plasma in their hand or free the nitrogen in their lungs) it deals Psi dice of lethal damage, and can destroy equipment IN THE PROCESS of causing the damage, thus allowing the tide to be turned rapidly. In the case of Change of State being used directly on a living target the attack is resisted with a Willpower save canceling successes one for one.

OOOO Molecular Mastery: A more precise version of Molecular folding, Molecular Master allows the Psion to not only modify the configuration of the molecules in an object, but also break them down to their component elements and create a totally new object. This is one of the more dramatic abilities in the QK's arsenal, and is often mistaken for "magic" by less informed peoples.

System: Spend 3 Psi and roll Psi at + 2 difficulty. Each success above difficulty affects one kilogram of matter. This Power could for example be used to turn a lump of coal into a diamond, or a tree into a house. If the final shape is very complex the Storyteller may require an intelligence + science (chemistry) roll to succeed, other rolls maybe required as always the Storyteller has final discretion. Used as an attack this power does Psi dice of unsoakable lethal damage (aggravated Damage in *Abberant*.)

OOOOO Midas Touch: Midas Touch is the pinnacle of the application of Transmutation. For centuries Alchemists struggled to find a way to lead into gold, through the wonders of Noetics the Chitra Bhanu can. Unlike Molecular Mastery which was limited to dealing with component elements, Midas Touch allows the Psion to convert trace amounts of Psi into Protons, Neutrons and



electrons changing the atomic composition of the atoms in an object and turning it into an entirely new substance.

System: Spend 5 Psi and roll Psi at +2 difficulty. Each success allows the Psion to convert one kilogram of a pure element into one kilogram of any other element including Olanium... or Plutonium. When dealing with non-pure elements difficulty increases dramatically. Due to the amount of focus necessary to change the atomic composition of a substance Midas Touch is impossible to use on living targets.

Alternate Quantakinetic Powers

Through both laboratory research and applied experimentation the Chitra Bhanu developed a suite of alternate modalities at a rate exponentially faster than the other orders. As the Quantakinetics pushed the envelope of their talents preexisting abilities were built upon to create more specialized variations, while at the same time, entirely new techniques were developed generating effects seemingly outside the realm of physical possibility.

In God's Playground

When dealing with Quantakinesis, particularly Transmutation, a lot of science can come into play that neither the ST nor the player understands very well. As a rule of thumb, if the ST says it can be done, then it's okay. Otherwise, you're out of luck.

In the case of Molecular Mastery, remember that the QK can only play with what's already there, so you can't make a block of Graphite into Swiss cheese — the needed components just wouldn't be there. However, since Graphite is made entirely of carbon, you could change it into a diamond, which is made of the same molecules in a different arrangement. (Swiss cheese is not, in fact, entirely Carbon.) But, with Midas Touch, you can make a block of Graphite into Swiss cheese (or even Gouda or Cheddar, for that matter); there the sky is the limit. Just remember that, in all cases, the sky is only as high as the ST decides it is.

Also, keep in mind that Quantakinetic abilities are incredibly powerful and easily abused. If you're not careful, you may find an entire game turned on its ear by one abusive player; QK's are a use-at-your-own-risk sort of thing.

Had the Dark Psions had more time to hone their Noetic talents one can scarcely imagine the scope of applications they might have catalogued.

Learning New Techniques

A Quantakinetic may learn any of the following techniques in place of the standard techniques seen above. However, before progressing to a higher level in the given mode the Quantakinetic must first per chance the accompanying standard technique.

For example: Seyas reaches 4 in Energetics, but rather than purchasing Quantum Storm from the standard selection Seyas chooses to take Turbulence from the alternate list. But, before he may raise his Energetics score to 5 he must purchase Quantum Storm.

One must remember when dealing with alternate Quantakinetic modes that, as with all alternate modes, a mentor is required to train the Psion in these techniques in most cases. For a game set during the standard time frame (2120-1222) alternate modes should be fairly difficult for player characters to obtain. Due to the Purge there are few teachers available, and even fewer willing to take on a student.

Basic Technique

Quantum Sensitivity: Through continued focus on Quantum energies the Quantakinetic has a great awareness of Taint based energies.

System: The Psion may add the number of dots in his highest Quantakinetic mode (as Psi) to Attunement range when detecting Taint and radiation.

ENHANCEMENT

O Density Strike: Experimentation with the physical aspects of enhancement (pioneered by Dhiren for the most part) lead to most of the techniques listed in this section. The first couple of techniques themselves came from the realization that some of the strength and durability increases granted by the standard techniques of enhancement were generated by selective mass redistribution, specifically the movement of internal body mass in the form of excess fat being redistributed to muscle and skeletal regions. Density strike allows a Psion to take this distribution to frightening extremes, making his fists battering rams of super dense matter.

System: Spend 2 Psi. Roll Psi. All unarmed physical attacks (punches, kicks and the like) do lethal damage instead of bashing. Each activation of this power lasts 1 scene.

OO Density Shield: Like density strike, density shield involves enhancing the body in a very specific fashion, in this case making the skeletal structure and fatty deposits that are utilized for padding more durable and impact resistant. The Psion's skin in fact takes on fiberweave like qualities, losing nothing in texture and sensitivity, but becoming exceptionally difficult to pierce, burn or otherwise mangle.

System: Spend 2 Psi. Roll Psi. All incoming lethal attacks may be soaked with full stamina. Psions with this power are nearly as well protected as if they were wearing combat armor without the bulk. The power lasts 1 scene.

OOO Speed Burst: This power enhances both the speed of neurotransmission in the Psion's reflex systems as well as increasing the relative flexibility and toughness of muscles in response to high-speed movement. It's rumored that the Norça had a hand in this power's development and it's thought that this initial trading of ideas may have lead to the future collaboration between the two orders.

System: Spend 3 Psi. Roll Psi. The Psion may take 2 actions for that round. Each additional Psi point invested buys 1 additional action.

OOOO Hyper-Immunity: Hyper immunity increases the relative response time and effectiveness of the body's natural toxin defense mechanisms. White blood cell count is upped, and the immune system kicks into overdrive. Its good to note that this does not mean the Psion starts rejecting bacteria or organisms that might be beneficial. The body can still detect the difference between a threat and helper; it merely becomes much more capable of expulsing the threat than it normally would.

System: Spend 3 Psi. Roll Psi at a +1 difficulty. The QK is instantly purged of all diseases and/or poisons regardless of intensity.

OOOOO Adaptability: The ultimate achievement of enhancement (to many QK researchers anyway) was the newfound ability to withstand nearly any external conditions no matter how harsh and unforgiving. For a time at least, a psion with adaptability

becomes almost completely immune to outside forces (of course, attacks will affect him normally, but the environment will not). The psion will develop any means it can to counter harsh environments, generally manifesting in the normal body being forced to perform at well above peak efficiency in many instances. In other circumstances, the changes are hardly describable much less measurable. In the case of hard vacuum the psion simply ceases to breathe, though the means by which this is accomplished are unknown (likewise with how the psion survives the pressure difference, cold/heat, radiation, and countless other hazards associated with space)

System: Spend 4 Psi, roll Psi at a +1 difficulty. For the rest of the scene the QK can withstand any form of environment including hard vacuum.

ENERGETICS

O Ripple Beacon: The smart soldier knows when to call in reinforcements, and no one can attract the attention of other Psions faster than Quantakinetics. This power allows the Psion to emit a resonating Psionic pulse that is readily detectable and easily tracked by even the most inexperienced recruits using attunement. It is not unusual for this power to be used as a signal for both backup and general assistance in any extreme situation.

System: Spend 2 Psi and roll. One success spreads the beacon over a diameter of Psi times ten in kilometers and each subsequent success doubles the range. All Psions within the area of the beacon rolling attunement will notice the effect and anything over one success on the attunement roll allows the Psion to tell general direction and relative distance of the Psion from their position.

OO Psi Shield: While there is no absolute defense against aberrant abilities the Chitra Bhanu worked tirelessly to find as close as one could get, and in doing so they discovered this technique. The Psi shield is an extension of natural Psionic defense to taint and an amplification of the Quantakinetic ability to reflexively force a barrier against harmful taint driven effects (see basic technique).

System: Spend 2 Psi and roll Psi at +1 difficulty. A barrier of Psi forms around the Psion and extends to a distance of one meter (about enough for one or perhaps two other people to stand in if the case required) that sustains a defense against ALL quantum related powers. A constant disrupting effect

on the vast array of aberrant powers (including but not limited to mental attacks, temporal manipulations, momentum alterations, information manipulations and quantum constructs et al) is maintained. Successes rolled on Psi are counted as an automatic soak (added to those granted by any disruption rules in play plus the QK basic technique if applicable) against any and all forms of aberrant attack. If a temporal manipulation power, mental attack or other such power is used the successes count as an automatic defense/disruption pool compared to the aberrant's roll (canceling successes). If a quantum construct enters the field it will take number of successes in automatic damage for every turn spent within the field until it is dissipated completely or recalled by the aberrant in question. This power lasts for a number of turns equal to the Quantakinetic's successes.

OOO Quanta Field: Through the research into taint, its origins, and its nuances the Quantakinetic order discovered that they could in fact raise the ambient taint (quanta for all you aberrant players) around themselves thereby providing a defense against powers employed by the other Psi orders.

System: Spend 3 Psi and roll Psi at +1 difficulty. Much like the Psi shield the quanta field extends a barrier of energy one meter around the Psion for purposes of defense. The Quanta field however works only on Psionic powers. All successes rolled apply in much the same way as they do in the aforementioned Psi shield, working as either an auto-soak or a pool of automatic successes for any resisted actions. The shield lasts for one turn per success rolled and then must be reactivated normally. Any effect the QK uses that is not internal (like enhancement abilities) also suffers the same difficulty modifier.

OOOO Turbulence: The natural outcropping of the quanta and Psi barriers was the simultaneous usage of each. This technique is extremely rare and takes an enormous amount of concentration to maintain and activate. The Psion emits alternating bursts of quanta and Psi thereby disrupting both Psionic and quantum effects over a very large area.

System: Spend 3 Psi and 1 willpower and roll Psi at a +2 difficulty. The number of successes is applied to the difficulty of any Psionic or quantum related effect over an area of the Psion's Psi score times ten in meters. The power lasts for one minute per success. Due to the nature of this power and the focus

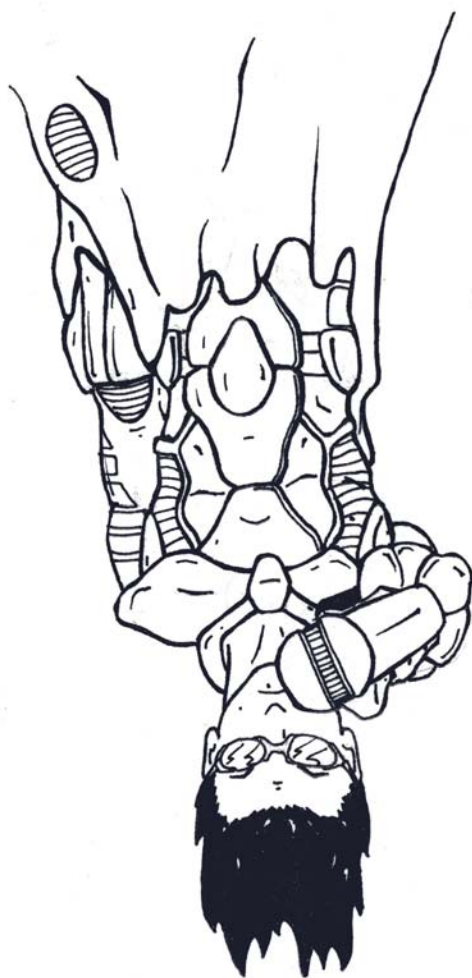
it requires any Psion employing it will be unable to access any of their other Quantakinetic abilities as well as being at a +1 difficulty to all actions for the duration of the power's effect.

OOOOO Purify: The Pinnacle of the research done in Project Harmony the Chitra Bhanu learned to temporarily decrease the amount of Taint generated by an Aberrant. Unfortunately, as history has recorded, it was this technique in specific, which lead to reports or "rehabilitated Aberrants" spurring the other Orders into action. This technique had only just been developed when the Purge took place, but even in the short time it was used the Chitra Bhanu learned volumes about the interactions of Psi and Taint energies. Sadly the majority of this research was lost, though rumors still circulate that portions of this research still exist in the hands of the other orders. With access to both the old research and a handful of Quantakinetics one could stand to gain a tremendous amount of useful information on both Aberrant Syndrome and the nature of Noetic abilities. If only such a situation existed...

System: Spend 5 Psi and 1 Willpower and roll Psi at a +2 difficulty. This power lasts for a number of hours equal to successes on that roll. For every success on the roll, lower the target Aberrant's Taint score by 1. Also, the greater the successes, the more mutations that are characteristic of Aberrants which are removed for the duration. The Aberrant's Taint score returns at a rate of 1 dot per hour. [If using Aberrant rules, each successes lowers the Aberrant's permanent Taint by 1 (and any Aberrations that go with that Taint) and his Quantum Pool by 4 points. Taint returns at a rate of 1 dot per hour; however, Quantum Pool regenerates as normal.]

TRANSMUTATION

O Expansion: This ability allows the psion to alter and make pliable the molecules in a solid to the point where the psion can actually pass through them with sufficient force. The appearance and shape of the object do not change, though the consistency and general properties are for a limited time. The object becomes pliable and mostly fluid but still intent on keeping its standard shape (scientists assume this is due to the objects inherent "location" and "shape" within the Noetic plane, though the true nuances of this power are for the most part a mystery). Passing through an object that has been expanded is a somewhat surreal experience, as it's not unlike walking through thick taffy.



Anyone who can see the psion will instantly know that a technique is being used (given that externally it looks much like the psion is passing through thick taffy as well) but this tends to be an adequate tradeoff considering the psion can walk through walls.

System: Spend 2 psi and roll psi at a +1 difficulty. The psion may "expand" a base of ten kilograms and multiplies this rating by 2 for every permanent psi she has as well as her successes. Any material that is expanded is still difficult to move through and must be physically pushed through so a standard strength plus might check must be made. A Storyteller may opt to give some substances with a higher density a higher difficulty on the strength check, making things like olimanium a +2 or 3 difficulty due to its increased mass and inherent structural stability.

For example: Seyas has 5 psi and expansion and wishes to walk through the back wall of his prison cell. It's a large-scale high security prison and he's not completely sure how far the wall goes back so he intends to get the full

extension of his expansion ability. He spends psi and rolls. He gains three successes which is 10 (base) multiplied by 2 eight times (5 psi plus 3 successes) for the amount of mass he can expand. Thus he can expand up to 2560 kilograms of material. He does so and rolls strength. He gains a success, just enough to push through. While inside the material he has no oxygen and no light though, so the st will require of him several stamina and perception checks. He succeeds on all of them so he doesn't suffocate or get lost in the wall. He eventually comes out on the other side and is now home free.

OO Contraction: The first two alternate levels of transmutation are basically just altering the inherent viscosity of physical materials. Contraction involves raising the viscosity of fluid materials like water and oil as well as some gases. A psion with this ability could conceivably do things like walk on water, thickening air to impede the breathing of a target or any number of

various lab experiments.

System: Spend 2 psi and roll psi at a +1 difficulty. The psion may "contract" a base of ten kilograms and multiplies this rating by 2 for every permanent psi she has as well as her successes. Any material that is contracted may still be difficult to move across in which case a standard Dexterity plus Athletics check may be required. A botch on this check may find the Quantakinetic stuck in the substance not unlike quicksand. In situations when this power is used as an attack targets are allowed to resist with Psi or Willpower (which ever is higher). The ultimate effects of the attack are left up to the ST.

OOO Fortification: The natural outcropping of powers like molecular scanning and expansion/contraction is the manipulation of a molecular structure's basic internal strength and resistance. Fortification may be used to increase armor soak ratings for any nonliving object. If the psion wishes she may use this ability in combat, raising the effectiveness of her armor, adding to the protection provided by cover and other such manifestations.

System: Spend 3 psi and roll psi at a +2 difficulty. The psion may increase both the bashing and lethal soak of the target material by one plus extra successes. This added protection lasts for the rest of the scene or until the target object is destroyed. An object can only be fortified once per scene.

OOOO Decomposition: This ability is the inverse of the fortification technique. Using psionic energies the character corrupts the base integrity of nonliving targets, effectively lowering their overall resiliency to damage. No change is evident externally (like with fortification) however the materials composing the object become weakened. A psion with this power and fortification would be a challenging combatant to say the least, breaking down an opponent's armor while enhancing her own!

System: Spend 3 psi and roll psi at a +2 difficulty. The psion may decrease both the bashing and lethal soak of the target material by one plus extra successes. This added protection lasts for the rest of the scene or until the target object is destroyed. If the target object is worn by a psion, the psion may resist with Psi. If the armor is worn by an Aberrant, the Aberrant may resist with Taint (if the armor is Eufiber treat the Eufiber's rating as automatic successes). An object may only be decomposed once per scene.

OOOOO Mass Conversion: One of the most awesome and frightening abilities in the Quantakinetic's arsenal is Mass Conversion. With Mass Conversion the Quantakinetic is actually able to convert physical matter into ambient psi energy. At the root of their abilities Quantakinetics are simply swapping out Quantum particles with psion particles, Mass Conversion is merely this basic aspect of Quantakinesis taken to the Nth degree. This ability was discovered during experimentation with the Energetic technique Noetic Conversion. Even in the height of the Order few Chitra Bhanu had the focus or training necessary to master this powerful technique. As such very few psions outside of the top echelons of the other orders are even aware of its existence. Mass Conversion is a very raw application of a psion's abilities yielding highly inefficient results. Given more time to research it is possible Chitra Bhanu scientists could have refined the technique allowing the Quantakinetic to tap the nearly limitless levels of Noetic energy locked in even a single kilogram of matter

System: Spend 2 psi and roll psi at a +3 difficulty. The psion is capable of converting one Kilogram of matter per point of permanent Psi, plus one per extra success. Each kilo successfully converted yields two points of temporary psi released into the general area, through creative applications of Energetics it is possible for the Quantakinetic to absorb this energy, otherwise any psion in the area meditating is likely to absorb the extra ambient energy. If Mass Conversion is targeted on a living target the target resists the attack with willpower and psi (or taint if applicable). Each success, after difficulty, achieved by the QK is treated as one aggravated level of damage and the generation of the usual two ambient psi points. While these wounds heal the damage left behind is comparable to that of Biokinetically applied Catabolism. If a successful attack is made against a psion each success first disperses one point of temporary psi from the psion's pool before causing damage. Researchers theorized this effect was due to interference between the two Noetic auras.

Quantakinetic Dysfunction

Being the order with the most in-depth knowledge of the workings of Noetics Psi Order Chitra Bhanu was acutely aware of the dangers of Psionic Dysfunction. The Quantakinetics were also required to be cognizant of dysfunction due to the volatile and often lethal fashions in which Quantakinetic Dysfunction manifests itself.

With these factors in place newly triggered Chitra Bhanu were regularly lectured on the threat dysfunction posed as well as the importance of proper pacing in psionic training. But, Even with all of the schooling on the hazards and effects of Psionic Dysfunction some Quantakinetics still found themselves suffering from the disorder. With was often the result of a researcher becoming to caught up in her experiments, or academic competition taken too far.

In the terms of the game dysfunction occurs when a psion has five dots in one mode while have only one or no dots in either or both of the other modes. Dysfunction often manifests itself in both a physical and psychological manner. While the specific effects a given psion will experience are difficult to predict some affectations are more common than others. Below is a list of some of the more common dysfunction effects.

Enhancement Dysfunction

Enhancement is sometimes referred to as the other Biokinesis, through this mode the psion has the ability to alter and enhance (hence the name) her own body. Therefore it is not surprising that the peculiarities that Enhancement Dysfunction sufferers exhibit are strikingly similar to those of many Adaption and Psychomorphic Dysfunction sufferers. Psions with Enhancement Dysfunction often become obsessed with their bodies to the point of arrogance, extreme vanity and even total self-absorption. Along with these personality quirks those with Enhancement Dysfunction also tend to exhibit impulsive behaviors similar to those with Adaption Dysfunction. Characters with Enhancement Dysfunction will rarely go an entire scene without utilizing at least one Enhancement ability. These uses of psionic powers are often wasteful and unnecessary to the situations in which they are used. These self-centered psions can be dangerous companions in the field as they are likely to rush headlong into situations they are

woefully unprepared for as well as being equally likely to abandon members of the team to save their own skin.

Energetic Dysfunction

Psions with Energetic Dysfunction often volatile and unpredictable individuals around which almost anything is possible. These afflicted psions find their emotional state to be in constant flux. These sometimes violent and often extreme shifts in temperament are comparable to a person with an acute bi-polar syndrome. But, the mood swings are only the beginning of the psion's trouble, along with these emotional shifts are concurrent discharges of psi energy in response to her changing emotional state. These responses can range from unconsciously lashing out at those who have angered the psion to mild changes in the temperature to better suit the psion's tastes. Needless to say these unchecked releases of psi energy can easily result in e\injury and even death for those around the psion and even the psion herself. Some rare and now difficult to find reports of Energetic Dysfunction talk of psion's uncontrollably absorbing all of the ambient psi in the area and even leaching psi from other psions around them. Though these stories are unsubstantiated most of them end with the death of the psion in some gruesome fashion such as violently exploding or simply disassociating into ambient psi energy themselves.

