

Trinity

Jumpchain v1.0

Hope • Sacrifice • Unity

=

After the horrors of the Aberrant War came the Crash. Millions were dead, cities razed. The OpNet had been obliterated, all digital devices connected to it wiped clean by Kuwasha's pulse.

International travel was almost non-existent, and the rich built grand arcologies for themselves while the poor huddled outside in ruins and shanty towns. Governments turned on each other for resources, seeking fertile farmland or intact industrial infrastructure.

Some nations emerged from the chaos relatively unscathed. China remained a world power, and would set a new platinum standard for the world's economy, while Aberrants had strangely avoided Australia for the duration of the conflict. Japan, now called Nippon, had sealed its borders to emerge later with technology decades ahead of the rest of the world. Hyperfusion and artificial gravity allowed for humanity to colonize the solar system, begin the terraforming of Mars, develop new technologies and find the resources needed to help rebuild the Earth.

And then there is the Aeon Society. Re-branding itself as the Aeon Trinity, it is a diplomatic and goodwill agency that has been around for as long as almost anyone can remember, which admittedly isn't that long...but after the destruction of the OpNet, one of Aeon's most celebrated accomplishments was the collection of every scrap of hard-copied information for archiving and redistribution, allowing humanity to remember its history...at least, the parts that Aeon did not edit for its own purposes. Despite everything that had happened, Aeon remained dedicated to guiding humanity towards the better future that they have envisioned, and the world thanks them for it.

In 2106, the world recoiled in horror as the Aberrants suddenly returned, more twisted and monstrous than ever. But their attack on the Sydney Spaceport would be repelled by the emergence of the Legion, one of several groups created in secret to wield psionic powers, abilities that did not destroy one's humanity as Taint did. Though initially fearful, many people have grown to welcome the presence of Psions and the use of their gifts in the defence and support of humanity. So far, the only black marks against the Psi-orders was the purge of the Chitra Bhanu, destroyed for seeming to turn traitor and side with the Aberrants, and the mysterious disappearance of the Upeo wa Macho, interstellar teleporters whose loss cut humanity off from its fledgling exoplanet colonies.

Even so, the vast body of good work the Psions have done far for humanity far outweighs the bad, and Aeon has worked carefully to create a public image that people can trust and rally behind. In uncertain times, the Psions are depicted as the defenders of all that is good in the world.

Some things never change...

Your own psionic powers will awaken in the year 2119. The first jumpships have been completed, allowing for Earth to reconnect with extrasolar colonies after the disappearance of the Upeo wa Macho. You will remain here for 10 years, long enough to see conspiracy, war, and perhaps reconciliation with those Novas who did not succumb to taint.

Your age is 24+1d8. Your sex is the same as your last jump. You may change either for 100cp.

Location (Roll 1d8, or pay 100cp to choose)

1 – Order HQ

You arrive at the location of your Order's headquarters. The Psi-order background may select this location for free. If you are one of the surviving Chitra Bhanu, you are hiding somewhere in India.

2 – Paris

After lengthy reconstruction, Europe was devastated when the massive space station *Esperanza* was knocked out of orbit by Aberrant attack. Disintegrating as it fell, tens of millions of people were killed by debris, radiation poisoning, and further issues. France was among the hardest-hit locations, now infested by wandering bandits, desperate survivors, and would-be warlords.

3 – Chicago arcology

The brownstone that was the first home of the Aeon Society for Gentlemen still stands, and over the years the surrounding land has been absorbed and facilities expanded. Despite the heavy-handed tactics and obvious surveillance from the FSA, the Aeon Trinity has more than enough clout, tech, and Psion support to keep them at arm's length. The massive Proteus facility beneath Lake Michigan goes unnoticed, a veritable army moving through at times right under the FSA's nose.

4 – Antarctica

Once touted as an exotic destination promising adventure equal to off-world locations, Antarctica remains a desolate, sparsely-inhabited continent where Nippon, Sudamerica, China and others wrestle over resource claims. It does have a few oddities, rumors of Chitra Bhanu hiding here, the hole in the ozone enlarged by Aberrants in the past, and a statistically-impossible prevalence of mechanical failures despite all efforts to account for environmental conditions.

5 – Mars

First explored by China, Mars is slowly being terraformed and it's biggest problems so far are bickering over territorial rights and native microbes that are far more resilient to removal than expected. Aberrant raids on Mars are sporadic, and limited to isolated locations. They seem to have little interest in the red planet, and new Psion reinforcements have greatly improved security.

6 – Averiguas

Situated in a binary system, the small colony here was outwardly portrayed as a simple training ground for the Norca, but in reality was built as a full-scale military outpost under Brazil's direct control. The disguise was taken too far with the employment of European and American workers who were subjected to brutal working conditions. The workers staged a coup, capturing several important facilities, and the opinions of the resident Norca are divided on whom to support. Meanwhile, the system's white dwarf will likely go nova in the next thousand years or so, and is already growing increasingly unstable, inundating the system with regular mass ejections.