Transmutation Dysfunction

In the case of a psion with Transmutation Dysfunction it is all together possible that a watched pot never will boil, or on the other hand the water could flash boil or sublime away almost instantly. Transmutation Dysfunction can be the most disruptive and difficult to understand dysfunctions of them all. In the few cases of this form of disruption recorded the ailing psions developed a number of odd psychological debilitations. The first set of suffers seemed to align themselves along conceptions of order and chaos. Those with a more ordered view of reality tended to exhibit confusion and in some cases horror when dealing with any matter other than a solid, unconsciously altering the physical properties of any visible nonsolid matter to those of a solid. One report of a Chitra Bhanu research scientist with Transmutation Dysfunction states that upon being caught in a rain storm the scientist panicked and converted the rain drops in to solid chunks of H₂O (not to ice,

just to solid) causing a number of injuries. On the other end of the spectrum are the more chaotic personalities, which seemed to randomly change the physical environment around them with no clear intent or purpose. Due to the dangerous and disruptive nature of their actions these psions were usually sedated to prevent them from causing undue damage and death.

While these conditions are odd, by far the strangest falls into an entirely different group. This last set of dysfunction sufferers seem to lose the ability to comprehend the physical world in the same fashion as the rest of us. These individuals might walk into a wall or door, unable to fully comprehend that humans are not capable of passing through solid objects. On the other hand the psion could attempt to walk across water or even step out off of a cliff unaware that fluid matter like liquids and gases cannot support her. In the case of an imminent crash the psion might fail to brace herself, believing that the vehicle would just pass through whatever it is that is in the way. The thought processes of these psions is difficult to comprehend by most and can easily lead to difficulties in social situations.

Optional Dysfunction Rules

For those of you wanting to make dysfunction more of a possibility in your games, you might consider giving players with four dots in one mode and none in the others disruption, though possibly more mild form than normal. In these cases even one dot in another mode would eliminate the problem. If this still is not enough for you, you could consider requiring at least two dots in one mode and at least one dot in the other to eliminate normal cases of disruption. If this last option is used along with the possibility of four-dot disruption, just require one dot in both other modes to eliminate the problem.

These optional rules could help to cut down on over specialization of psi powers if it has become a problem in your games.

The Bharati Commonwealth

The Bharati Commonwealth is not some backwards collection of Balkan states nor is it a land where Aberrant cults have free reign and their vile masters command an enslaved people, despite what some horror vids from the FSA might want you to believe. On the contrary, the Indian Bloc of the 22nd century is a shining beacon of world diplomacy and philosophy made up of seven countries unified for mutual success: Afghanistan, Bangladesh, Bhutan, India, Nepal, Pakistan and Sri Lanka. A melting pot of regional cultures second to none.

With such success, it is hard to imagine, in the Asian world today, that the Bharati Commonwealth almost never come to exist due to the relative failure of its predecessor—the Indian League—during the days of the Aberrant War. The hostilities between the various religions of the region, quarrels over land area, disputes over the structure of government—all these things almost tore the infant organization apart. However, somehow through it all, they have managed to prosper in the new age of humanity.

From Aberrant cults arising like weeds around false avatars, to the horrible Bombay Crisis of 2056, to overpopulation and famine, the Bharati Commonwealth truly serves as a symbol of human determination to defy all the odds and overcome all their hardships. Yet more challenges still confront the Indian Bloc. Will the Bharati Commonwealth stand the test of time, or will it be lost forever and the peace of the entire region with it?

The modern age of the Indian subcontinent started with the entrance of the European powers into the region in the final days of the 1400s. Though these European advancements originally were founded in trade, eventually the British East India Company gained control over the region and the British were the undeniable new rulers of India.

However, the people of the region had a growing dislike of British rule and their agitation eventually rose to the level of all out revolt in 1857, resulting in the British parliament taking direct administrative control of the India in 1858. Though the India people were defeated this time, this revolt was a turning point in their history that begun them down the road to total independence nearly a full century later.

The British promised; however, that they would not extend their control by annexing Princely states and thus India became divided into British India—governed by the British government—and the Indian States—governed by Indian princes.

A major focus of the British investment in India during this time was industrial, bringing India glimpses of modern, western culture. Many Indians realized that the reform of social institutions and religious outlook of people was a necessary pre-condition for the growth of national unity.

Due to the horrific, racist treatment of British laws against the Indian people, nationalistic organizations within India saw a growing need to organize themselves in order for their people to be represented. The culminated in the Indian National Congress, a concrete step towards Indian self-government. Since the Indian Congress had great faith in the British and thought Britain would change its policy towards India, there were no revolts or any violent agitations. The main strategy at this time was Petition, Prayer and Protest.

Gradually, things became more and more strained between the people of India and their British oppressors, and after several different attempts at liberating India from the grasp of Britain (two of the most important being non-violent, civil disobedience under Mahatma Ghandi and the militant Indian National Army), the subcontinent was partitioned into separate Hindu and Muslim states and granted its independence on the 15th of August, 1947. From that point until the Aberrant Era, India struggled desperately to attain full modernization and be recognized as one of the forefront nations of Earth.

The Aberrant Era brought drastic and tragic changes to the region. Very many Aberrants emerged from the overpopulated Indian subcontinent and many were revered by rural Hindus as the avatars of the gods. Though some Aberrants aided in some parts of the region, a horrible trend of vicious tyranny began to emerge. In an effort to hold their own nations

The Indian League

The Indian League joined the nations of India, Sri Lanka, Bangladesh, Bhutan and Nepal in a loose confederation of cooperation at the First Conference for the Consolidation of the Indian Bloc in 2047. The League was the precursor to the modern Bharati Commonwealth founded in the dark days right before the Aberrant War, mostly in order to secure the economies of the area and unite their efforts against maddened Aberrants.

The Indian League was not particularly successful in any sharing of resources because the Indian Bloc Representative Council (which represented the “united” Indian nations) had no administrative ability or resource gathering authority. Thus many of their advisements were pushed aside by the individual governments within the League due to concerns over resources.

The only concrete steps taken by the League that were of any real significance were, in fact, their opposition to the Aberrants as each nation gladly donated resources to assault teams to combat the rouge monsters and to educators to teach the people (especially in rural areas) how to avoid being tricked into complying with the Aberrants. Their most drastic assault came in the form of the 2051 edict; approved and implemented by the governments of each of the member nations, it served to remove certain religious freedoms from the Aberrants—specifically their right to declare themselves gods. This legislation resulted in catastrophic riots across the region and finally to the decline of the Aberrants’ godlike supremacy over the native population.

The ILARF

The single most important organization to come into existence during the period of the Indian League was the ILARF, the Indian League Aberrant Response Force. This force made use of the most advanced scientific knowledge available from Nepal and the greatest resources that could be scrounged from India.

It quickly surpassed the armies of any of the member nations and became the first “international army” of what would later become the Bharati Commonwealth. It was divided into five divisions, one from each country, that worked directly for the India Bloc Advisory Council.

During the twelve years of the Aberrant War, the ILARF became known as one of the most efficient units for hunting

Aberrants on the face of the Earth (including Colombia’s National Force). They often responded to potential Aberrant threats or Aberrant cults before even the local authorities could make moves against them (which unfortunately lead to an unhealthy rivalry between those same authorities and ILARF). These rivalries sometimes lead to brash actions—almost exclusively on the part of the local police forces—with destructive results.

The Bombay Crisis

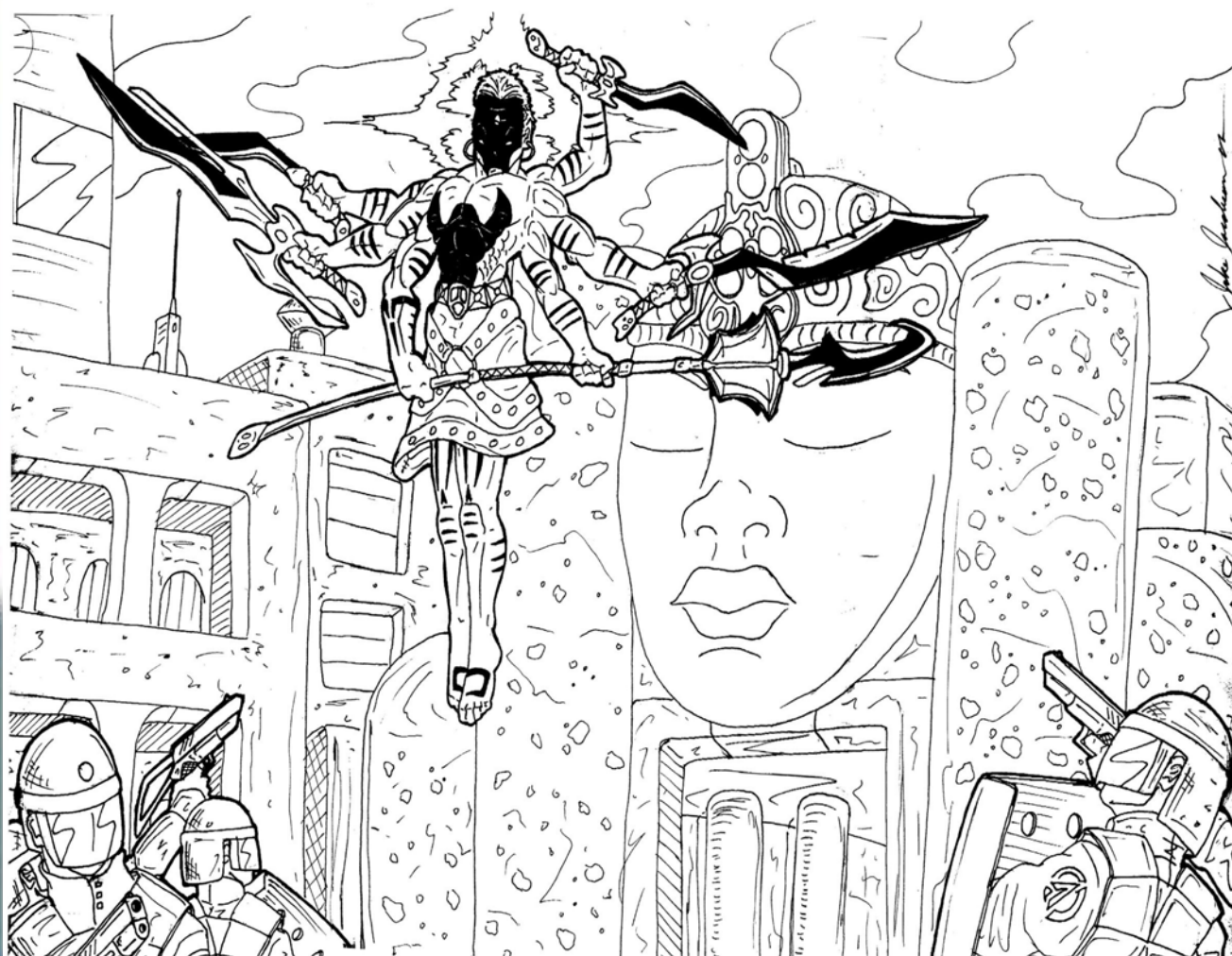
There was a massive upheaval in response to the severing of the Aberrant’s basic religious freedom from humans and Aberrants alike. The most extreme of these upheavals became known as the Bombay Crisis. In 2056, the Aberrant known as Shiva (a renowned master of destructive arts, especially fire) virtually held the city of Bombay hostage.

He announced over international communication lines from Bombay that he was the true avatar of the Hindu god Shiva, and that if his right to show his true self was forbidden by human law then he would implement his divine duty as destroyer upon those who would defy him.

Constructive Destruction

-Charles Baker, *Asian Sector* © 2108 GN

The Bombay Crisis was most definitely a horrific event in India’s history and one of the most destructive events of the Aberrant War to occur within the nation’s borders, but even with the horrors conjured by holovids of buildings collapsing in blazes of fire and whole swaths of people being incinerated, some good actually came out of it. The Bombay Arcology. This, the biggest and most efficient arcology in the entire Bharati Commonwealth, would have never come into being if it wasn’t for the fact that massive amounts of money had to be spent rebuilding Bombay, and building the arcology was the most efficient way of doing it.



There were massive riots throughout the city—many ironically pledging their loyalties to the rouge Aberrant, proclaiming his right to rule over humanity by divine edict. However, despite this, Indian police took matters into their own hands and descended upon the temple in downtown Bombay where Shiva displayed himself to the city. Shiva responded with massive destructive force, raining fire and death across large portions of Bombay, killing tens of thousands of people and causing over ninety billion dollars in property damages. The Crisis finally came to an end when the ILARF unleashed strategic rocket strikes, bringing the Aberrant to his demise.

Followers of Brahma

The incident involving the Aberrant group known as the Followers of Brahma brought an end to the Aberrants' hold in the hearts of the people of India. Several months after the Bombay Crisis, a group of approximately thirty Aberrants calling themselves the Followers of Brahma came forwards to the Indian government.

Fearful of suffering the same fate as

Shiva, the group asked for sanctuary, for a place to be set aside by the Indian government where they could continue their lives in peace. When asked whether they would agree to announce to the public that they were not gods, they declined; when reminded by the government that such claims were illegal, they stood firm and continued to decline. The Followers were immediately taken into custody by the ILARF.

By the end of the day they were in trial before members of the Indian Bloc Representative Council in New Delhi. The Council offered them one final chance to repent on the very serious charges of self-deification in exchange for the charges being dropped; the Followers still declined and became unruly. It was this loss of control that lead to the groups demise. In heated words, the Aberrants—on recording—signed their own death warrants.

A brief battle ensued in which the ILARF subdued the Aberrants, and the recordings from the trial were subsequently released to the public. The backlash against the Aberrants throughout India was

unparalleled. It was one thing for Aberrants across the world to denounce humanity, but they had trusted these very ones as their own gods—such a betrayal could not be excused.

For the first time ever in India, public demands coincided with Indian League policy—the Aberrants who claimed membership in the Followers of Brahma were killed without mercy in the ensuing battle for violation of self-deification laws and violent resistance. Public support for Aberrants declined across the entire region and soon the citizens took an active part in reporting the activity of the Aberrants, causing a massive decline in Aberrant activity inside the Indian League.

The Bharati Commonwealth

The Indian League's stumbling advisory could not see the Indian subcontinent towards true unification of any sort, its inability to succeed at any true procedure besides the battle against Aberrants doomed the project. However, the experiment did pave the road for the development of a much more successful form of government: the Bharati Commonwealth.

Triton Archives

-Excerpt, Trial Transcript: Followers of Brahma 13.3.2057

Council Man 1: Will you—the Followers of Brahma—announce to the public that what you did was wrong and that you are not truly gods.

(Commotion erupts from the Followers)

Speaker of Brahma: We shall never say any such thing!

CM 2: Need we remind you that your activities are highly illegal under the Indian League Anti-Deification Act of 2051?

SB: No—but such laws are the realm of men, and we will not acknowledge laws that oppose our divine rights!

CM 1: Denounce your claim of godhood and the charges held against you will be dropped and you will be given sanctuary in an Indian League Isolation Zone—do not, and you face charges of life imprisonment in an India League Aberrant Control Camp.

SB: Never! We shall never denounce the divine truths! This trial is a travesty and proves that no filthy human-monkeys can be trusted! This is why we should bring about your end!

What finally showed the members of the Indian Bloc Representative Council that the Indian League was a true failure was the Pakistani Conquest of 2062-2064 (see page 44). As the Pakistani soldiers tore through northern India and descended on the borders of Nepal, the quickly collapsing Indian League begged for a truce so that the situation could be discussed diplomatically. Surprisingly, the Pakistani government agreed to the temporary cease fire.

Quickly, the governments of India, Pakistan, Afghanistan, Bhutan, Sri Lanka, Bangladesh and Nepal met at a huge conference in New Delhi that came to be known as the Second Conference for the Consolidation of the Indian Bloc. Over the next few months, the Conference evolved from simple negotiations to ensure the peace of the region to an attempt to form a whole new government. The Pakistani government quickly became enraged, arguing that the meeting had dissolved from attempting to satiate Pakistan with peace terms to an attempt by India to subvert the authority of all Muslim states.

In anger, Pakistan and Afghanistan withdrew from the conference and Pakistan's forces once again rose to the offensive. However, the conference had ensured a massive mutual defense pact amongst the rest of the nations, and the United Bharati Defense Force (UBDF) repelled the attempts of Pakistan to resume its invasion of Nepal and its push to capture more of India.

The United Bharati Nations invited Afghanistan to another conference in New Delhi to discuss revisions of the earlier proposed settlements. Afghanistan agreed, but Pakistan continued to be defiant, reinforcing its forces in the regions it had captured from India. By the closing of the Third Conference, Afghanistan had joined the UBN.

The Fourth Conference established the present day governmental structure of the region and officially changed the name from the United Bharati Nations to the Bharati Commonwealth. These revisions made it clear to Pakistan that the Commonwealth was not simply an attempt to usurp power away from Muslims. Finally, the Bharati Commonwealth issued its Free India directive proclaiming that by the beginning of 2066 it would begin to forcibly seize the territory claimed by Pakistan in the Pakistani Conquest.

This combination led to the Fifth and final Conference. At the conference, Pakistan agreed to peacefully join the newly founded Bharati Commonwealth in exchange for keeping the land currently under its control

Bharati Slang

Slang in the Bharati Commonwealth comes from a variety of different sources—including a large portion which stems from slang used by the British while they occupied the region—and reflects the general tones of the culture. What lies below is no where near a comprehensive list, but should scratch the surface of slang as it is used in the Bharati Commonwealth in the 22nd century.

Bahadur: A term of respect.

Behen chod*: “Sister fucker”, the most common of Hindi vulgarities

Chitralli*: Used to refer to the people of Afghanistan.

Chota Wallah: “Little guy”, used by members of the larger nations (India, Pakistan, Afghanistan and Bangladesh) to refer to Sri Lanka, Bhutan and Nepal or anyone from those countries, often used affectionately.

Croaker: Used to refer to a quitter or someone who is dying

Cultists*: Used by Pakistanis to refer to Indians.

Cutch or Kutcha*: Used to refer to someone of the lower class.

Dekko: To look

Doggo: To hide

Jirga: Used to refer to the Afghan parliament.

Kila: An arcology.

Mussulman*: Used by British soldiers to refer to Muslims, this term is now used in India to refer to anyone from Pakistan.

Pakis*: A Pakistani.

Pukka: Used to refer to someone of higher class.

*Denotes that a piece of slang is particularly vulgar or offensive.

and a sizable number of votes in the Commonwealth Parliament. The modern incarnation of the Bharati Commonwealth had finally appeared.

Government

The Articles of Centralization as set forth in the Fourth Conference define the government of the Bharati Commonwealth all the way from the highest levels to the individual governments of the member nations.

The Articles state that each member nation must be governed by its own internal parliament which is capable of passing legislation that applies only to that territory as long as it does not contradict Commonwealth law. Each Territorial Parliament (as these governing bodies are known) is lead by the nation's Prime Minister who is also known as the Territorial Governor for that region and sits on the Council of Governors, an advisory council to the Premiere (see below) that helps make military decisions for the entire Commonwealth.

Every Governor serves as the head of the military and police forces inside their own territory as well as presiding over their national parliament. Also, each Governor is capable of passing emergency protocols within his own territory for the space of thirty days before they have to be reviewed by the territorial parliament.

On the Commonwealth level there is a single unicameral parliament which creates legislation for the entire Indian bloc. Each government in the Commonwealth has a number of votes based on a variety of factors including wealth, production, population, and military might. The break down of the 647 seats in parliament is as follows: 247 for India, 145 for Pakistan, 79 for Bangladesh, 69 for Afghanistan, 38 for Nepal, 37 for Bhutan, and 32 for Sri Lanka.

The Commonwealth recognizes two distinct heads of state: the Premiere and the Prime Minister. The Prime Minister's powers include: appointing all Commonwealth Ministers, control of foreign policy, and presiding over parliament (including the ability to expel speakers from the floor for the space of the day's session after a warning,

command speakers to silence, open sessions, close sessions, and permit a third vote on a given piece of legislation).

The Premiere does not hold the legislative ability of the Prime Minister, but rather commands the military and security aspects of the entire Commonwealth. The Premiere's duties and abilities include: enforcing emergency protocols across the entire Bharati Commonwealth for a period of 60 days before they must be reviewed by the Commonwealth Parliament, presiding over the Council of Governors, and holding absolute control over the Commonwealth Police (who enforce Commonwealth legislation throughout all the member states) and the Bharati Commonwealth Military.

The Voting Process

There is a certain process that is followed in the Commonwealth Parliament when new legislation is suggested to the representatives. First, each representative who wishes may argue his case (talking to excess to prevent other people from speaking is grounds for dismissal by the Prime Minister). Second, there is an internal vote of the representatives from within each country, whatever course of action is approved by the majority of representatives receives the

votes of that country.

If the suggested legislation is rejected, any representative seconded by two others may reopen the floor for a final plea to parliament. After the legislation is reintroduced, the entire process starts over again.

After the second round of voting, the decision of the parliament is final unless the Prime Minister decides that the issue deserves further consideration, at which time he may call for a third round of discussion and voting. After the third round, the parliament's decision is absolutely final and the topic may not be brought up for a new vote until after the next elections of Commonwealth Representatives (this keeps the parliament from being bogged down by repeated suggestion of that same laws while still allowing people the chance to appeal).

Government Agencies

Bharati Diplomatic Corps

The Bharati Diplomatic Corps, lead by Dr. Anupa Kelkar, is renowned for being one of the greatest diplomatic organizations on Earth (its only peers being the UAN Ambassadorial Corps and the United Nations Ambassadorial Corps).

The BDC is best known for its mediation of diplomatic tensions in the Middle East (especially between Israel-Judah and its less powerful neighbors, Oman and Persia) and in the Eastern European nations. However, despite its reputation for mediating foreign disputes, the most important function of the BDC happened right at home.

It was only the efforts of a small team of diplomats (that later made up the starting foundation for this agency) that kept the Commonwealth from crumbling into something akin to the Shatter before it was even fully formed. These were the diplomats responsible for mediating all disputes that arose during the five Conferences. In short, the BDC is the very cornerstone to the Commonwealth's way of life.

The BCARF

The Bharati Commonwealth Aberrant Response Force continues the tradition of its predecessor (the ILARF) in its devotion to excellence. In fact, the BCARF has something going for it the ILARF never had—government authority.

The modern BCARF works as a department of the Bharati Commonwealth Military in charge of controlling and subduing any Aberrants inside the Commonwealth. Just like the ILARF, it is divided into a number of smaller units—each one assigned to a



Terms of Office

-Richard Linam, *Parliament and You* © 2118 MMI

There are quite a few offices inside the Bharati Commonwealth and sometimes it can be hard to keep a check on them. Well, for ease of records, here are the major positions and their terms of office: Territorial Parliament Representatives serve 3 years in their national parliament, Commonwealth Parliament Representatives serve 3 years in the Commonwealth Parliament, Territorial Governors serves 5 years, the Commonwealth Prime Minister serves 6 years, and finally, the Premiere serves for 8 years.

Politics

Politics is the battlefield of the 22nd century Bharati Commonwealth. The region has a history of volatile conflict, but in the modern era these violent clashes have reached a minimum and are now mostly channeled into the legal, political arena.

Unlike places such as the Austronesian Union, the people of the BC definitely do not take politics as a recreational sport; they take it as a bloody free-for-all for dominance in a bizarre and changing region—a constant struggle for survival while surrounded by a dozen different huntsmen.

The Bharati Commonwealth inherited the traditions of its member nations during the unification movement and thus has literally dozens of parties. However, most of these never manage to find seats in the Commonwealth Parliament; below are those parties that have managed to work their way into the grand scheme of things.

Bharati Federalist Party (BFP)

The leading party of the Commonwealth has been in almost complete power of the Commonwealth Parliament since the Commonwealth's inception in 2065 and is currently headed by Prime Minister Ulind Narang. Even when its supreme power did falter it was a force to be reckoned with. The Bharati Federalist Party supports strong central government with controls in industry, economics, health care and agriculture across the member territories equally. Its goals are to bring the member nations so close that they no longer feel like separate entities, but rather as a single unified nation.

This party strongly opposes parties such as Muslim Rite and the Indian Traditionalist Party who have a strong religious base that may serve to alienate certain member nations. In fact, all three times the BFP slipped from power it was to Indian Traditionalist Party (in the elections of 2086, 2107 and 2119).

Communists of the Commonwealth (CC)

This is a relatively minor party in the grand scheme of the Commonwealth, only ever holding three of the 647 seats (2 seats from Afghanistan and 1 from Bangladesh), at some points holding no seats at all. Usually this party manages to secure a single one of Afghanistan's 69 seats.

This party came into existence in the early 2090s in Afghanistan due to the frustration and anger of the poor workers at being oppressed by the feudal lords. Angrily, the group demanded justice and it spread like



All or Nothing

-Richard Linam, *Parliament and You* © 2118 MMI

This is what I could never get about Parliament—in the Territorial Parliaments everyone gets a single vote (though the party whips do try to get everyone in the same party to vote alike), but when a vote comes up in the Commonwealth Parliament, it's totally different! All the representatives from a particular member nation vote amongst themselves, and whatever the majority inside that territory supports gets the vote of every seat for that country in the main vote—even if only a little more than half the representatives actually support it! What's up with that?

throughout the lower class of Afghanistan.

They are still fighting an uphill battle, but they saw their gain of a seat outside Afghanistan in 2104 as a great victory and still hail it as the crowning glory for their party, despite the fact that for the next three elections straight they had no representation of any sort, and ever since they managed to squeeze back in, they have held only one seat.

Confederation of Territories (CT)

The Confederation of Territories is a party that stands in opposition to the vastly more powerful Bharati Federalist Party. The CT stands for weakening the central government of the Bharati Commonwealth and giving more power to the individual nations. After all, each one is a sovereign nation in its own right, shouldn't they have the freedom to govern themselves as they see fit?

The CT favors an arrangement similar to that that existed under the Indian League where the central board can make advisements that the individual territories can chose to follow or not to follow. In the past they have even lobbied for legislation to give the individual regions the right to declare war on another nation without the consent of the

Proteus Archive

-Unknown Audio Transmission, Afghan Radio Underground, 2113

Comrades, fellow workers, do you not think it odd that we, the CC, cannot gain any seats in parliament? Do you not think it strange that every popularity poll shows we are ahead of the MR at least three-to-one, yet they get all the seats in parliament? I cry injustice! Fight against the oppressors! Workers uni—
(Transmission Terminated)

Commonwealth Parliament. This party holds a little sway within Afghanistan and Pakistan, but has no major following and, while more influential than the CC, is generally seen as a joke-party by the rest of parliament.

Greater Pakistani Party (GPP)

The Greater Pakistani Party is a political party with a bad reputation, a reputation for terrorism. Generally, this reputation is unfounded (though not always...) and comes from a terrorist group bearing the name "Greater Pakistan"—a group which attempts to achieve the same goals as the party but through unsavory means.

This party's platform seeks to return Pakistan to the glory it felt during the early part of the Crash during the Pakistani Conquest. It openly professes that its sovereignty has been under attack from India since 2065 and demands that India be forced to submit for a while. It demands equal seating in Parliament to India despite the massively disproportionate sizes and populations between the two countries and insists that the capital of the Commonwealth be relocated from New Delhi to Islamabad. Generally they also feel they (but only they) should bear the benefit's the CT proposes for

The more radical among this group demand the complete separation of Pakistan from the Commonwealth and its installment as a completely independent state.

This party is violently opposed everywhere outside Pakistan, and even in Pakistan it is seen as radical and greatly outnumbered in Parliament by the Muslim Rite.

Indian Traditionalist Party (ITP)

The Indian Traditionalist Party is generally acknowledged as the third most powerful party in the Commonwealth, right after the Bharati Federalist Party and Muslim Rite (their plummet from first to third place angers them greatly). The Indian Traditionalist Party argue that the soul of all the region's people was horribly tainted by the intrusion of Europeans upon their soil, and that to regain a true sense of identity they must cast aside their western ways. They propose many laws that are based in ancient Hindu tradition including separation by caste.

The Indian Traditionalist Party enjoys reasonably strong support in India and Nepal (though support for this party throughout the Commonwealth has plummeted since 2119) and sometimes garners a few seats from Sri Lanka, Bangladesh and Bhutan. As of 2122 they have relinquished their brief control of the Commonwealth Parliament back to the Bharati Federalist Party after passing a series of unpopular Hindu-specific laws, including everything from levying taxes on beef to legalizing the caste system!

Muslim Rite

This party serves as a strong counterpoint to the Indian Traditionalist Party, and, whereas that party supports Hindu traditions, the Muslim Rite supports the rights of the disenfranchised Islamic population.

This party as a cohesive group has only recently emerged from the union of half a dozen minor Muslim rights parties. This consolidation movement is a direct result of the formation of the Muslim Bloc—a coalition of Afghan and Pakistani voters to help push a Muslim agenda through the CP—that formed in 2119 when the ITP took control of parliament.

During the period of the ITP's control, the number of party members outside Afghanistan and Pakistan (especially in Bangladesh) began a steady rise; though this expansionist trend has evened off for the most part since the BFP's re-ascension to control of parliament. The MR remains a powerful entity; however, and it is generally

acknowledged as the second most powerful party in the Commonwealth.

Patchwork Quilt: The Regions

India

Politics and culture are both very important in the Indian way of life (and, when it comes to the Indian Traditionalist Party, go hand-in-hand), and the people of the nation are very concerned with retaining their identities, despite any adversity. The India of the 22nd century has embraced the philosophy of diplomatic cooperation, seeing the best way of preserving their way of life is to respect the way of life that others choose to live as well. It was with this new philosophy in mind that India worked tirelessly to promote itself to a status of diplomatic supremacy during the mid-21st century (which began with the 1st Conference for the Consolidation of the Indian Bloc).

It was in this spirit of diplomacy that India forged many outside allies shortly before and during the Aberrant War which allowed the nation to rejuvenate itself much faster than many other nations of the Crash, catapulting itself to the position of third most influential nation of Asia (following China and Nippon). However, despite the emphasis put on diplomacy, it is on tense relations with some of its closest neighbors—especially Pakistan. In fact, many Indian officials are growing worried about the rise of the new Muslim Bloc coalition which might threaten to even the battlefield of parliament.

The Bharati Federalist Party currently holds over seventy percent of all the seats in the India Parliament, making them by the far the most significant force (their closer competitor is the ITP with twenty-seven percent) in the nation's parliament. India constantly spearheads more projects of goodwill to try and bring the nations of the Commonwealth closer together, and they seem to be functioning rather well in the smaller countries of the region while the more prominent countries (such as Pakistan and Afghanistan), worried about losing their identities, resist India's advances.

All in all, it seems as though only time will tell if the Bharati Commonwealth will still be remembered as "India" or if that name will fall to the wayside—and if it does fall, to what? A greater ideal of centralization

or the worst nightmares of the Indian people—an Asian Shatter.

Urban Areas

New Delhi

New Delhi is undeniably the political center of India and the Commonwealth as a whole. It holds both the national parliament and the dominating mass of the Commonwealth Parliament Dome and serves as the region's modern "battlefield"—a battlefield of debate.

Government buildings—both Indian and Bharati—make up over three percent of all the structures in the city (while this not seem much, there are over ten million people who make residence in New Delhi), including the personal offices of the Prime Minister, Premiere and Indian Territorial Governor. It is because of the presence of so many powerful officials that it is said that any word spoken inside New Delhi will be debated on the floor of parliament—eventually everything gets back to the government.

Despite its status as political center of the Commonwealth (or perhaps because of it) the people of New Delhi are nervous of their surroundings, this feeling has been especially apparent since the Pakistani Conquest, when

The Dalit People

-Excerpt, *Understanding Modern India*, Walkabout Press © 19.7.2122 Genman

In India, there is a common belief that all people of Hindu faith originated from a part of God's body. The upper class emerged from his mouth, the king's and holy men from his shoulders, the middle class from his thighs, and at the bottom, from his feet, came the slaves. The Dalit people on the other hand, are people who Hindus believe do not originate from God at all. Therefore they are allowed no place in the Hindu caste system. They are seen to be impure; to touch or socialize with a Dalit is thought to make a person unclean. Often Dalit suffer discrimination and abuse from Hindus.

Although at present the BFP are in power and the caste system is illegal, many Hindus still continue to persecute Dalit. This is particularly aggravated by the recent stint in office by the ITP, who made the caste system legal, although they had too little time to enforce more injustices against the Dalit.

portions of northern India were seized, making the border of Pakistan no more than 100 kilometers north of India's capital. While this sense of nervousness did dwindle over the intervening years since the formation of the Commonwealth, the recent activity of terrorist organization from Greater Pakistan to the Punjab Resistance League has made the city tense once more, and these tense feelings often find themselves bleeding over onto the parliament floor.

New Delhi lost its position as the cultural epicenter of India during the mid to late 21st century and the wound still burns to this day, but the people of New Delhi didn't let all their glory slip away so easily and put a great push into their research and industrial sectors as well as devoting massive sums of money to environmental clean-up of major Indian areas. It is one of New Delhi's great prides that a majority of designers and technicians who created the Bombay Arcology were New Delhi born and trained (including Kiee Bhurano, the head engineer of the arcology). However, despite its vast industrial strength, New Delhi's biotechnology industry is minimal (regardless of government pushes to increase it), and the people of New Delhi are afraid that Bombay will continue to maintain supremacy in that field.

Bombay

If New Delhi is the political center of India, then Bombay is most definitely the cultural center. The early 21st century marked a massive upsurge in Bombay's standing as a cultural nexus as its cinema industry "Bollywood" soared to the heights of film making, while in recent years it has lost some amount of ground to the Austronesian media corporations, Bollywood still remains a force to be reckoned with.

But the cinema revolution was only the beginning, the removal of vast amounts of pollution from the Bombay area in the dawn of the Aberrant Age and the general modernization of the city inspired mass migrations from poorer and more desolate regions of India; the influx of citizens caused a cultural mix so potent that it is found nowhere else in the country.

Oddly enough, if anything, the Bombay Crisis only strengthened the city's clutch on cultural supremacy; the construction of the Bombay Arcology provided new, cheap living space for tens of thousands more inhabitants than the previous Bombay incarnation (not to mention the project attracted some of the greatest minds in engineering from across India and Nepal).

This mosaic of different immigrants

caused the greatest leaps in the culture of the era, quickly the sharing of ideas burst forth into a cultural renaissance. It was in the half-completed Bombay Arcology that Navayana Buddhism began to find its first major followings which eventually lead to the decline of Hindu supremacy in several major urban areas.

Despite the number of new religions that spring from the fertile well of ideas that is Bombay, one has risen beyond all expectations to become vastly popular across India (and many other parts of the world); this cult, this wild new idea of life, was called Anima. When Anima appeared in 2106 on the streets of Bombay and began to gain popularity almost immediately it began to permanently change the economic position that Bombay held, pushing it to develop the most advanced biotech laboratories in the entire Bharati Commonwealth. Today over twenty percent of Bombay's massive population has converted to Anima (surpassed only by Hinduism and Buddhism).

Calcutta

The city of Calcutta likes to pride itself on being one of the greatest metropolises in all of India, but, though it does live up to its claim, it is deeply resentful of how it has been put in background time and time again by Bombay and New Delhi.

The modern city of Calcutta can be summed up in a single statement, repeated continuously: "not quite enough." Calcutta was not able to push quite hard enough to convince India's major industrial mega-corps to set up in their city rather than New Delhi, they were not quite successful in convincing major biotechnology researchers to move their headquarters from Bombay, and when they decided to try to best Bombay by building an arcology of their own, it turned out to be not quite as good.

Despite all these set-backs; however, the people of the Calcutta Arcology continue to put on a brave face. They remain quite confident that eventually the great cities of New Delhi and Bombay will falter and once again give Calcutta the opportunity to claw its way into becoming the greatest city of India. Until that day, Calcutta waits patiently and its people push on.

Rural Areas

India's rural regions stand in stark contrast to the highly modernized cities and many of the more remote regions still use centuries old techniques to perform farming

and other such activities. However, even this works to India's example as tourists from the world's more advanced areas rush to see the "primitives" at work.

Other than modern technology, the new cultural elements that have entered the Indian world also are hard-pressed to infiltrate India's rural strongholds, and as such, Hinduism generally still holds tight control over the way of life in rural India since new beliefs (such as Anima and Navayana Buddhism) are virtually unheard of in those parts—though parts of northern India are strongly dominated by Buddhism and the province of Sikkim has a strong Sikh presence.

The most endearing thing about the way of life in rural India is that it is—not by any lack of ability on the part of the government—deeply rooted in ancient traditions. The simpler way of life is simply the preference of many of the people of India's rural communities who find the faster pace of India's arcologies and metropolises distasteful.

One thing that does cause worry for Indian authorities is the high number of Aberrant cults found in isolated regions of India as carry-over from the early half of the 21st century in which such worship of Aberrants in the country was an accepted way of life. In the name of maintaining a benevolent governmental system (rather than a tyrannous regime that crushes religious freedom), the Indian authorities generally do not take action against such cults unless they grow out of control and begin committing criminal acts—at which point the Bharati Commonwealth Aberrant Response Force seizes the cultists and places them in Bharati Commonwealth Deprogramming Centres to help show them the error of their ways.

Society & Culture

There is a general overtone to the modern Indian way of life and that is a tone of cooperation. India is not a harsh dictator of the Bharati Commonwealth, but rather a loving comrade and ally who wants what is best for all the countries in the region. India has even been called the Bharati Commonwealth's "big brother" and the world's "best friend."

India always seems more than willing to help out another country in a bind as long as such aid would not alienate another group of people (this is especially prevalent in Pakistan's ongoing conflict with the Punjab Resistance League—Pakistan continually presses for outside aid in quelling the rebellions and India consistently refuses due

to the possibility to alienating the Sikh population of the Punjab).

Few things will cause the anger of the India people to rise, but internal politics certainly is one of them. The people of India take their government very seriously and it is not unknown for discussions of politics (or even debates in the Indian parliament) to dissolve into fist-fights. This emotional fire is often mocked in Pakistan which uses it to profess the people of India as mere hypocrites.

World Ethics Conference

The World Ethics Conference, held annually in the Bombay Arcology, is a shining event in the realm of India's cooperative policy. Specialists in the field of ethics and moral codes from the world over gather in Bombay and discuss the nature of ethics in an attempt to elevate people around the world to greater heights of responsibility.

Since 2106, the United Nations has also used the World Ethics Conference as the ground point for their ethical standards. This action on the part of the United Nations came as a godsend to the Indian (and the Bharati) government, carrying with it a great amount of prestige and bringing India into the world

Triton Archives

The Triad Imprisoned

-Excerpt, *New Delhi Tribune* © 23.6.2122

The Aberrant Cult calling itself "The Triad", which had been operating out of southern Karnataka for several months, was taken into custody by the BCARF this morning after staging several small-scale raids on the outskirts of Bangalore in the name of "Shiva, Vishnu and Brahma." Twenty-one of the groups 127 members were killed while being restrained, and the remaining 106 were moved to Deprogramming Centres early this afternoon.

ECLIPSE MEDIA

Zero Gravity, Zero Morals

-Benjamin Karik, interviewed by Valance Parker, *Luna Sports* © 2121 Eclipse Media

VP: What's your reaction to India's rocketing to fourth place in this year's Gravball tournament from their position in nineteenth place in the 2120 tour?

BK: Well, as coach of the Olympus team all I can say is that I pity the poor buggers who came in behind those dirty cheats. Now, my team came in first, so you know I'm not saying this out of spite, but those bloody Indians must be doing something tricky to beat out those other teams.

VP: Are you accusing them of cheating? Those are some pretty hefty accusations; do you have anything to back them up?

BK: All I know is that India doesn't like to lose, let alone come in as far down as nineteenth, and they'd do anything to win. I can only hope justice will be served.

spotlight beyond any it had ever occupied before.

Entertainment

Sports remain a major form of entertainment in India in the 22nd century with the Indian cricket team continuing to draw record crowds (especially when they play against neighboring Pakistan), but this traditional sport is not the only outlet of physical exercise that is popular. More modern sports also catch the attention of India, and the Indian Gravball team was ranked fourth in the entire league at the closing of the tenth year of the Gravball tour, shockingly soaring up in rank—even past some orbital stations—from their close at nineteenth place in the ninth year of competition in 2120.

However, sports are not the only form of entertainment to hold the interests of the Indian people—Bollywood continues to fascinate the country with its bold new approaches to the cinema industry. Currently the most popular part of Bollywood's productions are the number of Gifted stars that appear in their films—in fact, over eighty percent of all Psion screen actors are on exclusive contract with Bollywood's studios.

In addition, Bollywood makes use of Nepal's most advanced digital graphing technologies to create holoshows with state-of-the-art holograms to enhance the viewers experience beyond watching the standard vid. Recently, Bollywood has been feeling the strain of competition from the Austronesian media giants, but it maintains confident that it will continue to grasp the cutting-edge of the industry.

Fashion

Like most things in India, the clothes that people wear take on their own special flavor. While the rest of the world is wearing Kostbaar, the people of India (especially in Bombay and Calcutta) seem to favor the fashion that is one of the least popular elsewhere in the world—organic clothing.

This strange fashion was born out of the same spirit that gave rise to Anima Culture, and it is generally thought throughout India that wearing organic clothes somehow makes the individual more in tune with the world around him and more thoroughly accepted by the world in turn. Some even suggest that this connection with life even improves a person's karma!

Pakistan

In many ways, Pakistan stands as a foil for Indian supremacy in the Bharati Commonwealth—Pakistan simply refuses to fold into some warped idea that India is the true identity of the region. With this in mind, Pakistan has struggled and fought against India from the beginning to make sure that their great nation is not forgotten. And well it should not be. Pakistan is easily the second greatest nation of the Commonwealth, holding wealth from its agricultural products and military technologies—which it makes a practice of selling to the highest bidders.

The Pakistani Parliament is known for its extremism—and with good cause. The majority of the Parliament (63%) belong to the fundamentalist party Muslim Rite, with another 11% belonging to the even more extreme Greater Pakistani party. The remaining 26% is divided among the Bharati Federalists (having 19%), the Indian Traditionalists (holding 3%), and the Confederation of Territories (holding the remaining 4%).

A vast majority of the country is Muslim, but also a strong number of Hindus, Buddhists and Sikhs are within their borders (especially since the Pakistani Conquest).

From the seat of the Pakistani national government in Islamabad, these Pakistani officials look towards New Delhi, and vow that they will be the equals of the people in that city some day. The irony of this statement is amazing—because that city could have been *theirs*.

The Pakistani Conquest

On March 17th, 2062, the people of India lost their hope for peace following the Aberrant War. Pakistani forces led by General Muhammad Hassan-Ali crossed the border into Khasmir and almost effortlessly seized the region and fortified Pakistani dominance. India, its resources tied up in the India League Aberrant Response Force, could forward only minimal resistance that was effortlessly crushed by Hassan-Ali's forces.

The horror did not stop there; however, and Hassan-Ali continued his rampage south into the Punjab and Himachal Pradesh, forcing the people of those regions to submit to Pakistani rule or be burned to death. While official Pakistani records of the events are sketchy, it is generally accepted that several thousand men, women and children were herded like cattle and burned alive.

It was at this time, in early 2063, that public outcry in India could not be ignored by parliament any longer—action had to be taken. People protesting against resources being wasted combating the Aberrants—an enemy that had already been defeated—pushed for those resources to be put against their *true* enemies (especially with the Pakistani forces quickly making their way towards New Delhi). The Indian government agreed, and soon ILARF vehicles and equipment were being turned to a new function—supplementing India's dwindling military.

When Hassan-Ali began to sweep south into Uttaranchal and Haryana, India was ready to retaliate. Hassan-Ali, unprepared for the resistance, found his advance slowing almost to a halt in Haryana as more and more resources rushed to the defense of the Indian capital. However, Pakistani forces still managed to slowly devour the province of Uttaranchal and by the dawning days of 2064 Pakistani forces stood poised at the border of Nepal. Resistance in Haryana still kept Pakistani forces at bay as close as 100 kilometers from New Delhi, and Hassan-Ali's patience finally left him. He demanded the full surrender of India's capital at New Delhi

and the complete annexation of Nepal or he would launch full-scale nuclear strikes against both nations.

India and Nepal made one final plea to save themselves—they begged Pakistan to come to a diplomatic conference to help appease the nation's seemingly insatiable appetite for power. To the surprise of all parties involved, Pakistan agreed to attend what later became known as the Second Conference for the Consolidation of the Indian Bloc.

As the months dragged on, the meeting drifted from trying to satiate Pakistan's greed to a plot to form a new government—a government that was known as the United Bharati Nations. Infuriated, Pakistan and Afghanistan withdrew from the Conference and once again Pakistan's forces mobilized to invade Nepal and New Delhi.

This time, however, the battle was not easily won—the United Bharati Defense Forces unified against the Pakistani army and decimated them in battle. With that, in November of 2064, Pakistan's dreams of conquest died.

Proteus Archives

**Radio transmission, secure
Pakistani Military Channel**

Date: 13:03:12 15.4.2063

From: Karim El-Far, Pakistani Head of
State

To: Muhammad Hassan-Ali, Pakistani
Military Commander

General Hassan-Ali, you have my full confidence in your expeditions into lands occupied by the Indian League. However, I have a new agenda to add to your assignment as you move into the Punjab and Himachal Pradesh: the extermination of uncooperative nationals by burning. They must learn from the very beginning that I shall not stand for traitors and revolutionaries! Go with Allah.

Greater Pakistan

This group began in the 2060s—following Pakistan's entrance into the BC—as a group of non-militant protestors and government officials concerned with the direction Pakistan was taking by submitting to the wills of India. Gradually, as nothing seemed to change and India continued to dominate the region, more militant attitudes began to seep into the organization.

In 2084 an official split occurred between those who still maintained non-violence and those who openly professed that the only way to open the eyes of the Commonwealth was to engage in terrorism. Those who supported a platform of non-militant protest formed the Greater Pakistani Party while those more violently inclined kept the name Greater Pakistan and went underground.

The group still continues to be active in 2122, and, in fact, is more powerful than ever before. Responsible for numerous terrorist acts in Pakistan, India, Nepal and Bangladesh, this faction is responsible for growing tensions across the Commonwealth. If all this wasn't bad enough—they have recently acquired official support, and it seems as though the 2084 break may be coming closer and closer to an end as the head of the GPP has defected to this terrorist organization and has begun to secretly supply them with whatever they need.

The Punjab Resistance League

Though the Pakistani Conquest came to a close nearly sixty years ago, that does not mean the memory of it has faded from the minds of those people oppressed because of it. The Punjab Resistance League—a group of Sikh warriors devoted to freeing the Punjab and creating an independent Sikh republic—has been around since Pakistani forces first moved into the region. For most of its history, it has been a relatively minor terrorist group with its raids often thwarted quite easily by the vastly superior Pakistani military police.

All this changed in early 2121 when a young Sikh—barely a boy of 17—joined the Resistance. He steadily rose through the ranks by virtue of his amazing tactical abilities and found himself in the highest tiers of the organization by October of that year. When the Commander was captured during a raid in December, all eyes turned to this young Kavi Singh to take the lead.

that time, the organization has gone from minor annoyance to colossal threat.

Triton Confidential

Subject: Kavi Singh

From: Maria Pappagallos, Triton Division Director

To: Aeon Council

Encryption: DSE

Transmission type: holofile

Date: 14:41:05 28.09.2122

Commander Kavi Singh falls into a category of truly exceptional human beings—he has strategic talent beyond anything I have seen in a long time. Usually this would not seem important to note beyond simple catalog, but these kind of people have been popping up in far too great a frequency since the events of 22:51 03.08.2122 to be natural. Look is there something I should know about going on here?

Four Pakistani military bases have been overwhelmed by Sikh warriors already and their equipment seized. The targets were not only military; however—Kavi is dedicated to driving Pakistan out of the Punjab by any means necessary. He proceeded to burn down almost two dozen mosques throughout the region as a warning that an oppressive Islamic government would no longer be tolerated in the Punjab.

So far, Pakistan has yet to respond to this new threat the League presents, but it is beginning to make government officials nervous—if the Punjab falls into all out rebellion what is to stop other captured territories from rebelling as well? The GPP is already using this indecision on the part of the government as a sign of how far Pakistan has fallen and demanding that it take greater control of its destiny. The final result remains to be seen, but one thing is for certain: the Punjab Resistance League will not surrender without a fight.

Urban Areas

Islamabad

In the early days of independence it was felt that a new and permanent Pakistani capital city had to be built. It was considered prudent and in the nation's best interest to locate the capital where it could easily accessible from even the remotest corners of the country. In view of the Islamic ideology of the country, the capital had to be located closer to the Muslim areas of central Asia and in close proximity to the fraternal people of Iran, Afghanistan, Saudi Arabia and Turkey.

A commission was appointed to find an ideal location in 1958. After much study and debate, the commission decided that the ideal location for the new seat of Pakistani government would be the area northeast of Rawalpindi. The construction of the new city was turned over to the Greek architectural firm Doxiadis Associates who set about planning the city to be one of the most beautiful in the world.

The modern city of Islamabad lives up to that title. The city was redesigned into an arcology structure as a defensive measure during the Aberrant War, but it did not lose any of its dedication to preserving its natural beauty. Every arcology sector—of which the city has eight—holds its own natural park for the enjoyment of its citizens. In fact, its amalgamation of rigid hardtech design and botanical masterwork has earned it the nickname of the New Hanging Gardens.

Other than its beauty, Islamabad also holds a vital industrial position for the Pakistani nation and remains the country's primary provider of military technologies, high-grade industrial construction equipment and deep ground mining. Although despite its magnificent industrial technologies, Islamabad follows the trend of the rest of the country (or perhaps it follows Islamabad) in the fact that it has not broken into the biotech market—there simply does not seem as great a demand for “living tools” in Pakistan as in neighboring India.

Rural Areas

Unlike India, Pakistan has put a great amount of concern into bringing its more isolated regions into the modern age. This is more of a military and political maneuver than an attempt to raise the standard of living for the people occupying those areas—Pakistan likes to maintain tight control and that control is impossible if the people do not have a daily reminder that they *do* belong to Pakistan.

In general, this modernization and linkage of the rural communities to the

greater industrial and economic centers is met with welcome arms by the local population; however, this is not always the case. This is especially true in those regions that were captured from India in the last century. Due to the general social unrest in territories captured, Pakistan harbors the largest national military out of any of the members of the Commonwealth (which is responsible for a large number of their seats in the Commonwealth Parliament).

Pakistani paranoia over rebellion in captured territories is so intense that it is comparable to the paranoia held in the Sparta of ancient Greece. As such, the world of Pakistan has begun to resemble that same ancient land—a powerful military state. In fact, tension is growing within the Commonwealth that Pakistan might be heading quickly upon the path to fascism. Indeed, this fear of fascist takeover in Pakistan has led to recent increases in trade restrictions between the FSA, Argentina and the Bharati Commonwealth being passed through the Commonwealth Parliament.

Bangladesh

Before winning its independence in 1971, Bangladesh was known as East Pakistan and shares a Muslim majority with the country from which it was born to this day. Ironically for a country which shares its roots with Pakistan, Bangladesh has been a major supporter of Indian policy from the birth of the Commonwealth and, indeed, was one of the founding nations of the Indian League.

While a majority of the Bangladesh national parliament continues to support the Bharati Federalist Party, membership in the Muslim Rite has skyrocketed a full 16% since the ITP's recent term of office. The parliament is currently divided into 53% Bharati Federalists, 40% Muslim Rite, 5% Indian Traditionalists, and 2% Territorial Confederates. The division of power often causes violent debates on the floor of parliament between the Federalists and members of the Muslim Rite.

On the economic front, Bangladesh remains a largely agricultural nation as it has been since its farmland was rejuvenated in the early 21st century. In fact, Bangladeshi soil is so rich that the small nation provides a majority of food supplies for the Commonwealth with the rest mainly being imported from the Russian Federation. It is this control of the agricultural industry that allows Bangladesh to exert its influence when it feels the need. Generally, however, Bangladesh need not exert its political weight

as, unlike its fellow Commonwealth members Pakistan and India, it has managed to maintain entirely peaceful relations with all its neighbors.

Afghanistan

Afghanistan has a proud history of success in the face of outside aggression. From consistently driving back the British Empire to defeating the Soviet Union, Afghanistan has defiantly held onto its national identity. This national strength has only made the more recent history of Afghanistan all the more horrific to its inhabitants.

In 2037, the unified nation of Afghanistan collapsed into civil war. Directly following a devastating attack by rouge Aberrants in which Kabul was virtually reduced to rubble, most of the standing government of Afghanistan was brutally killed. Following the example set by the newly arisen Pakistani dictator, Karim El-Far, all across the nation power-hungry generals began to take up arms. By the time sides were chosen a full seventeen would-be dictators were on the move.

This civil war continued to rage throughout the 2040s, with numerous dictators falling until only twelve of the original seventeen remained. So Afghanistan stood divided into twelve independent nations until the declaration of the war against the Aberrants in 2049. With such a devastating conflict growing so near, the dictators knew the time for alliance was at hand and thus, after 12 years of fighting, Afghanistan was ready for reunification.

Out of the alliances made by the dictators of the twelve regions of Afghanistan the Confederacy of Afghanistan arose. Though it presented a unified diplomatic and military front to the world, its internal politics still largely resembled twelve independent states ruled by dictatorial oligarchies and so it remains to this day.

Though on the surface it appears as though Afghanistan complies with the Articles of Centralization, having a central parliament in the reconstructed city of Kabul filled with elected representatives, the true power still lies in the hands of the families of the dictators who ruled before them. Those elected to the territorial parliament are almost entirely allies and cohorts of those families and work exclusively for the advancement of the family they represent.

This form of governmental elitism has lead to horrible oppression of the working

class throughout Afghanistan and is responsible for the birth of the Communists of the Commonwealth movement which, while holding the popular support of the disenfranchised majority of Afghan workers, is looked upon as dangerous and even revolutionary by the ruling families. It is for this reason that the oligarchies of Afghanistan began manipulating the votes in their elections to put the Muslim Rite far above the CC, despite the overwhelming popular support for the latter.

So it seems that the last semblance of democracy is fading from Afghanistan and it is falling more deeply into the realm of feudal rule than ever before. Workers are quickly learning that they are forfeit and akin to little more than slaves and must rely on the subordinates of the ruling families in order to survive in the harsh land that their country has become.

Urban Areas

Kabul

The rebuilt Kabul serves as the center of "national" government in the Confederacy of Afghanistan and the area on which it sits was deemed by general consensus to be a neutral, capital territory. In short, all servants of the oligarchies can scheme there equally.

Kabul is, architecturally speaking, a moderately constructed city; however, its lack of brilliant design can be attributed to the time of its reconstruction—it was the birth of the Aberrant War and Afghanistan was only recently arising out of its own bloody civil war. Kabul's social development is little better, unfortunately, as worker revolutionaries representing the CC find a haven in the vast slums surrounding the city—especially since no one oligarchy holds control.

In general, the city is divided into two sectors, separated by a great metal security fence. Only people with proper clearance cards can enter the inner city from the outer slums (though direct air transit is far more popular) and the walls are topped with barbed wire and archaic machine guns reminiscent of the Berlin Wall of the 20th century. This wall serves to keep the oligarchies representatives in parliament and the rich aristocracy separated from the destitute workers beyond. This separation holds a double purpose for the oligarchies as it helps prevent both communist insurgents from murdering the wealthy or attacking parliament while keeping the rich blissfully unaware of the true horrors that live outside their gilded cage.

Nepal

Nepal is a prosperous member of the Bharati Commonwealth. The majority of the country is in the Himalayan Mountain range, with the major cities founded in the shallow valleys in between them, including the capital Kathmandu. Its economy is based on the manufacture and development of hardtech computer components, tourism and their high quality agricultural products. The nation is predominantly Hindu, with a smattering of Mahayana Buddhists. The official language of the country is Nepali, but Hindi, Chinese and English are all spoken widely.

In the early 21st century the small country was skyrocketed into its position as one of the most prominent nations in the fields of digital technologies, computers and the OpNet with the assistance of the heroes of the day, the Aberrants. Its wealth was increased tremendously during this period, and its membership in the Indian League ensured its influence as a rapidly modernizing country. But with the Crash and the devastation of the OpNet, a major blow was dealt to the Nepalese economy. Although the country had played an insignificant role in the War, their most important market was destroyed overnight. A strong supporter of unity in the Indian subcontinent, it was a founding member of the Bharati Commonwealth and public opinion in Nepal maintains this stance today.

The future looks bright for Nepal. It has rebuilt its technological markets that were destroyed in the Crash and is one of the nations leading the development of new hardtech technologies. Its economy is booming, social unrest is virtually unheard of, and the popular BFP is in power once again, holding 81% of all seats in their parliament (with the ITP holding the remaining 19%). Their only worries concern China, with which Nepal shares a long border, causing the BC to hold a significant number of troops garrisoned near that border.

Bhutan

Bhutan is a minor player in the Bharati Commonwealth, one of the "chota wallahs"; however, it holds an important military position within the Commonwealth. Namely, the small country holds the gateway to several important Himalayan mountain passes—an important factor in defense against any possible aggression from neighboring China.

The primary language of Bhutan is Dzongkha the primarily religion is Buddhism.

In fact, up until the Articles of Centralization and the inception of the Bharati Commonwealth, Bhutan was a democratic theology, and most demonstrations of other faiths were socially unacceptable. Though this has changed somewhat since the new republic has been implemented, Buddhism still holds the greatest number of followers inside the small country. The most important cultural fact about Bhutan; however, remains its devotion to preserving its ancient culture—monks transcribe ancient Buddhist texts into minicomps and traditionally-dressed archers use orbital steel bows and arrows. Bhutan teeters on the edge of the line between the modern and the medieval.

The political situation in Bhutan often mirrors India, with the smaller country often latching onto the behemoth of the Commonwealth in order to secure its favor should a crisis occur. In this tradition, the ruling party of India is virtually guaranteed to be the ruling party of Bhutan and the current situation is no different. Currently the Bharati Federalists control 80% of Bhutan's parliament with the Indian Traditionalist party controlling the other 20% (though the tiny minority of Muslims within the country are attempting to rally a burst in the Muslim Rite).

The Thunder Dragon

The mythology of Bhutan is riddled with the peaceful Thunder Dragon. In fact, the people of Bhutan even refer to themselves as the dragon people. Thus it was accepted with open arms when an Aberrant bearing the name of the Thunder Dragon appeared in the early part of the 21st century.

However, over time this peaceful benefactor became a colossal threat. No longer did he benevolently protect the people of Bhutan from harm, famine and invasion, and soon he began to demand tribute and worship. The nation became little more than his thrall and play-thing. This despotic control lead to Bhutan desperately ratifying the Indian League Anti-Deification Act.

Outraged by what he viewed as a betrayal by his followers, the Thunder Dragon descended upon the capital of Bhutan. Rising out of the Thimpu River, the tyrant-god looked towards the city (also called Thimpu) and called up his ultimate wrath. The waters of the river swelled and churned and quickly Thimpu was flooded until it was wholly lost beneath the waters of the new lake the Thunder Dragon had formed.

Unfortunately for the Thunder Dragon, he lost control of his phenomenal powers and was tossed and pulled beneath the raging waves. Finally, the waves became too much

for the monstrosity and his life was seized by his own hands. Inadvertently, the monster had fulfilled the edict he wished to punish his followers for supporting.

Of course, the event was also tragic for the people of Bhutan, as their capital was lost beneath a Taint infested lake. The lake is still quarantined to this day and occasionally crazed animals, infested with Taint diseases, emerge from beneath the waters. Horrified by what their capital had become and in an attempt to make a new start, the people of Bhutan situation their new capital as far from their old as possible in Sakden, on the eastern side of Bhutan.

Sri Lanka

Sri Lanka wields the smallest political weight of any nation in the Bharati Commonwealth, but it does not allow itself to be forgotten despite this fact. Over the course of the 21st century, the small island nation worked furiously to set itself up as a center of marine research.

In addition to numerous mining and research endeavors throughout the Indian Ocean, Sri Lanka also serves as the staging point for the entire Bharati Commonwealth's navy. In fact, Sri Lanka has set itself up as the dominant force in maritime "politics" in the region, with many research and mining endeavors (even international ones) in the Indian Ocean going through the Sri Lankan Maritime Agency in its capital city of Sri Jayawardenapura (a miniature city enclosed within Sri Lanka's greater commercial capital of Colombo).

Like Bhutan, Sri Lanka is predominantly Buddhist with a small splattering of Muslims and Hindus. Though English is the common language of government, the most commonly spoken language in the island nation is Sinhala, a language spoken almost no where else in the world (a hindrance which has forced a vast majority of Sri Lankans to learn another language more commonly practiced in the Commonwealth).

The political climate of Sri Lanka has always been one of strong support for the Commonwealth as the military might of the greater nations gives them the leverage necessary to maintain the claims they make through the Indian Ocean. As such, the Sri Lankan parliament is almost 90% made up of Bharati Federalists with the remaining 10% being divided amount the Muslim Rite (3%) and Indian Traditionalist Party (7%).



This chapter covers basic rules information and behind-the-scenes notes, mostly to help the Storyteller add further depth to a series based in the Bharati Commonwealth. There is some information (data covering Aberrants, hidden enclaves of quantakinetics the Chitra Bhanu Purge, and the like) that is intended for Storyteller eyes only. Players who want to maintain their sense of mystery about the Trinity Universe should skip this chapter entirely.

Military in the Commonwealth

Even in an age of unity and diplomacy, the leaders of the Bharati Commonwealth are aware of the very real need for an effective and well-maintained military. Ever fearful of Aberrant cults, extremist groups and potential threats from countries such as China, the government maintains a large and very well equipped force capable of defending each and every member nation should the need arise.

With the formation of the Commonwealth, the member nations slowly moved towards transforming their considerable collective military resources into a single unified organization. Each member of the Commonwealth provides personnel, hardware and facilities based strictly upon its political strength—a policy that was not without controversy in the early days of the Commonwealth.

The Bharati Commonwealth is the most populated nation on the planet - and its combined military reflects this in sheer numbers of ground troops, armored units, specialist forces, and air capability.

The collective military capability of the Commonwealth benefits from both a staggeringly large resource of personnel, and a keen interest in taking advantage of the very latest scientific and technological advances. The men and women of the Commonwealth military are some of the best equipped on Earth.

By mutual agreement, the entire military takes advantage of scientific developments and advances in technology made by any member nation. There is a keen atmosphere of cooperation between member nations

and an entire division of the military is devoted to research endeavours designed to strengthen the capabilities of the military.

With such varied geography, research tends to be focused on providing the very best tools to accommodate the deployment of troops anywhere within the Bharati Commonwealth.

Of course, the Bharati Commonwealth keeps up-to-date with advances elsewhere. The Bharati Commonwealth government simply purchases technology developed outside of its borders, or reverse engineers it for their own use. On numerous occasions the scientists in the research division take technology from outside its borders, modify it, and deploy a far more effective version.

Although it has a considerably well equipped force at its command, the Bharati Commonwealth prefers to use diplomatic instead of military solutions to any problems that may occur. The Commonwealth was founded due to the careful efforts of its diplomats, and whilst the government recognises the need to maintain its military it rarely has the desire to deploy it.

It is a requirement that all military ministers spend at least three years in diplomatic duty. Fully two thirds of cabinet ministers that advise the government on military matters have spent several years working in the peace and diplomatic corps. This ensures that calm heads prevail where in other countries more aggressive attitudes would rule. On the rare occasions that the Commonwealth have deployed their forces, they have done so only after every possible diplomatic opportunity had been exhausted.

With a prevailing desire for peace, a potential aggressor might be misled into thinking that the Bharati Commonwealth is completely unwilling to use force. In the past, Aberrants and extremist groups have discovered, to their surprise, that the government can and does deploy troops when faced with an adversary unwilling to pursue diplomacy.

Bharati Commonwealth Intelligence Corps (BCIC)

Within the government, there are those who believe that vigilance is just as important as diplomacy. To that end, the Bharati Commonwealth sanctioned the creation of a division of the military dedicated to locating potential threats to its security, or to monitor the activities of those individuals that demonstrate hostility to the Commonwealth.

This division, Bharati Commonwealth Intelligence Corps, has the remit to monitor the activities of some of the more militant extremist groups and watch for the signs of developing Aberrant cults in conjunction with the BCAREF. The BCIC's remit does not allow engagement of the enemy under any circumstances. Careful monitoring and reporting of the activities of potential threats is their prime function. The military cabinet will determine action, diplomatic or otherwise, that may need to be taken based on the reports of this division.

In recent years, a small group of BCIC officers and field agents have taken it upon themselves to more closely monitor the activities of the Bharati Commonwealths neighbor—China. Whilst activities are currently restricted to shadowing any agents China has placed within the borders of the Commonwealth, it may be only a matter of time before efforts are made within the borders of China itself. Should military cabinet ministers become aware of such actions, the people responsible would almost certainly find themselves on trial for engaging in criminal, and not to mention extremely damaging, activities.

Hidden Hives

The greatest fear the other orders held following the Quantakinetic Purge was this: where are the survivors. Powerful and corrupt, nothing would be more dangerous than a quantakinetic on the rampage besides an Aberrant itself—with whom the quantakinetics were in league! Thusly, great effort was expended by all the orders in tracking down these remaining rogues; however, their efforts were far from perfect: twenty-five chibs—a full fifth of the quantakinetics survived the hunts and remain alive to this day. Below are listed the places where these rogues have gathered into groups; however, these groups only account for seventeen of the twenty-five survivors, leaving eight individuals surviving on their own... *somewhere*.

Nora Chibs

Ten of these twenty-five ended up in the most unlikely of places—in the service of another order: the Norça. They work under the command of Carlos Cantillo (see *Dramatis Personae*, page 64, for more information on Cantillo) in the gilded cage of top-secret laboratories spread throughout South America, especially in the Venezuelan Quarantine Zone. While their situation is better than death, many of them are beginning to stifle under the new life they have within the Norça. (For more information on these Norça chibs, see *Terra Verde*, page 30).

Icarus's Ice Marauders

When S.K. Bhurano summoned all the chibs home from the field, some of them decided they were fed up with her mismanagement of the order. The most prominent of these rogue chibs was Icarus Zahn (see *Dramatis Personae*, page XX for more information). Under his leadership, three other quantakinetics abandoned their former positions within the order. The four renegades quickly escaped to Antarctica, sensing something dangerous on the horizon.

Their predictions turned to truth when the Quantakinetic Purge destroyed the order. They laid low in ice caverns and like and—when possible—migrated between settlements in the frigid wasteland that had been abandoned since the Aberrant War. Æon and the rest of the orders were unaware they have even survived the Purge until the group spent a short time in the Dakshn Gangotri base, an old, abandoned outpost. Here they were almost found out by a group of patrolling Legionnaires; they were forced to flee the site so quickly that they left several research papers behind—research papers detailing the interaction of Psi and Taint and the study of Aberrants.

Now their enemies know that *someone* is out there, be they simple Chitra Bhanu “cultists” or actual members of the order. Whichever it is, the Legions have, amongst themselves, named this group the Ice Marauders and cautioned any outpost settlement to watch out for these “bandits” but do not attempt to engage them. Any sighting of the group is to be reported to a Legion outpost at once.

Currently, the group of four quantakinetics hides several hundred meters below the surface of the frozen continent in an abandoned network of underground caverns used by early, post-War settlers in the

in the 2070s. They live in a constant state of fear, worried that at any moment the Legions may arrive to force the fate of their order upon them.

Diablo's Asteroid

If the orders knew about this enclave it would probably be the most frightening of all, despite the fact that it holds the smallest number of chibs, numbering at only three. The fear would come from what is happening there. One of the most powerful quantakinetics ever known, Swati Bhurano (see *Dramatis Personae*, page 61 for more information), and two colleagues tirelessly study... along side an Aberrant, a horrific war criminal known as The Devil.

Driven only by revenge, the group has become harsh and intolerant in the void of space, questing always to reconstruct their lost Prometheus Chamber as to give birth to the order anew, so that they may take their revenge. The Devil himself encourages this for his own ends. If the orders are occupied with an invasion of a new order of Chitra Bhanu then his own efforts at conquest will have less resistance. He would be invincible.

The Chitra Bhanu of Diablo's Asteroid continue to be oblivious to the Devil's agenda, though they do suspect some darker purpose. However, the question remains if that even if they knew his plans—could they resist him? (For information on some of the technology the quantakinetics of Diablo's Asteroid have created see Chapter Five: Technology).

Aberrant Activity in the Bharati Commonwealth

The Bharati Commonwealth Aberrant Response Force and Bharati Commonwealth Intelligence Corps are so vigilant, deadly and well-equipped that groups of Aberrants inside the Indian subcontinent have been unknown since the days of the Crash. However, India's political enemies (especially the Federated States—angered over recent anti-trade sanctions—and sometimes even neighboring Pakistan) often use the country's reputation for harboring a large number of Aberrants in the early 21st century to depict India as a nation full of cults worshipping Aberrant gods.

Thankfully, the reputation of the BCARF and the good name the entire Bharati Commonwealth holds throughout human space makes these opinions the minority.

Most of the world realizes and accepts the competence of the various anti-Aberrant organizations in the Commonwealth.

Vishnu

Pawan Bhardwaj was born in 2009 in an isolated Indian village where he lived a simple life... until 2027 when he fell victim to Aberrant Syndrome while infected with malaria. He had several days of visions and then dropped into a coma for a week.

When he awakened, Bhardwaj was a different man. He had taken on the countenance of the Hindu god Vishnu. Along with his newfound abilities, he quickly proclaimed himself—with complete sincerity—as the avatar of Vishnu. He enjoyed the complete loyalty and devotion of his village and lived in unparalleled splendor with no cares for the world beyond his small universe.

Until the day Shiva arrived. It was 2052, and Shiva showed Vishnu the rest of the world, and how they were treating the divine. Soon, under Shiva's tutelage, Vishnu became sickened by the ways of the mortals and vowed to have revenge in the name of his people. His first victims were the loyal villagers who made up his cult of personality, he slew them one by one, falling deeper and deeper into the ravages of Taint. It was at this point the Shiva introduced Vishnu to Brahma, the third member of the order they called the Triad, modeled after the Hindu trinity.

In the war against the humans, each took his role: Brahma was to lay the foundation of the society to come after the victory of the divine, and in that respect he began to gather followers to himself; Shiva was to destroy the old, human order as to allow the New Order to be freely ushered in; and finally, Vishnu was to provide the wisdom with which to preserve the New Order. In accordance with his duty, Vishnu sank into deep meditation, studying the world around him and the nature of reality.

It was this meditation that saved Vishnu's life. Shiva's massacring of humanity and Brahma's violation of anti-deification laws brought them both to their demise, Vishnu; however, did nothing. He only watched and waited. It was not until the dawn of the psionic age in the early 22nd century that he assumed an active role in the creation of an Aberrant order. He gathered a cult to him, calling it the Triad, in honor of his dead allies.

His experiment was a disaster. In their first raids against the Bharati Commonwealth, they were decimated by the BCARF, all the members being imprisoned or killed.

Only Vishnu escaped, using his considerable abilities to avoid being caught and executed. Now Vishnu waits deep in the Indian wilderness, biding his time until he can make a reappearance and forge an empire for Aberrants across the globe. He remains unquestionably the most powerful Aberrant still living in the Bharati Commonwealth.

Nature: Monster

Physical Attributes: Strength 1, Dexterity [Flexible] 7, Stamina [Resilient] 5

Mental Attributes: Perception [Patient] 7, Intelligence [Pragmatic] 10, Wits [Creative] 7

Social Attributes: Appearance [Exotic] 9, Manipulation [Domineering] 7, Charisma [Cool] 7

Abilities: Athletics 5, Martial Arts 6, Stealth 4, Endurance 5, Resistance 5, Awareness 6, Linguistics 8, Medicine 4, Arts 3, Meditation 10, Rapport 6, Intimidation 6, Command 4, Subterfuge 4, Perform (dance) 7

Willpower: 10

Psi: 0

Taint: 10

Backgrounds: Cipher 4

Gear: Conch shell, discus, lotus, and a mace

Powers:

Time Distortion: Vishnu holds an odd ability to manipulate the very fabric of time! He moves at incredible speeds, able to take four actions in one round with no penalties (and no cost). In addition, with a touch, Vishnu can age a subject a 10 years (either making them older or younger) for every success on a Taint roll. The age altering effects of this power costs two Taint per use. It is thought that the time distortion is also what makes him hard to find by Clairsentient scans—almost as if his presence is being detected in places where he was.

Wrath: Vishnu is capable of enacting his wrath through a massive bolt of destructive energy. This horrific attack uses his Taint score as the attack roll and inflicts [three automatic levels + Taint dice] of lethal damage. This attack can be used at a range of 1000 meters. If Vishnu wishes he may direct the attack towards a number of targets equal to his Taint score. The damage dice of the attack are divided amongst his opponents as he sees fit (though all take the three automatic levels of damage). This power costs 1 Taint to activate.



Extra Limbs: Vishnu has two extra arms. All Vishnu's penalties for multiple actions (assuming he uses up his four actions a round!) are reduced by 2.

Divine Sound: Vishnu may issue forth a sound so captivating as to make people his willing servants. He rolls Command at +2 difficulty, if he succeeds everyone within a 10 meter radius falls under his control. The victims of this power may make an extended Willpower check every day at +2 difficulty. Accumulating 20 successes without a botch breaks the victim free; a botch results in the loss of accumulated successes and prevents the victim from trying again for another month. This power does not function against Psions for reasons unknown.

Hardy: Vishnu can soak lethal damage with his entire Stamina score.

Aptitudes: Like all Aberrants, Vishnu does not truly possess Psionic Aptitudes, but he does have powers that resemble the following Psionic Modes: Adaptation 2, Transmogrify 2, Psychometry 5, Psychonavigation 4, Telesthesia 4, Telekinesis 3, Empathy 2, Minshare 3, Iatrosis 4.

Shyam Amlekar

Shyam Amlekar was born in Calcutta in 2085, but his family moved to Kathmandu when he was nine years old. Taking instantly to the techno-centric society of his new home, Amlekar became the head of his own computer corporation by the age of twenty-four. It is rumored that it was the stress of running this company which caused his latent Aberrancy to burst forth in 2113.

He became a being made of living circuitry, with electricity rippling along his electronic skin and water becoming a bane to him, and with the changes came the ability to manipulate computers at his whim. Knowing that he could not remain long, Amlekar quickly gathered a few personal belongings and sped away in his personal shuttle.

However, even as fast as he acted, he could not escape the attention of BCARF. The sound of their hyper-fusion engines roared after Amlekar as he shot across the Himalayan Mountains. Amlekar desperately tried to use his powers to disable the crafts, but their security was simply too tight.

However, his chance to escape came, ironically, when they fired their air-to-air rocket strikes. Amlekar found that, though he could not affect the power or guidance systems of the pursuing crafts, he could manipulate their sensors. As far as the BCARF knew, they had scored a direct hit and had the video footage to prove it—little did they know

that Amlekar had used his abilities to hide the fact he had ejected from the vessel from their onboard cameras.

Amlekar continues to hide in the Himalayans to this day, using his abilities to surreptitiously manipulate computer systems inside less secure regions of the Commonwealth, especially Afghanistan. He has no true goals beyond simply feeling and controlling the "life" of the machines. If any were ever to take the control away from him, he doesn't know how he would react, only that it would not be pleasant for the offender. His greatest fear remains that the BCARF will discover his manipulation and once again begin the hunt for him—and that this time they may not be so easily fooled.

Vighneshwer

Mohit Prem was born in India in 2049 at the dawn of the Aberrant War. His earliest memories were of terror and death, and they shaped his mind for the rest of his life. He became a devout pacifist, and when he was old enough, he joined the peace corps. He applied to government training programs and soon became an accomplished diplomat. Things were looking bright for his future.

Until 2074 when he was sent to help resolve violence in the Punjab. Negotiations failed, and he and the other diplomats were imprisoned and forced to watch—through bars—the ruthless massacre by Pakistani soldiers of twenty women and children from the Punjab. The horror of the event and his inability to stop it triggered Prem's Aberrancy. He became twisted into the resemblance of the Hindu elephant god Ganesh, and employed his newly found divine powers to burst forth from his cell and destroy the Pakistani murderers.

He then quickly escaped into the wilderness of the Commonwealth. For the next few decades, he roamed the Commonwealth endlessly (especially the fringes where patrols were lightest), trying to stay one step ahead of the BCARF that he knows looms around every bend. As the 22nd century began; however, he felt the tension somewhat relieved (though he is still ever watchful and always migrating) and began to take up his old role as mediator of disputes. Taking up the name Vighneshwer (another name for Ganesh which means "remover of obstacles"), he descended on places where he felt the suffering of the people... and destroy that which was causing their suffering. Several of these "mercy missions" have resulted in a small following of human cultists who gather around him as a symbol of peace

and hope, even though some of them are beginning to...change from constant exposure to his Taint signature.

Vighneshwer possesses powers of blinding destruction, being know to have killed fifty soldiers in a single blast of "divine" energy. Besides his destructive abilities, he is also extremely charismatic and most who speak with him are entranced by his mannerisms. Beyond that, the "deity" holds limited control over the weather and the ability to heal grievous wounds with a touch.

Oceanus

Adrian Babakulas was an immigrant to the Bharati Commonwealth in 2099 when he was 23. He had traveled from Greece to expand his studies on marine biology in the Indian Ocean so he naturally found himself in the ports of Sri Lanka, finding his skills in great demand. He soon found himself in a position he had only dreamed of—leading scientific crews to study native deep sea life.

His Aberrant Syndrome emerged when, one night during a survey mission, a horrible storm blew up suddenly, tossing and tearing his tiny research vessel. The ship was torn apart and he was thrown into the roaring waves. The need to survive activated his M-R Node, not only giving him a body made of pure water and control over the seas, but also instantly corrupting his mind. He now thought of himself as Oceanus, the titan of the great river sea in ancient Greek mythology.

Since that day, in the winter of 2111, he has been the bane of all those unfortunates who meet him in "his" ocean. He often uses his abilities to summon up towering waves to destroy ships. Not only that, but since the first appearance of his powers he seems to have developed a new ability—the ability to create specialized (not to mention deadly) new types of sea organisms which he often sends to patrol the ocean and attack approaching ships. He calls these creatures his Oceanides (named after the nymphs created by Oceanus in Greek mythology).

The BCARF had been totally unprepared for the emergence of such a potent sea-faring Aberrant—not to mention one almost indestructible and nigh invisible in his native environment due to his body being made of water. Since that time they have been pushing for more resources to hunt the monster, but their attention is usually diverted to handling minor Aberrants on the mainland (not to mention the dispute over whether their responsibility covers the international waters

of the Indian Ocean), so it seems for now Oceanus continues to have free reign.

Doyen Involvement

The Doyen, the manipulative beings who gifted humanity with the secrets of psions and biotech, lie at the very core of the events surrounding the Chitra Bhanu's rise and fall. It was all carefully planned, and manipulated so that what they wanted for the order was what the order received.

Humble Beginnings

The Doyen first gained interest in humanity in the 2060s, when thousands of Aberrants fled from Earth into the vast cosmos of space. Fearful of the destructive power of the Taint which Aberrants commanded (especially to their own fragile forms made of psionic energy), the Doyen went about finding ways to put an end to the threat. One group sought to destroy all of humanity and enlisted the aid of the Chromatics; the other came to humanity and offered the Prometheus Chambers.

However, the Doyen found something unexpected amongst the humans whom they saw were capable of wielding psionic abilities—quantakinetics. The Doyen themselves, the undisputed masters of power of noetics, had no knowledge of such an ability, an ability that allowed a few humans to affect the very building blocks of the universe with the power of their noetic talents.

The Doyen were cautious and thoughtful at first, they believe that perhaps these few individuals held the key to unlocking and destroying the evil of the Aberrants. Perhaps the similarities between the two powers would make them the perfect adversaries for the Tainted Ones. So, after thought, the Doyen offered the quantakinetic Prometheus Chamber along with all the others at a secret lunar meeting where the Proxies were bestowed with their incredible powers.

However, something different was done with the quantakinetic Proxy, she was possessed by the Doyen entirely. While she still possessed some amount of free will, any action she took which stood contrary to the will of Doyen was suppressed mercilessly. The search for a cure to the Taint had begun.

The Plot Thickens

The Doyen, being patient creatures, scheduled a slow introduction to the study of Taint into the order, as to ease any fears of

those researchers involved in any projects involving the sensitive subject. The program was scheduled to begin in 2114. Unfortunately for the Doyen, the brash actions of Proxy Larssen in 2106 sped up their plans considerably, the introduction of theoretical Taint studies began shortly after the attack at Sydney Spaceport in 2106 which resulted in several pieces of Aberrant hunting equipment (see Chapter Five: Technology) being invented by mid-2107.

The advancements made in the Doyen's pet project increased tremendously over a rather short period of time—coming as much of a surprise to the Doyen as it did to the quanta kinetic researchers themselves. It was during this time that the Doyen began to panic. Their alien concept of time being unable to keep up with such rapid progress, the Doyen began to use their immensely powerful telepathic abilities to alter the public perception of the quantakinetic Order in early 2107, which gave rise to growing rumours of the Chitra Bhanu dealing with known Aberrants from the war, while all the time, the Doyen pushed for greater delving into the nature of Taint and possible cures.

The final Nail

In late 2108 a horrible piece of theoretical research came to the attention of the Doyen forces in control of the Chitra Bhanu Order—several key members of Jnyandeep had, while researching into artificially altering Taint levels—had stumbled upon a way to *increase* the amount of Taint an Aberrant possessed. Immediately, all the anti-human factions burst into an uproar—it had been proved. Mankind was irrevocably condemned to the service of the Taint.

Immediately, in an effort to quell the fears of the opposing faction as to not ignite an interstellar conflict with the Chromatics (for which the Human Faction was not prepared), the Human Faction Doyen triggered the event for which all their subtle telepathic tampering had been designed. The complete extermination of the Order. The Doyen possessing Proxy Bhurano ordered all quantakinetics in the field to report immediately to the facility while the rest of the Doyen set about triggering mass hysteria amongst the population at the revelation of the “quantakinetic conspiracy.”

With their final resignation to the destruction of the Order, it came as quite a shock to the Doyen inhabiting the Proxy when Swati Bhurano revealed that she had found a way to reverse the effects of the former experiment—to temporarily erase any

evidence of Taint from a subject. This amazing result was coupled with the ability to permanently cure Taint diseases. The Doyen inside the Proxy panicked, fearing that his fellow Doyen would punish her severely for her rash decision that the time was right to dissolve the Order just before such an immense breakthrough. The Doyen, in his panic, seized the mind of the Sudhish and commanded her to keep the knowledge a secret.

The Doyen was unaware that the Sudhish had already shared her research with the other members of the lab teams working with the Aberrants, having—in his panic—not searched her mind thoroughly, and the knowledge was already spreading through the elite sectors of Jnyandeep researchers by the time the other Orders came. The Doyen continued with his assigned task and invited the other Orders inside to initiated a conflict. Soon the Order was crushed and the Doyen abandoned the body of Saraswati Bhurano moments before her death, believing that his host's sister's secret discovery would be lost with her.

Unplanned by the Doyen, not only did Swati survive the Purge (though she has not been in any position to spread her knowledge), but the information was recorded in her secret journals. The rest of the Doyen faction—who soon discovered del Fuego's possession of the journals—were not amused by the failure of their forefront member and called for his immediate diffusion into the Noetic Totality. In blind fear, the Doyen who had once inhabited the Proxy of S.K. Bhurano fled from those that had been his companions and disappeared into the cosmos, to fight the Tainted Ones on his own terms and restore himself to his former position within his race.

Since that time it has become almost the holy grail of the Human Faction to recover a surviving quantakinetic with the knowledge of Taint removal; however, to this day none have been able to locate any survivors with the knowledge (or gather the information itself from the journals or del Fuego). It seems only time will tell of the progress of the Doyen's fight against the Tainted Ones who would tear their existence asunder.

J-81 "shellhead" Chitra Bhanu tactical field gear/armor

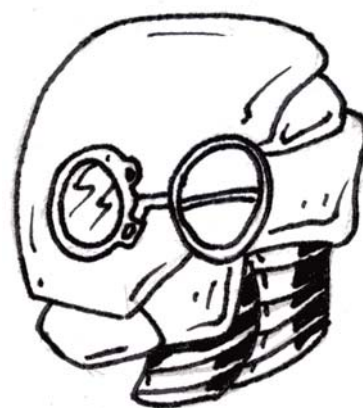
While full-scale heavy weight field armor was generally unused by the Chitra Bhanu proper, this armor was developed specifically for Dhiren sent on aberrant hunting missions. The Main concept behind this armor was to be both utilitarian and multipurpose as well as having the capability to function for extended periods in extremely harsh (Terran) environs. The suit is hardtech and is specifically fitted to the wearer upon purchase via means of armor specialists for the sole purpose of maximum comfort and mobility within the designated suit. The entire armor is built to be customized, refurbished and overhauled, allowing for any future upgrades to blend seamlessly with the original form. The standard unit comes complete with interior radio transceiver/ cell link, HUDset (complete with Taint sensor package, as per the aberscope in Trinity Tech Manual) and a backpack stocked with as much rations and field supplies as it can carry (generally enough for up to a week without support while in hostile territory). While not the heaviest armor available, and certainly not as fancy as some legion designs, the J-81 does offer superior protection for its minimalist design, and avoids the bulk problems of many heavier armors.

[3/3,0] Mass: 6, cost: restricted

Taint Reduction Suits (TRUSTs)

Taint reduction suits were primary tools in Chitra Bhanu labs from their initial forays into taint research. The suits themselves allowed neutrals to work around powerful aberrants without fear of gaining taint diseases or aberrant syndrome themselves. The system was a simple bio organic insulation suit capable of filtering out all but the most potent quantum radiations. If the suit was formatted to its user then it would make her nearly invulnerable to taint based illness or any manifestations of aberrant syndrome.

Tech: ø
Armor: 1/0
Tolerance: .



E-10 Gila Transport/Scout

Primarily a military scout ship, the Gila was often used in short range military and prisoner transportation roles (where it would be escorted by several larger, more dangerous fighters). The craft itself, while adequate for most missions, has been overshadowed in the years since its design by flashier, faster, and better armed craft produced by companies like Bakahatsu, Banji, Clin Tech, and L-B. The craft sports a modest design with two turret mounted light lasers placed on either side of the fuselage right above and behind the wing components. The scout's cargo, weaponry and defensive capabilities are sub par considering modern standards leading to its almost nill production levels by 2119. The Gila handles like a dream though, so many stripped down versions have made their way into the open market for us by enthusiasts and daredevils. The Gila requires a crew of one and has enough seating capacity to carry four others if the need arises.

VT: Jet
Tech: hardtech
CS:Mach 1
TS:mach 1.1
Handling: +3
Mass:6
Cost 5 (armed version is considered military and is not available commercially)
Armor:2[1]
Weapons: Two turret mounted light lasers (Acccuracy: 0, Damage 5 D10 [5]) (military version only)



Side View

Noetic Crystallizers

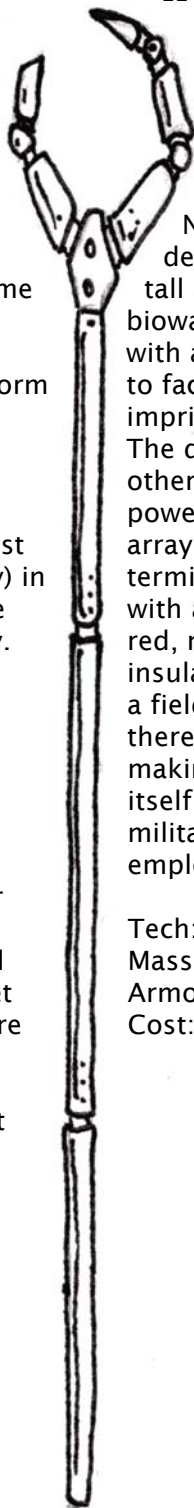
These versatile items were the Chitra Bhanu's secret weapon in trapping their aberrant subjects. Noetic crystallizer is something of a misnomer given that the device itself doesn't in fact crystallize anything. Instead it siphons off the aberrant's inherent energy (quantum to all you Aberrant players and taint to denizens of the Trinity universe). The name itself was taken from the bio matrix's tendency to alter shape suddenly while draining off an aberrant's energy and reform its surface into a somewhat crystalline appearance, becoming more rigid and angular as well as translucent. In game terms, the crystallizer is treated as a standard staff weapon (it is essentially just grippers on the end of a long rod anyway) in any normal combat situations with all the limitations and bonuses that would apply. Against an aberrant however, the crystallizer may be used to make a grab maneuver with the pincers on the end. Doing so is a dex+melee roll at a +1 difficulty. If the grab is successful the crystallizer then automatically drains 3+successes taint (for those building aberrants as per the trinity main book) or 6+successes quantum (for anyone using aberrant rules). The pincers may be used on any human or near human sized target regardless of aberrancy, though if they are used to ensnare a neut or a psion they merely are treated as an immobilizing weapon. The staff has an effective might pool of 10 for purposes of resisting the targets attempts to escape its grasp.

Tech: ø
Accuracy: 0
Damage: Str+6d10 B or quantum/taint damage (special, see description)
Maneuvers: D P S W
Concealability: N
Mass: 3.2
Tolerance: ·
Cost: restricted/ not available on current markets

Noetic Stabilizers

Even with the Chitra Bhanu's extensive knowledge of taint and aberrant syndrome they needed a fool proof system of containing the creatures once they had been captured and brought in for study. To this end, Noetic stabilizers were created. These devices were containers roughly 9 feet tall and cylindrical, set on a base of bioware components. The tube was fitted with a transparent bioglass door on one end to facilitate observation and the imprisonment of the aberrants in question. The device could be linked to any number of other stabilizers as long as the immense power requirements were met and the entire array was controlled by a central computer terminal. The stabilizers, once activated with an aberrant inside, would fill with a red, noetically charged, nutrient rich, insulating jelly. This would contain it within a field of pulsating psionic turbulence thereby disrupting its node and effectively making it inert and controllable. The tank itself was also astoundingly durable, having military grade bioglass and biopolymers employed in its design.

Tech: ø
Mass: 120
Armor: 5[5]
Cost: not available on current markets



Due to the circumstances surrounding the Chitra Bhanu Order (namely the Purge of 2109) many of the characters presented (S.K. Bhurano being chief among them) are deceased by 2120. However, their profiles are still included for those who wish the historical reference or perhaps wish to run a historical game set before the Purge or a game in an alternate setting where these individuals still live.

Proxy S.K. Bhurano

Saraswati Kalyani Bhurano, named after a goddess of learning, apparently learned too much. Often called simply "Sara" by her fellow Proxies, Saraswati was a mild mannered woman with knowledge in a great many fields: everything from psychology to philosophy to quantum physics. However, in the last years of her life, there was something very strange about her...

Saraswati Bhurano was born in 2064 in one of the earliest functional sectors of the Bombay Arcology. Her father, Kiee Bhurano was one of the few remaining wealthy people in India at the time as he was recently commissioned by the newly formed United Bharati Nations as one of the head engineers for the arcology in which the Bhuranos made residence.

Bhurano was a brilliant scholar from a very young age with a special penchant for physics. By the time she turned fifteen she was renowned throughout the Bharati Commonwealth as the foremost thinker in theoretical quantum physics in the Indian subcontinent (some even whispered the world). However, when her father fell to Ant Farm Syndrome shortly after her sixteenth birthday, Saraswati turned her tremendous intellect toward psychology in hopes of helping her father (or if she could not, helping others with similar conditions).

Like with physics, Bhurano excelled at psychology, and by the time she was twenty-three she placed a down payment on a charity clinic in Bombay to help treat people with mental illness. She managed a thriving medical practice until 2103 when she mysteriously went

on sabbatical for most of that year. When she returned she was transformed.

She no longer held her passion for treating the mentally ill, instead she became interested only in deep theories. Quickly it became apparent that her interest in psychology had mysteriously faded, only to be replaced by a sudden resurgence in her interest in quantum physics. Finally, in late 2103, she closed the clinic facilities to the public and gathered close friends and co-workers and announced her incredible new powers. Quickly, portions of the clinic were gutted and replaced with research facilities; however, Bhurano was oddly resistant to attempt to remove the deep psychosis medical wards, insisting they were necessary for her research (these same facilities were later used to house captured Aberrants).

By early 2104, a close friendship had developed between her and Zweilder over a combination of their mutual skill in the medical field as well as their extremely scientific minds.

Together they began to lay the foundations of modern noetic theory. Cassel too shared a strong bond with the woman who would later become the queen of the dark psions. By 2106, however, Bhurano and Zweilder had drifted apart as Bhurano delved deeper into theoretical studies of noetics while Zweilder spent his time researching practical applications of noetics to society. However, Cassel and Bhurano remained close friends.

By 2107, Bhurano's focus in quantum physics was focused strongly on Taint research. Cassel began to worry about his friend's stability and well-being, but she assured him that nothing was amiss. It was at this time that she entrusted her sister, Swati Bhurano, with command of her new project—a project devoted to studying live Aberrants and attempting to cure Taint.

Almost immediately tensions soared among the orders as "rehabilitated" Aberrants began to be sited around the Chitra Bhanu clinic in



Pranatis-Personae

Bombay. As her fellow proxies demanded her to explain herself, Saraswati became uncharacteristically resistant to their requests, and during 2109 she called all quantakinetics out of the field and back to the Bombay clinic. Finally, the other proxies had had enough, they called for an immediate vote over whether to dissolve the Chitra Bhanu with Bhurano's ever faithful friend Cassel casting the only vote against the movement.

Soon psions from many of the other orders were descending upon the Clinic and demanding entrance to the facilities. Strangely, Saraswati opened them in with open arms. Soon the true extent of the Dhiren's activities and the order's work with Aberrant's was exposed. The tension of the situation finally snapped and a weapon was fired. It is still unknown who fired first, but within moments, an all-out battle erupted, and at the end Proxy Saraswati Kalyani Bhurano lay dead along with whatever secrets she held.

Bhurano's Agenda

Bhurano had no agenda of her own, *per se*. Her actions were the dictations of the Doyen. Fascinated by the unique power of quantakinetics and the possibility that it might provide a solution to the problem with the Aberrants, the Doyen forced her to research Taint.

Her only true motivations of her own was to help those less fortunate than herself—especially the mentally troubled—by whatever means she had at her disposal. The Doyen manipulated this desire within her to their own foul ends.

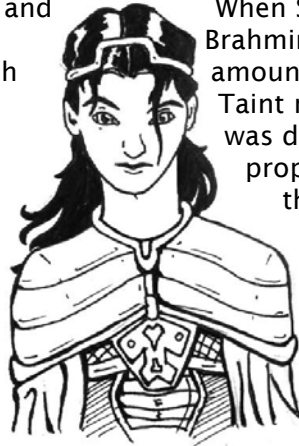
However, towards the end of her life, Bhurano was not allowed self-motivation of any sort for the Doyen judged it too dangerous, seeing the power that the quantakinetics held. Against her will, they forced her to make unreasonable decisions which eventually resulted in her death.

The Brahmins

Sudhish Swati Bhurano

Swati Bhurano was the youngest of the five Bhurano daughters (with her sister Saraswati being the eldest), and, like her sister, she was extremely gifted. While her sister was mostly concerned with physics, Swati's focus was on chemistry. When her sister founded her clinic, Swati was at her side, serving as her resident chemist to produce any drugs needed in her treatments.

When Saraswati returned as the Quantakinetic proxy she identified her sister's powerful latency and invited her to be the first member of her new order. Swati graciously accepted, soon becoming an expert in Transmutation and Energetics equally. When the structure of the order was formed in early 2104, it was no surprise to anyone involved that Swati was placed in the position of Sudhish, head of the Jnyandeep research branch.



When Saraswati first announced to the Brahmins her intentions to turn a great amount of Jnyandeep's efforts towards Taint research in early 2107, Swati was delighted (having been the main proponent of such research since the founding of the Order).

However, as mid-2107 approached and Saraswati announced to the inner circle that Dhiren would begin to hunt Aberrants in the field and bring them back for live research, Swati became worried, but continued her research as normal.

As time wore on, Swati took great pains to carefully monitor her sister's

Puff of Smoke

The witnesses that claimed to see Swati Bhurano mysteriously vanish in the midst of the fighting during the Purge were not mistaken; however, they were mistaken about her ultimate fate. In fact, Swati Bhurano continues to live into 2122—simply not on Earth. During the Purge, a powerful Aberrant known during the War as The Devil used the cover of the Taint of escaping Aberrants from the Clinic to snatch the Sudhish to a secret facility in a distant asteroid belt. There he offered her a choice—live and aid him with his experiments with the hopes of eventually returning to Earth and avenging her sister or die immediately. Swati chose revenge and has secretly been working for The Devil ever since (see Hidden Hives: Diablo's Asteroid, page 52 for more information).

increasingly erratic behavior and even went so far as to make a number of journals following her sisters actions and declaring theories that she may be mad or under the influence of the Aberrants (journals that are now in the hands of Proxy del Fuego). Swati was shocked as her sister refused the requests of the other orders and called all chibs back from the field. She pleaded with her sister to be honest with her fellow Proxies—and that seemed to be exactly what Saraswati did as she welcomed order strikes teams inside the facility.

So for Swati it was all the more horrifying when the investigation snapped into all out violence. Swati refused to take part in the fighting, declaring herself a pacifist and offering to surrender. However, despite her refusal to fight, several witnesses (including the quantakinetic rogue Nassir Samatar) claim to have seen her disappear in a flash of light during the closing of the fighting—all witnesses profess the belief she was the victim of a Upeo death drop.

Sunita Avinash Gourgonda

Before her ascension to the position of Sunita in 2107, Avinash Gourgonda had been only a low ranking member of the Saguna without much knowledge of the higher workings of the order (some whispered behind closed doors that that was why she was chosen for the position—much less likely to question the Proxy's research than her predecessor). Gourgonda preformed her new duties to the best of her ability, but she was no expert in the fields of ethics and morality, and the Jnyandeep often pushed her demands and suggestions aside.

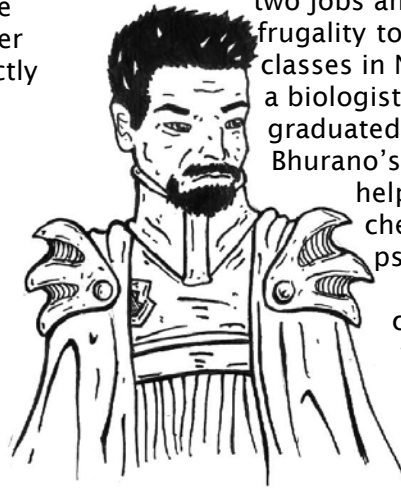
By mid-2109, when there was talk rippling through the order that soon Saguna might be entirely dissolved due to their lack of continued necessity, Gourgonda had a surprise turnaround. She demanded that the voices of Saguna be heard and that the order could not operate without the mediation of the ethical branch. She also pointed to the reconciling of religions with modern scientific theory—a strong area of Saguna focus—as a major reason for Chitra Bhanu popularity throughout the Commonwealth.

With her solid arguments, the young Sunita, made wise by her time in her position, saved Saguna from destruction. However, the ploy came too late and the Purge quickly

descended upon the order—with Sunita Avinash Gourgonda killed during the fighting.

Dhirendra Bernard Noz

Bernard Noz was first and foremost a scholar. He had struggled through holding two jobs and living a life of frugality to attend university classes in New Delhi to become a biologist. When he graduated, he was hired by S.K. Bhurano's Bombay clinic to help study the brain chemistry of psychological patients.



By amazing coincidence, Bernard was also marginally a quantakinetic latent and when Saraswati became Proxy she immediately took

him into the inner workings of her new order. By early 2104, Proxy Bhurano announced him in charge of keeping their research out of the hands of other organizations and named him Dhirendra. However, at that point, his duties as chief of order security were secondary to his research collaboration with Jnyandeep.

That all changed suddenly one day in 2107 when Proxy Bhurano announced to him and the rest of the Brahmins that Dhiren would take on a new duty—the hunting down and capture of Aberrants. He was presented with several technology tools Jnyandeep had secretly been developing to help him in the field (among them Noetic Crystalizers, see Chapter Five: Technology for more information) and his research suddenly became secondary to his duties as an “Aberrant Hunter.”

Noz worked hard to please the Proxy, devising new and innovative ways in which to subdue Aberrants, but he still longed for his lost research. However, the Dhirendra would never see his research again as he was slain by an escaped Aberrant during the Purge.



Notable Quantakinetics

Sajeesh Pilarkat, Tainted Quantakinetic

Rumors were that Sunita Sajeesh Pilarkat died in an experiment regarding Project Harmony. Like most rumors, this one held a grain of truth—the Sunita's disappearance was linked to experiments regarding the Aberrants; however, he did not die.

Pilarkat was one of the early pioneers working alongside Swati Bhurano to delve into the realm of purification of Taint. Unfortunately during the course of his experimentation, the techniques Pilarkat applied were still in the elementary stages and difficult to control. The Taint field Sajeesh was working with became unstable. In short, Pilarkat lost control of his powers.

Within moments, the left side of the Sunita's body was twisted beyond recognition. His skin was rent with boils and his saliva became a sickly green ooze. His skin desiccated to a charcoal black, and his left eye swelled and enflamed to a blood red. Horrified by the results of his mutations, he was rushed to an Aberrant containment facility and put in solitary confinement until the Proxy could make judgment.

The Proxy was as shocked by the result as anyone else, indeed more so. The levels of Taint radiation that flowed through Pilarkat's body would have killed any other human, Psion or otherwise. It was only through his strength of will and careful focus of his Quantakinetic abilities that the Sunita was able to keep his disease at bay. Bhurano immediately removed Pilarkat from his position as Sunita and had the position passed to Avinash Gourgonda. She quickly had the rumor spread that Pilarkat had died during experimentation while desperately seeking a cure for his affliction. Unlike the other rare instances where Taint slipped through the quantakinetics' natural buffer, Pilarkat had survived, and his condition appeared permanent.

Pilarkat remained in solitary confinement undergoing any number of experiments until the Purge in 2109. During the chaos that ensued Pilarkat, fearful that he would be mistaken for an Aberrant and slain, escaped by blasting a hole through the floor of the facility with the weapon of a fallen Legionnaire tunneling through the arcology

floor onto a lower level where he escaped into the slums and eventually beyond the arcology's walls.

In 2122, Pilarkat remains on the run, operating out of a tiny research facility he has built in the Himalayan foothills. He remains undetectable on Taint scans as long as he actively uses his quantakinetic abilities to prevent the spread of the Taint in his body. He has managed to keep his location—and even the fact that he still lives—a secret as he desperately seeks a cure for his predicament.

Carlos Cantillo, Sheltered Researcher

Carlos Cantillo was a member of Jnyandeep deeply involved in the Aberrant research project until 2108 when he made a career decision: he changed division to Dhiren to become an Aberrant hunter. He was one of the most successful of all the Dhiren and often worked in direct conjunction with the Dhirendra.

When Proxy Bhurano made her call for all quantakinetics to return from the field Cantillo was in his native South American jungle, hot on the trail of the elusive Aberrant known as the Arboreal. He assumed that if he could finish his hunt quickly and capture the Arboreal, his lack of punctuality in returning to the clinic would be excused.

Being in the field, Cantillo missed the slaughter that followed. However, before he could quietly slip into obscurity he was captured by the Nora. They offered him a chose of being exposed to the other orders and more than likely facing certain death, or coming to work for them as the head researcher of a small group of quantakinetics they had managed to secretly capture during the Purge.

Cantillo, seeing no other choice, accepted the deal that the Norça put before him, and he continues to work in their facilities to this day. Over time, the Norça have come to value Cantillo's viewpoints not only on the theories behind the interaction of Psi and Taint, but also in techniques used to hunt Aberrants. (See Hidden Hives: Norça Chibs, page 51 for more information).

Icarus Zahn, Renegade Quantakinetic

Icarus Zahn was a member of Dhiren who served as an advance scout and field agent, rooting out Aberrants so more combat oriented members of the order could move in for the attack. At first, he had no qualms about carrying out the Proxy's orders. However, as

the situation became more and more tense between the different orders, Icarus began to doubt the wisdom of the Proxy.

When Proxy Bhurano gave the command for all agents in the field to return to the clinic, Zahn turned rogue. Gathering together a small group of friends and fellow scouts he quickly moved them into hiding in Antarctica where they remain to this day, avoiding capture in their subterranean complex (see Hidden Hives: Icarus's Ice Marauders, page 52 for more information).

Noteworthy Bharati Figures

Ulind Narang. Commonwealth Prime Minister

Ulind Narang is the current Prime Minister of the Bharati Commonwealth and the head of the Bharati Federalist Party. Born in 2056, his earliest memories are those of terror throughout his country. Even with the defeat of the Aberrants in 2061, the fear continued to tear the country apart—especially when the Pakistani invaded one year later.

It was looking as if his country would never again know any peace to the six year old Narang. However, with the foundation of the Commonwealth and the peace with Pakistan, 2065 became the first time in his entire life that Narang's country had been at peace.

Narang decided then that he would devote his life to preserving that union of peace. In 2077 he joined the BFP, and in 2101, after holding several other posts in national and Commonwealth parliaments, he was elected Commonwealth Prime Minister. He lost his position to the ITP in 2107, but reclaimed it in 2113 only to once again lose it in 2119. However, when the ITP Prime Minister died in 2122 under mysterious circumstances, emergency voting procedures showed Narang to be the new PM.

Despite popularity lapses in his previous terms, Narang now seems to have the support of a majority of the Commonwealth in his back pocket, and the analysts—barring tragedy—are already pinning him for re-election in 2125.

Sadiq Younus. Greater Pakistani Party

Sadiq Younus is the head of the Greater Pakistani Party. He has served four terms of office as a Commonwealth Parliament Representative from Pakistan since 2101, and he was recently elected to a fifth term in 2122. He has plans to run for Prime Minister in 2125 in hopes of bringing the GPP with him into power.

Younus was an upstanding proponent for Pakistani independence since he was a youth, even so far as organizing student protests against the "corrupt Commonwealth" in his university days. However, his desire for independence went from upstanding to subversive in 2106 when he was contacted by the Greater Pakistan terrorist movement. They easily turned the bitter representative's patriotic streak into violent hatred of the Commonwealth and especially India. Ever since that time he has publicly remained an upstanding member of the Greater Pakistani Party in parliament, pleading for Pakistan's rights, but has been secretly smuggling funds and supplies to the underground terrorist movement to "liberate" his homeland

Babak Zamani. Commonwealth Premiere

Babak Zamani grew up in a rural community in southern India and throughout his youth he was taught about the old Hindu traditions and culture. It was no wonder then that when he decided to enter politics, he joined the Indian Traditionalist Party.

He eventually entered office as a national representative in the Indian Parliament and then, eventually, in 2110, he was elected the Indian Territorial Governor. He served in this capacity until 2115 at which time he—to the amazement of India's BFP-controlled parliament—won a second term. When the ITP took control of the Commonwealth Parliament again in 2119, he felt he had enough experience in politics, and this was his chance: he ran for—and won—the seat of Premiere in 2120.

To his horror, 2122 marked the end of the ITP's gains as the CP once again fell into the hands of the Bharati Federalists. The situation was only made worse by the death of his friend and fellow ITP member, the Commonwealth Prime Minister, and the re-election of Ulind Narang in his stead.

Now, Zamani finds himself surrounded by enemies and struggling to hold up the dignity of himself and his party. Despite the

valiant effort he has made so far, the idea of retirement six years early weighs on his mind.

Kala Subbaraman. Anima Guru

Anima Culture found its birthplace in 2106 in India when psi and biotech were revealed to world at large, and this woman was there from the start. Often viewed as too old to be a member—let alone a leader—of this movement, the now 32 year old Subbaraman is still devoted to her faith.

In fact, she currently leads the largest sect of Anima followers in human space and enjoys the absolute devotion and respect of her disciples. Her following is so great; in fact, that she is gaining some amount of influence in the government which she uses to push for more biotech integration throughout the Commonwealth.

Her influence is not limited to the Commonwealth; however, and she has numerous contacts within the Chinese Anima Music Culture and Psi Nippon, much to the dismay of the Chinese and Nihonjin governments.

Anupa Kelkar. Director of International Diplomacy

The Bharati Diplomatic Corps has come to true fruition under the leadership of Dr. Anupa Kelkar, the Director of International Diplomacy as appointed by Ulind Narang in 2101. She began her career in diplomacy in the United Nations Ambassadorial Corps in 2083 and is generally recognized as one of the leading authorities in her field.

Despite the shifts of power between the ITP and the BFP she has retained her position as each Prime Minister has observed her undeniable skills. The 57 year old Dr. Kelkar displays no interest in leaving her position anytime soon and still maintains a cool, calculating success in her negotiations with foreign governments. Her trained teams of diplomats are viewed as the best in human space and often loaned to the United Nations to mediate disputes.

Kavi Singh. Punjab Resistance League Commander

Much of the Punjab Resistance League's recent success can be attributed to the leadership of Kavi Singh, the man known as the "Lion Poet." He has a streak of tactical genius in him and has led several

successful raids against Pakistani military installations inside the Punjab and recently burned a number of mosques in a show of opposition to the Pakistani, Islamic government.

The Pakistani government sees Singh as nothing more than a thug and a terrorist, but to the Sikh population of the Punjab he is a freedom fighter struggling to create an independent Punjabi nation, free from the tyranny imposed by the "greater" Bharati nations.

The general consensus among Pakistani officials is that if a concerted effort was made to eradicate Kavi Singh and his Punjab Resistance League then the movement would easily be crushed beneath the might of the Pakistani army; the truth may be quite the contrary; however, as it seems that Kavi Singh is almost superhumanly talented at what he does—perhaps only time will tell.

Nature of the Beast

Though at first glance it may seem that Kavi Singh is a Stalwart (or even just an exceptional baseline, neutral or whatever other label for non-Inspired you chose), this is not the case. For those of you with **Adventure**, Kavi Singh is a Daredevil triggered by the Venezuela Phenomenon with the Knacks One-Man Army, Steely Gaze, Lie Detector, Indomitable Will and a Heroic variant of Sun Tzu's Blessing. In addition to this, he has ability mastery in Command.

Character Templates

The following templates represent a small sample of the characters one might encounter from the Chitra Bhanu Order or from traveling through the Bharati Commonwealth. These individuals may be incorporated into a series with relative ease—either used as is, or modified to the Storyteller's taste.

Disgruntled Survivor

Nassir Samatar was born in the ruins of Bombay in 2072 to a middle class family. He enjoyed a relatively stable home life and at school he progressed at an accelerated rate because of his impressive intellect. However, his whole life was changed during his college years when, during a fine arts class, he visited Bollywood Studios. He was immediately captured by the glamour of the movies and soon withdrew from university at the age of 22 with dreams of becoming a director.

He finally received an opportunity to make his own films in 2101 with the release of his first movie—*Cold Hunt Aberrant*. Over the next six years he made various other minor films, but none were overly successful. So in 2107 when the Chitra Bhanu informed him that he had quantakinetic latency and they wanted him to retake his scholarly roots in their employ, he agreed, leaving his days in the cinema behind him.

He quickly progressed through the ranks of Jnyandeep with his ideas on theoretical physics, particularly in the arena of Taint. His fascination with the subject of Taint lead him to be quickly indoctrinated into the Aberrant Project by early 2108. In that environment he had found his niche. Quickly, he became one of the leading workers in handling unruly Aberrants and operating anti-Aberrant equipment. Unfortunately, late

in 2108, an out of control Aberrant attacked him, permanently damaging one of his eyes, even beyond the ability of the vitakinetics to heal.

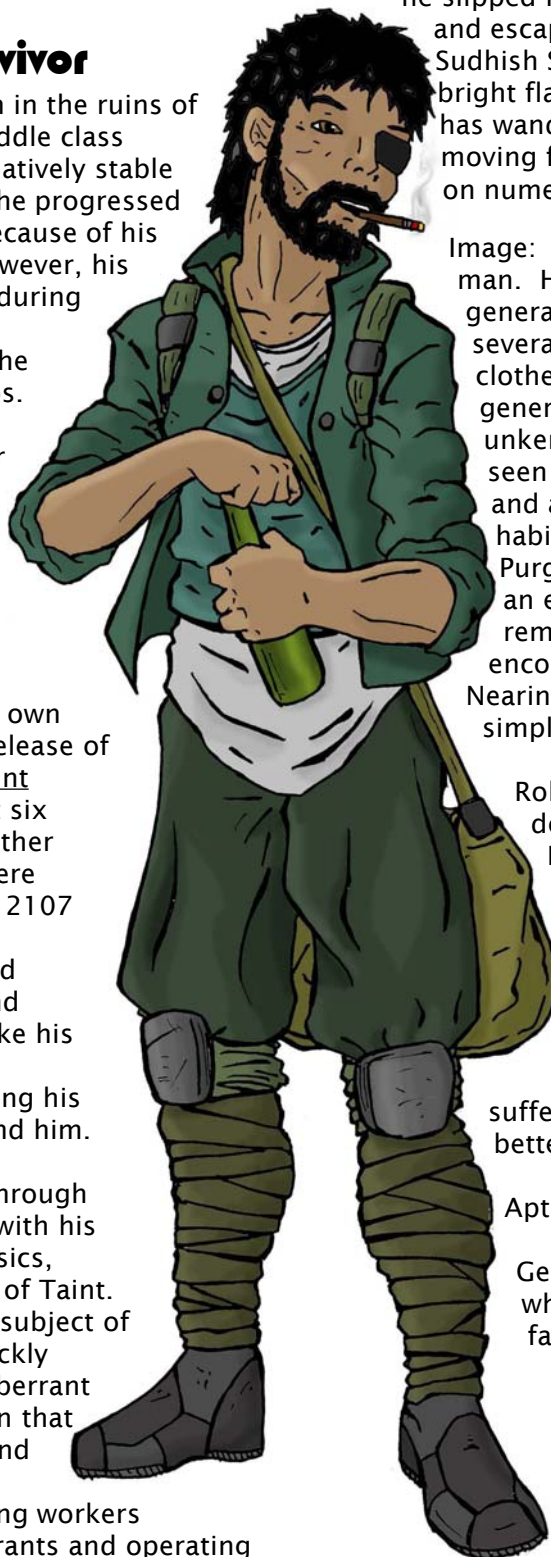
As the fighting of the Quantakinetic Purge of 2109 broke out, Nassir was working with an Aberrant. When forces arrived in his area of the facility, he allowed the Aberrant to escape to distract approaching Legion forces, and he slipped into the ventilation shafts and escaped just in time to see Sudhish Swati Bhurano disappear in a bright flash of light. Since then he has wandered the world alone, moving from place to place, taking on numerous different identities.

Image: Nassir Samatar is a wreck of man. He shaves infrequently, generally keeping a face covered in several days worth of stubble. His clothes fare no better, and are generally dirty, wrinkled and unkempt. Generally he can be seen with a cigar in his mouth and a bottle in his hand, both habits he has picked up since the Purge. His left eye is covered by an eye patch, a constant reminder of his unlucky encounter with an Aberrant. Nearing fifty years of age, Nassir is simply falling apart.

Roleplaying Hints: The world doesn't do anyone any favors. If you want something good to happen to you in this world, you have to make it yourself with your own blood and your own sweat. The others orders deserve whatever hardships come their way and the more suffering they go through the better for what they did to you.

Aptitude: Quantakinesis

Gear: Cheap cigars, flask of whiskey, 50 yuan, numerous fake IDs





NAME: Nassir Samatar
SERIES:

ORIGIN: NATURE: SURVIVE

APTITUDE: Quantakinesis
ALLEGIANCE: N/A

ATTRIBUTES AND ABILITIES

PHYSICAL

STRENGTH ●●○○○

[illegible]

DEXTERITY

Athletics	○○○○	○○○○	○○○○
Drive	○○○○	○○○○	○○○○
Firearms	○○○○	○○○○	○○○○
Legendsmain	○○○○	○○○○	○○○○
Martial Arts	○○○○	○○○○	○○○○
Meloe	○○○○	○○○○	○○○○
Pilot	○○○○	○○○○	○○○○
Stealth	○○○○	○○○○	○○○○
	○○○○	○○○○	○○○○

STAMINA

Endurance	●○○○	○
Resistance	●●○○	○
	○○○○	○
	○○○○	○

CONVERT

[illegible]

CONFIDENTIAL

EXPERIENCE

Special

APPEARANCE ●○○○○

	Never	Seldom	Sometimes	Frequently	Very frequently
Intimidation	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Style	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

MANIPULATION ●●●●●

_____	_____	_____	_____	_____
Command	_____	_____	_____	_____
Interrogation	_____	_____	_____	_____
Subterfuge	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

CHARISMA

Etiquette.....				
Perform.....				
Savvy.....				

HEALTH

	0	1	2	3	4
Bruised					
Hurt					
Injured					
Wounded					
Maimed					
Crippled					
Incapacitated					
Dead					

STILL

WALK RUN SWIM			

ALK RUN SPIN			

ADVANTAGES

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10

APPETUDE

Energy	Transmutation

THE UNIVERSITY OF TEXAS AT AUSTIN

1000000

CONTRIBUTORS

Cipher	●●●●●●●●	○○○○○○○○
Identity	●●●●●●●●	○○○○○○○○
Resources	●○○○○○○○	○○○○○○○○
	○○○○○○○○	○○○○○○○○
	○○○○○○○○	○○○○○○○○
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	○○○○○○○○	○○○○○○○○
	○○○○○○○○	○○○○○○○○

The UN Investigator

Xavier Sloane was born the second son of a moderately wealthy family in upper London. Raised with many privileges yet still aware of the world around him, Sloane was given a strict moral compass by both his surroundings and his parents. When he came of age and left college Sloane felt the best way to utilize his skills was in the service of others. While still somewhat accustomed to some of the fineries in life, he decided to apply to the United Nations office in London in order to obtain an occupation.

While not the most physically adept or even the brightest among the many applicants, Sloane possessed just the right balance of qualities and abilities that set him apart from the rest of the crop and was quickly taken into the UN's massive umbrella of influence. Though he had expected merely to be involved in either the humanitarian effort or standard policing duties that the UN is best known for, his superiors opted to groom him for a more interesting career pathway. Given specialized courses covering both psi laws and noetics in general, Xavier was molded to become one of the UN's few elite psionic investigators. While the details of this position were kept from Sloane for the better part of his training he soon came to learn that he was being given one of the most prestigious, dangerous, and intriguing tasks the United Nations had to offer: the unhindered policing and regulation of any and all illegal (or questionable) psionic activities across the globe and into space.

Sloane's drastically developed moral and ethical qualities made him an excellent candidate for this position, given that he could analyze a situation, evaluate its repercussions and then dismiss it accordingly should no threat be involved. His unique outlook also made him a nominee for the special "Thought Discipline" program given to the most

specialized field agents to keep the threat of even telepathic interference with their objectives to a minimum. Consolidating his mental and physical arsenal, Xavier was set into some of the largest psionic investigations to come about in present history, including Huang-Marr. Currently, Xavier is in the process of investigating the possibility of rogue Chitra Bhanu still residing within the Bharati Commonwealth and surrounding areas.

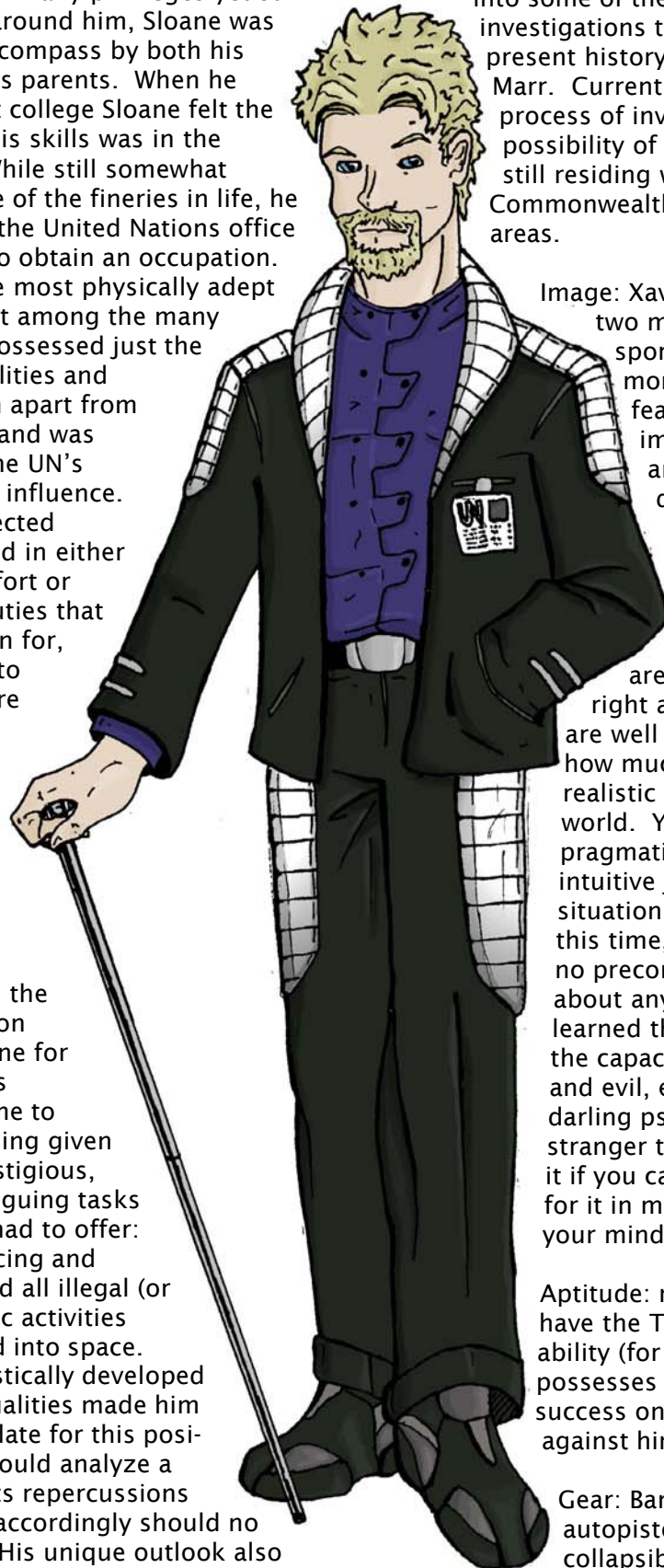


Image: Xavier stands a full two meters in height and sports some of the more classic European features. He is always immaculately dressed and generally displays some form of UN identification on his person.

Roleplaying Hints: In your life, there are two constants, right and wrong, and you are well aware of exactly how much of each is realistic in the modern world. You are a realist and pragmatist, a stable and intuitive judge of both situation and character. At this time, you have almost no preconceived notions about anyone, for you have learned that everyone has the capacity for both good and evil, even the media's darling psions. You are no stranger to violence but avoid it if you can; there's no need for it in most instances to your mind.

Aptitude: none, but he does have the Thought Discipline ability (for each dot he possesses in the ability, 1 success on any telepathy roll against him is canceled)

Gear: Banji Cyclone autopistol, ceramic collapsible cane (breaks into two short batons for use with Escrima techniques), minicomp, various investigation and monitoring devices

NAME: Xavier Sloan
SERIES:

ORIGIN:
NATURE: Judge

APTITUDE: N/A
ALLEGIANCE: United Nations



PLAYER:

ATTRIBUTES AND ABILITIES

PHYSICAL

STRENGTH ●●●○○○

Brawl ○○○○○○
Might ○○○○○○
○○○○○○○

DEXTERITY ●●●○○○

Athletics ○○○○○○
Drive ○○○○○○
Firearms ●●○○○○○
Legendmain ●●○○○○○
Martial Arts ●●○○○○○
Melee ●●○○○○○
Pilot ○○○○○○
Stealth ●●○○○○○
○○○○○○○

MENTAL

PERCEPTION ●●●○○○

Awareness ○○○○○○
Investigation ●●○○○○○
○○○○○○○

INTELLIGENCE ●●●○○○

Academics ○○○○○○
Bureaucracy ●●○○○○○
Engineering ●●○○○○○
Intrusion ●●○○○○○
Linguistics ●●○○○○○
Medicine ○○○○○○
Science ○○○○○○
Survival ○○○○○○
Noetics ●●○○○○○
Analysis ●●○○○○○

STAMINA ●●●○○○

Endurance ○○○○○○
Resistance ●○○○○○
○○○○○○○
○○○○○○○

WITS ●●●○○○

Arts ○○○○○○
Meditation ○○○○○○
Rapport ●○○○○○
○○○○○○○

SOCIAL

APPEARANCE ●●○○○○

Intimidation ○○○○○○
Style ○○○○○○
○○○○○○○

MANIPULATION ●●○○○○

Command ●●○○○○○
Interrogation ●●○○○○○
Subterfuge ●●○○○○○
○○○○○○○

CHARISMA ●●○○○○

Etiquette ○○○○○○
Perform ○○○○○○
Savvy ○○○○○○
Thought Discipline ●●○○○○○

ADVANTAGES

WILLPOWER

●●●○○○
○○○○○○○
○○○○○○○

PSI

○○○○○○○
○○○○○○○
○○○○○○○

APTITUDE

○○○○○○○
○○○○○○○
○○○○○○○

AUXILIARY MODES

○○○○○○○
○○○○○○○
○○○○○○○

BACKGROUNDS

Citizenship ●●○○○○○
Resources ●●○○○○○
Status ●●○○○○○
Contacts ●●○○○○○
○○○○○○○
○○○○○○○
○○○○○○○

COMBAT

ATTACK ADD DMG RDT FT ARMOR RTG BULK FT
B L
○○○○○○○
○○○○○○○
○○○○○○○
○○○○○○○

HEALTH

Bruised -0
Hurt -1
Injured -1
Wounded -2
Maimed -3
Crippled -4
Incapacitated
Dead

INITIATIVE

MOVEMENT
WALK RUN SPRINT

EXPERIENCE

Up and Coming Diplomat

Mariah Tellefsen was never what could be called a "standard" child. Raised by her parents in some of the poorer districts of New Delhi she was always the odd kid out among both her friends and family. She was impetuous and bold, with a sharp wit and graceful demeanor and often was placed outside the standard flow of interaction simply because of her strikingly active disposition.

Always the innovator and renegade, she had high aspirations to one day become one of the elite militia corps she watched on her holovids. She was fascinated by the glittering armor, the exotic lifestyle, and, most of all, the authority. Absolute and unclouded control over a situation was like a beacon to her outcast personality. How better to become comfortable in the world than to harness some of the influence it offered and use it to make oneself heard? This dream became Mariah's drive and goal in life and as she grew older she took great care to keep informed on all of the current entry requirements and then train herself to suit them accordingly.

While aware of the diplomatic training that was required to attain her goal, she was unprepared for the fascinating new possibilities the occupation of diplomat offered. She learned how to control a room with her attire, how to dictate terms with a glance, how to, in essence, rule the world without ever having to do more than calmly ask for the power it was willing to give. Intrigued by her courses and training in the verbal and formal arts, Mariah opted to postpone her military training in light of a short stint in the Diplomatic Corps. The world now open to her was unbelievable, she was meeting, greeting and in some cases influencing the most powerful minds in the world simply by learning how to properly interact with them and the nations they represented.

She quickly adapted to the high-tension mode present in delicate negotiations and in fact made it her specialty. If there was a situation where all means were exhausted, a time when life or death meant knowing the difference between respect and etiquette across a negotiating table, Mariah was there.

Since her youth she has become an imposing and aggressive force among the Commonwealth diplomats and still manages to keep a handful of high level contacts in the military she once adored so strongly (there is more than one way to impress a general).

It is true however, that even the strongest minds have their limit, and Mariah is no exception. Her last three years in the Diplomatic Corps have slowly ground her patience down and she is beginning to show signs of favoring aggressive military action over extended negotiations. This is only a slight tendency however and whenever it is brought up she works doubly hard to dissipate it once more.

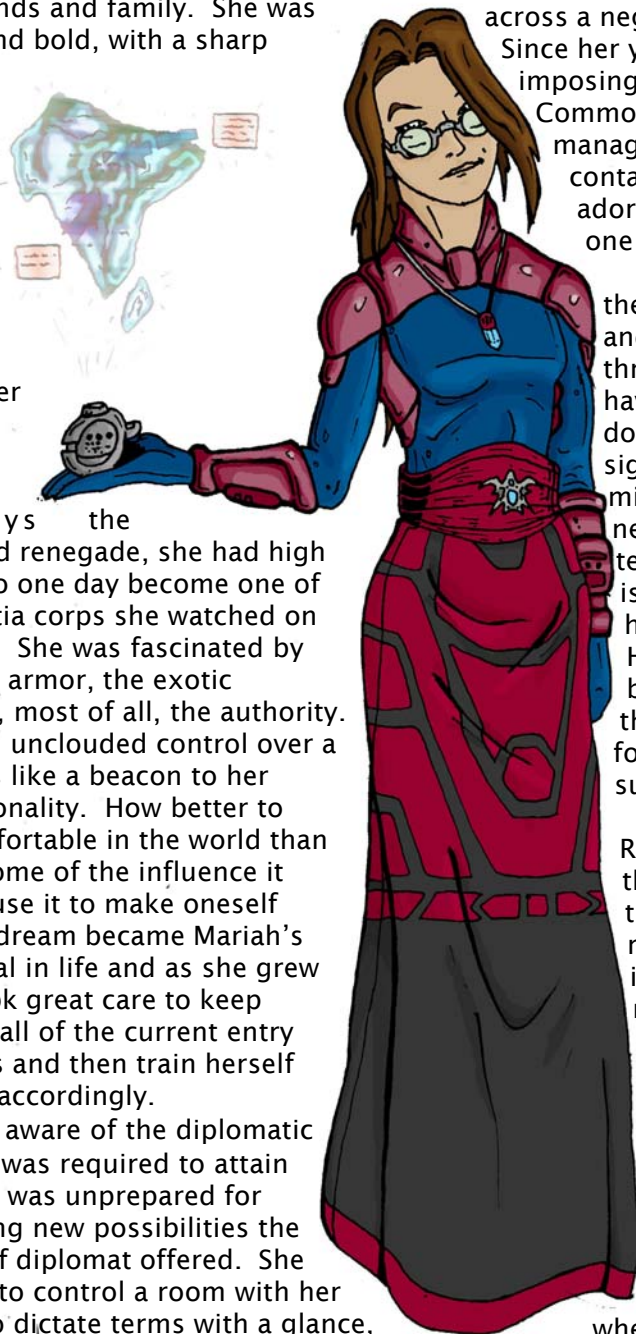
Her current position is liaison between the Chinese military and the Commonwealth national forces, a task to which she is well suited.

Roleplaying Hints: Fortune favors the bold, and you're as bold as they come. Try to find a way to rule the day through words, but if its necessary coming to blows is not to be overlooked as an option. Having control of your environment is absolutely essential.

Image: Mariah is youthful despite her near twelve years in the diplomatic arena and attempts to stray from excess and extravagance in her attire

whenever possible; extremes of appearance can dramatically alter a situation simply by giving an undertone of arrogance or pompousness. Her favorite color though is a deep red shade that dominates much of her wardrobe, seeing as how red in itself generates a presence of authority and strength.

Gear: minicomp with all the latest information on virtually all customs, political affiliations and national standings, the best vocoder money can buy and a mountain of reference material for almost any occasion.



NAME: Mariah Tellefsen
SERIES:

ORIGIN:
NATURE: Bureacrat

APTITUDE: N/A
ALLEGIANCE: BC



PHYSICAL

STRENGTH ●○○○○

Brawl ○○○○○
Might ○○○○○
○○○○○

DEXTERITY ●○○○○

Athletics ●○○○○
Drive ○○○○○
Firearms ○○○○○
Legendsmain ○○○○○
Marital Arts ○○○○○
Melee ○○○○○
Pilot ○○○○○
Stealth ○○○○○
○○○○○

STAMINA ●○○○○

Endurance ●○○○○
Resistance ○○○○○
○○○○○
○○○○○

MENTAL

PERCEPTION ●○○○○

Awareness ●○○○○
Investigation ●○○○○
○○○○○

INTELLIGENCE ●○○○○

Academics ●○○○○
Bureaucracy ●○○○○
Engineering ○○○○○
Intrusion ○○○○○
Linguistics ●○○○○
Medicine ○○○○○
Science ○○○○○
Survival ○○○○○
○○○○○

WITS ●○○○○

Arts ○○○○○
Meditation ○○○○○
Rapport ●○○○○
○○○○○

SOCIAL

APPEARANCE ●○○○○

Intimidation ●○○○○
Style ●○○○○
○○○○○

MANIPULATION ●○○○○

Command ●○○○○
Interrogation ●○○○○
Subterfuge ●○○○○
○○○○○

CHARISMA ●○○○○

Etiquette ●○○○○
Perform ●○○○○
Savvy ●○○○○
○○○○○

COMBAT

ATTACK ACC DMG ROF FT ARMOR

○○○○
○○○○
○○○○
○○○○

RTS BULK FT

○○○○
○○○○
○○○○
○○○○

EXPERIENCE

○○○○

HEALTH

Bruised
Hurt
Injured
Wounded
Maimed
Crippled
Incapacitated
Dead

-0
-1
-1
-2
-3
-4

INITIATIVE

MOVEMENT

WALK RUN SPRINT

ADVANTAGES

WILLPOWER

●○○○○
○○○○○
○○○○○

PSI

○○○○○
○○○○○
○○○○○

APTITUDE

○○○○○
○○○○○
○○○○○

AUXILIARY MODES

○○○○○
○○○○○
○○○○○

BACKGROUNDS

Citizenship ●○○○○
Resources ●○○○○
Status ●○○○○

○○○○○
○○○○○
○○○○○

Aberrant Cultist

Zachariah Koyama is a man on the brink of all that is human. Born on the outskirts of the Bharati Commonwealth in a poor independent village (independent in that it was too small for the government to ever take notice or offer support) he was raised in a state of near constant fear and depression. Starvation, disease and political uprisings claimed the lives of all of Koyama's immediate family and most of his childhood friends by the time he reached age twenty.

Despite all this, Koyama managed to build a family of his own within the village, marrying a local woman and eventually having two children with her. Living in their hand built house the family was never what one would call happy, but they managed to stay at least hopeful that one day their state would somehow miraculously alter. This wish would be granted soon, though none would ever have guessed the means.

In early 2117 a small boarder skirmish between national forces and guerilla activists broke into an outright slaughter. The battle lasted for a few days and eventually spilled into the village, killing Koyama's wife and threatening those of his children. At the climax of the fighting a bright light entered the city and from it emerged the horror of the modern world—an Aberrant. The creature subsequently laid waste to both sides in the conflict and began to retreat into the wastes where it would not be followed. Zachariah had witnessed the event through pained and grief stricken eyes as the death of his wife had hopelessly mauled his conscious mind. All he could see was the glorious aberrant arriving in a scene of death and destruction and bringing peace. He did not notice the charred and mangled bodies strewn across the landscape as he told his children to pack and follow him into the wilderness after the Aberrant.

Several months of searching passed, and finally Koyama stumbled upon the

Aberrant's camp, filled with human followers. There, he pledged both his life and his children's to the would-be-god and told him that if the "Great Peaceful One" would allow it, he would appreciate being allowed to stay with the camp in the service of the aberrants. The Aberrant, styling himself Vighneshwer, accepted graciously and allowed the family to stay as well treated and taken care of servants.

Zachariah is and has not been in his rational mind since the death of his wife. He believes that given time and effort he can earn the favor of Vighneshwer and that the aberrant will then return his dead wife to him. While his children are not necessarily as bent on their present situation as their father (they possess a vague understanding of the real world and who Vighneshwer really is) they are far too young to question their father and completely unable to make it away from the cult on their own should they try.

Image: Zachariah is of average height and well muscled for his size. Years of traveling with the cult have taken their toll on him and though his age is beginning to show he maintains a fair degree of health. His standard dress leans towards the eccentric to match that of his benefactors. He has some form of face paint on his body that he arranges to (in his mind) reflect the religious aspects of his master Vighneshwer.

Roleplaying Hints: You are completely devoted to your seemingly divine master and take great offense at anyone who should try to impress upon you the implications of several of the cult members being slaving taint-infested men. Your response to this is that Vighneshwer is all-accepting and that he takes in even the underprivileged as long as they are faithful to the way. You are a strong and willful follower and father and would do anything for your real family as well as your newfound aberrant "family".

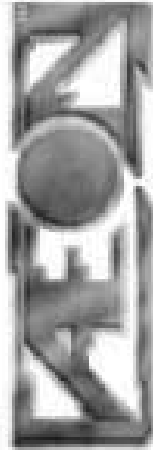
Gear: various rations and supplies along with any salvaged weapons for self-defense.



NAME: Zacharia Koyama
SERIES:

ORIGIN:
NATURE: Follower

APTITUDE: N/A
ALLEGIANCE: N/A



PLAYER:

ATTRIBUTES AND ABILITIES

PHYSICAL

STRENGTH ●●●●○

Brawl ●●●●○
Might ●●●●○

DEXTERITY ●●●●○

Athletics ●●●●○
Drive ●●●●○
Firearms ●●●●○
Legendmain ●●●●○
Marital Arts ●●●●○
Melee ●●●●○
Pilot ●●●●○
Stealth ●●●●○

STAMINA ●●●●○

Endurance ●●●●○
Resistance ●●●●○

MENTAL

PERCEPTION ●●●●○

Awareness ●●●●○
Investigation ●●●●○

INTELLIGENCE ●●●●○

Academics ●●●●○
Bureaucracy ●●●●○
Engineering ●●●●○
Intrusion ●●●●○
Linguistics ●●●●○
Medicine ●●●●○
Science ●●●●○
Survival ●●●●○

WITS ●●●●○

Arts ●●●●○
Meditation ●●●●○
Rapport ●●●●○

SOCIAL

APPEARANCE ●●●●○

Intimidation ●●●●○
Style ●●●●○

MANIPULATION ●●●●○

Command ●●●●○
Interrogation ●●●●○
Subterfuge ●●●●○

CHARISMA ●●●●○

Etiquette ●●●●○
Perform ●●●●○
Savvy ●●●●○

ADVANTAGES

WILLPOWER

●●●●○
●●●●○
●●●●○
●●●●○
●●●●○
●●●●○
●●●●○
●●●●○

PSI

●●●●○
●●●●○
●●●●○
●●●●○
●●●●○
●●●●○
●●●●○
●●●●○

APTITUDE

●●●●○
●●●●○
●●●●○
●●●●○

AUXILIARY MODES

●●●●○
●●●●○
●●●●○

BACKGROUNDS

Allies ●●●●○
Cipher ●●●●○
●●●●○
●●●●○
●●●●○
●●●●○
●●●●○
●●●●○
●●●●○
●●●●○

HEALTH

Bruised -0
Hurt -1
Injured -1
Wounded -2
Maimed -3
Crippled -4
Incapacitated
Dead

INITIATIVE

WALK RUN SPRINT

COMBAT

ATTACK

ADD DMG RGF FT ARMOR

RTG BULK FT

●●●●○
●●●●○
●●●●○
●●●●○
●●●●○
●●●●○
●●●●○
●●●●○

●●●●○
●●●●○
●●●●○
●●●●○
●●●●○
●●●●○
●●●●○
●●●●○

EXPERIENCE

●●●●○
●●●●○
●●●●○
●●●●○
●●●●○
●●●●○
●●●●○
●●●●○

Quantakinetic Prisoner

Seyas Dama'Arcis was the only child of mixed heritage Indians. Part Indian, Chinese, and Austronesian, he was the one of the first and most well versed members of the Chitra Bhanu after the orders revealed themselves to society. Recruited at a remarkably early age, Seyas advanced quickly within the order if not with his own abilities. He was bright, kind and quiet, an excellent example of the intuitive and inquiring attitude the order sought in its members. At the time of the purge Seyas was doing heavy meditation training attempting to gain insight into the powers which until this point he had been unable to generate in any notable form. He was detained after being found alone in a sensory deprivation chamber attempting frantically to access his abilities for defense. He was immediately hauled off to a maximum-security facility, outfitted with a psi collar and a straight jacket and put into solitary for the next ten years. Imprisoned, alone, and completely cut from world interaction and current information, Seyas slowly began to go mad within the small 10x10 cell. The incessant hum of sentry gun turrets and the muffled footfalls of the exterior guard rotations tempered every thought he had. Had he not remembered his meditation exercises he would surely have gone completely insane.

Seyas decided to continue his former focuses and adapt them to his current situation. Despite his familiarity with the Chitra Bhanu order and their inner workings, several of the details surrounding the actual purge were distorted and nonsensical to him. He began to ponder the "ripple effect", the idea that every action in turn plays off another and another and so on. Using this thread of meditation coupled with his sharp memory he was able to gradually piece together much of the mystery surrounding the purge and what actually caused it.

He stumbled upon the revelation that proxy Bhurano must have been under undue influence from some outside force and that this influence was somehow directly involved in the fall of the order. During this time Seyas was able to gain enlightenment on his powers as well. With his mind now being separated from his noetic senses he was able to analyze them from an exterior standpoint and realized that should he manage to escape the facility his abilities would grow quickly. Luckily, his wait was soon ended.

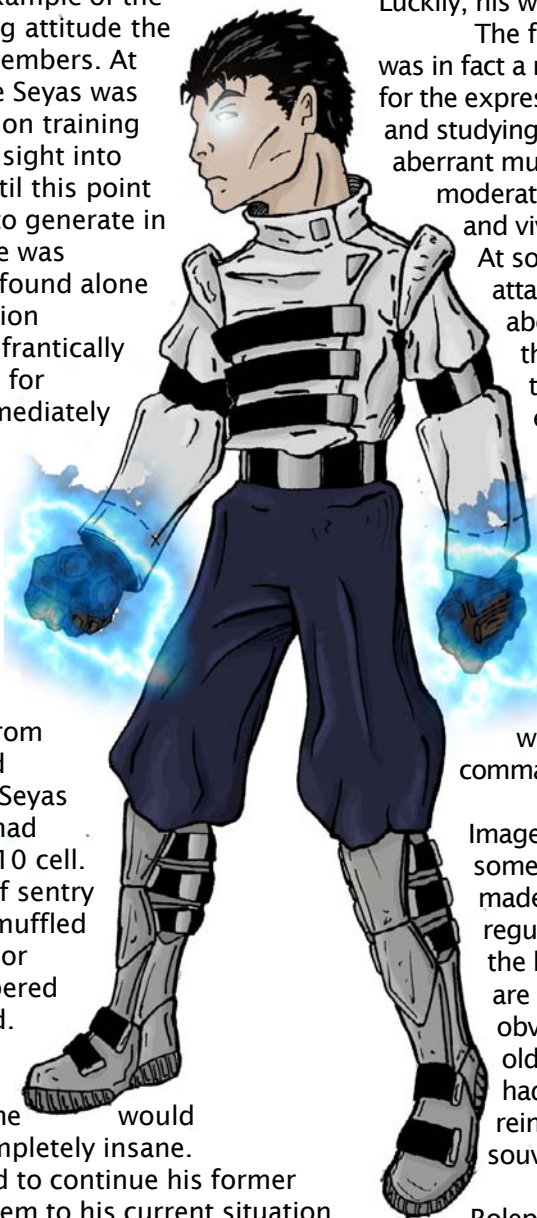
The facility in which Seyas was being held was in fact a maximum-security prison designed for the expressed purpose of detaining aberrants and studying them ad nauseum. Dozens of small aberrant mutants along with at least three moderately powerful aberrants were detained and vivisected here during Seyas's tenure. At some point during 2120 the prison was attacked by a small group of very potent aberrants presumably at the direction of the Colony. Seyas managed to escape the facility in the interim between the end of the attack and the mobilization of reinforcements.

Now on the run and constantly hunted by the other orders, Seyas is on a personal mission to both vindicate his order and see its eventual revival. At this time he is now an exceptional Quantakinetic with abilities that would easily earn him a place within any psi institute or military command.

Image: Seyas is relatively tall and somewhat thin, as his time in prison has made him accustomed to not eating regularly. He typically wears whatever the local fashion is; however, his clothes are always the cheapest and least obvious he can find. He still keeps his old straightjacket though, and has even had it retailed into a somewhat reinforced shirt, he thinks of it as a souvenir.

Roleplaying Hints: You are one of the last of your kind, a nearly unique being in the universe. Beyond this, you have an incredible amount of power at your disposal should you ever choose to use it. Now is not the time however, for a persuasion instrument, retribution for your harsh imprisonment must be dealt with as though it was a scalpel and not a club. You are cold and graceful, a force of nature destined to help your order be reborn out of the ashes of its destruction.

Gear: reinforced clothing, rations, a small amount of money just in case, fake ID and passport.



NAME: Seyas Dama'Ardis
SERIES:

ORIGIN: Visionary
NATURE:

APTITUDE: Quantakinesis
ALLEGIANCE: N/A

ATTRIBUTES AND ABILITIES

PHYSICAL

STRENGTH ●●●○○○

Brawl ○○○○○○
Might ○○○○○○
○○○○○○○
○○○○○○○

DEXTERITY ●●●○○○

Athletics ●●○○○○
Drive ●○○○○○
Firearms ●●●○○○
Legendmain ○○○○○○
Marital Arts ●●●○○○
Melee ○○○○○○
Pilot ●●○○○○
Stealth ●○○○○○
○○○○○○○
○○○○○○○

STAMINA ●●○○○○

Endurance ●○○○○○
Resistance ●●○○○○
○○○○○○○
○○○○○○○

MENTAL

PERCEPTION ●●●○○○

Awareness ●●●○○○
Investigation ○○○○○○
○○○○○○○
○○○○○○○

INTELLIGENCE ●●●○○○

Academics ○○○○○○
Bureaucracy ○○○○○○
Engineering ●●○○○○
Intrusion ●○○○○○
Linguistics ●○○○○○
Medicine ○○○○○○
Science ●●●○○○
Survival ●○○○○○
○○○○○○○
○○○○○○○

WITS ●●●○○○

Arts ○○○○○○
Meditation ●●●○○○
Rapport ○○○○○○
○○○○○○○

SOCIAL

APPEARANCE ●●○○○

Intimidation ○○○○○○
Style ○○○○○○
○○○○○○○
○○○○○○○

MANIPULATION ●●○○○

Command ○○○○○○
Interrogation ○○○○○○
Subterfuge ○○○○○○
○○○○○○○
○○○○○○○

CHARISMA ●●○○○

Etiquette ○○○○○○
Perform ○○○○○○
Savvy ●○○○○○
○○○○○○○
○○○○○○○

ADVANTAGES

WILLPOWER

●●●○○○
○○○○○○○
○○○○○○○
○○○○○○○

PSI

●●●○○○
○○○○○○○
○○○○○○○
○○○○○○○

APTITUDE Quantakinesis

Energetics ●●●○○○
Enhancement ●●●○○○
Transmutation ●●●○○○

AUXILIARY MODES

○○○○○○○
○○○○○○○
○○○○○○○

BACKGROUNDS

Cipher ●●●○○○
Contacts ●●●○○○
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HEALTH

Bruised -0
Hurt -1
Injured -1
Wounded -2
Maimed -3
Crippled -4
Incapacitated
Dead

INITIATIVE

WALK RUN SPRINT

MOVEMENT

COMBAT

ATTACK

ACC DMG ROF FT ARMOR

RTG BULK FT

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○○○○○○○
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EXPERIENCE

1947- The British Empire withdraws from the Indian subcontinent.

1998- Aberrants appear, they begin to almost immediately declaring themselves gods throughout India.

2001- First attempts to quell out the belief that these Indian Aberrants are gods made by the Æon Society.

2005- Attempts to halt these "Aberrant Gods" largely fail due to the devotion of the Indian people. Future attempts to correct these Aberrants' beliefs are sporadic and inevitably fail.

2014- India has the largest population of any nation on Earth.

2018- Bangladesh's landscape is rejuvenated by the Aberrants, providing extremely fertile farming lands for the overpopulated nation.

2020- Aberrants help Nepal skyrocket itself within a two year period to one of the most prominent nations in the fields of digital technologies, computers and OpNet networking.

2037- Kabul sacked by Aberrants. Afghan civil war begins.

2047- First Conference for the Consolidation of the Indian Bloc meets in New Delhi, forming the Indian League consisting of Nepal, Sri Lanka, India, Bhutan and Bangladesh.

2049- The United Nations declares war on the Aberrants.

2051- Official Indian League legislation outlaws "self deification" by the Aberrants throughout the member nations. The Aberrant known as Thunder Dragon submerges the city of Thimpu.

2056- The Bombay Crisis occurs.

2057- The Aberrant group known as the Followers of Brahma petition for sanctuary on lands chosen by the Indian League. Conflict erupts at their trial, resulting in their deaths. The transcript of their trial turns many people against their former "gods."

2061- The OpNet Crash decimates Nepal's technological utopia. The Ultimatum drives a majority of remaining Aberrants off Earth. India continues to put significant portions of their funds into rooting out remaining Aberrants.

2062-2064- The Pakistani Conquest occurs.

2064-The Second Conference for the Consolidation of the Indian Bloc meets in New Delhi. This marks the formal foundation of the United Bharati Nations. S.K. Bhurano born.

2065-The Third, Fourth and Fifth Conferences for the Consolidation of the Indian Bloc renamed the region the Bharati Commonwealth, assimilated Afghanistan and Pakistan and establish the modern structure of the Commonwealth government.

2076- First Commonwealth-wide internal OpNet system goes online spearheaded by Nepal.

2080-S.K. Bhurano's father, Kiee Bhurano, falls victim to Ant Farm Syndrome in the crowded Bombay metropolis. S.K. Bhurano's interest moves from physics to psychology.

2083-The Bombay Arcology declared operational.

2087-S.K. Bhurano opens a charity clinic in Bombay for victims of psychological disorders.

2099- First World Ethics Conference held in Bombay.

2103- S.K. Bhurano takes a sabbatical and returns as the quantakinetic proxy. Upon her return, she converts sections of her Bombay Clinic into research facilities for her minute Order.

2104- S.K. Bhurano begins working with Proxy Zweidler to establish modern Noetic Theory.

2106- The Orders go public.

2107- Project Haromony begins under the supervision of Proxy Bhurano's youngest sister, Swati Bhurano. The Project attempts to explore the nature of Taint and find a cure.

2109- First Noetic Conference. Paranoia over the Chitra Bhanu's supposed involvement with Aberrants reaches fever pitch and all Chibs are called from the field back to the Bombay Clinic. The Chib Purge occurs, a few rouge chibs escape.

2119- The Indian Traditionalist Party wins a majority of seats in the Commonwealth Parliament, barely defeating the Bharati Federalist Party. Over the next three years they manage to pass a series of laws that are extremely unpopular with non-Hindus.

2122- Present time. The Bharati Federalist Party once again controls the Commonwealth Parliament, but dislike for India still grows within the non-Hindu nations of the Commonwealth. The Venezuela Phenomenon originates from a Norça research facility.

TRINITY

HOPE SACRIFICE UNITY



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“Seriously, let’s make it look like arson.”

-fin-



Dark Psions wander...

The Chitra Bhanu--dark psions, chibs--were those rare psions gifted with the most remarkable of abilities, the ability to control the very fabric of the universe. The quantum forces of gravity, electromagnetism and weak and strong nuclear forces were their playground. They seemed to be the most powerful, shining beacon for the defense of humanity against the Aberrants, and they made their home in a land that shared their glorious brightness--the Bharati Commonwealth. Until they themselves fell to the Aberrants' dark pursuit...or did they?

Bright Home Abandoned...

India Underground delves into the secrets of the fallen Chitra Bhanu psi order and the glorious beacon of the Bharati Commonwealth. Learn what it is like to be one of the survivors of the quantakinetic purge, to have the very building blocks of the universe bend to your will. Discover how the Bharati Commonwealth has survived and thrived despite the loss of the psi order that called it home, and how the member nations work with and against each other for the greater glory of the Commonwealth. Find out what caused the downfall of the Chitra Bhanu... and what might be their ultimate fate.

India Underground Includes:

- * Expanded, full colour source material on the Chitra Bhanu
- * Detailed information on the nature of quantakinesis, including full powers
- * Revealing information on the Bharati Commonwealth and its member nations