7 – Kantze le gu

Orbiting Alpha Centauri B, humanity's first extra-solar colony was built on a cool and dark world. Terraforming progressed and hopes were high until 2118, when the world was invaded by a small army of Aberrants under the control of Kali and YogDeath. The two groups fought each other almost as much as the humans, who managed to hold out until the creation of jumpships that brought Psion and VARG support from Earth. While the Aberrant forces are slowly being ground down, spreading Taint and the unwillingness to employ strategic weaponry to quickly end the conflict has given rise to increasing resentment among the colonists.

8 – Free choice

You may begin anywhere on Earth, or at one of humanity's extrasolar colonies.

=

Backgrounds

Psychomorph (Drop-in)

Despite what the Aeon Trinity and the psi-orders may say, they do not have a monopoly on noetic phenomena. You are one of the rare few humans who have developed psionic abilities without artificial aid, and so do not suffer from the limitations imposed by the Prometheus chambers. If you wish, you may arrive at your location with no memories or ties to this world.

Psi-orders

Every psi-order is lead by a Proxy, a Psion of unequalled power who received their gifts, and the Prometheus Chambers that awaken latent psionic powers, from mysterious 'benefactors.' They claim that they were called to protect humanity from the Aberrants and anything else that might threaten humanity. The truth is far more complicated. But it is unquestionable that Psions are necessary for the defence of humanity, and have contributed greatly to Earth's rebuilding and technological advancement. As with the Novas before them, a great deal of work has gone into building and maintaining a human-friendly image of the psi-orders...and now history repeats itself. Each new scandal and revelation risks a division that humanity cannot afford, as threat after threat emerges from both within and without.

Aeon trinity

In the wake of the Aberrant War, the destruction of the OpNet and the loss of so much information gave the Aeon Society a way to re-write history and conceal its own crimes. While the vast majority of the organization is still dedicated to fundamentally altruistic goals and has done great good for the world, there remains a dark and manipulative element hidden within. Unsurprisingly, Aeon jumped at the chance to ingratiate itself with the psi-orders, both to monitor this new element and leech off their good publicity. The trinity is made up of three departments. Neptune, handling administration, and Triton, dealing with research and logistics. Proteus is the trinity's internal security arm, and often supports local law enforcement...and performs extractions, espionage, blackmail, assassination, sabotage, and anything else that must be done for humanity's 'own good.'

=

Perks

You begin with 1000cp to spend.

You receive your Background's 100cp perk for free, and a 50% discount on the others.

Undiscounted

300cp – Auxiliary Mode

Despite the built-in restrictions, Psions will rarely manifest minor capabilities with a Mode outside of their Order's Aptitude. By purchasing this, you gain access to a Mode you could not normally use. You will likely be sent to the Order more familiar with this Mode for training, and unlike other Psions your new Mode can be developed to the level of a master. Keep in mind that showing the Quantakinetic powers of the Chitra Bhanu will bring extreme and possibly fatal attention upon you, while the disappearance of the Upeo Wa Macho makes teleporters extremely valuable. You may only purchase this perk once. Drop-ins do not need to purchase this.

Psychomorph (Drop-in)

100cp – Sub-quantum attunement

Noetic energy binds the universe together, and the presence of psychics, psi-reactive materials and devices create distortions within it that can be sensed and roughly measured. The range of your Noetic senses are half-again better than ordinary Psions in both range and clarity. This sensitivity is balanced by a greater resistance to overload and injury from sudden surges or large disruptions in the Noetic field. Post-jump, any extra-normal senses you possess will be similarly improved.

200cp – Balanced mind

Psions publicly claim that their powers cannot warp the mind as taint can. This is untrue, but it is also something you need not worry about. Unless the very nature of your practices are harmful, the powers you possess will not leave marks on your body or mind unless you allow it, nor will what you already know impede the learning of what you do not, be it psionics or otherwise.

400cp – Dabbler

The Psionic Orders labor under artificial constraints to their powers, each aptitude seeming to possess an almost arbitrary assortment of applications. You make full use of your freedom, allowing similar powers to support and enhance each other. Pyrokinesis and Cryokinesis are two sides of the same coin. Learn both, and they will become easier to use. Learn several techniques that each affect the mind in a specific way, and each will become slightly more flexible in application. The more you learn about the universe, the easier it is to see how everything within is connected, to find more pieces of the puzzle and increase your understanding of the whole.

600cp – Noetic totality

The sub-quantum strata is both the medium that all things flow through, and the structure that all things inhabit. As a true Psychomorph, your connection to this energy is both secure and subtle. It is impossible to cut you off from or tamper with that connection, and only the most perceptive will notice when you use your abilities.

Psi-orders

100cp – Guided awakening

Every Psion comes out of the tank perceiving their new powers differently. A new limb, a new sense, a force within them that wants to be free. You too are aware of yourself in this way, having a clear mental picture of the 'switch' that controls any superhuman abilities you possess. Even if you lost your memory or was brainwashed to believe you had no power, they would always be there in the back of your mind. Just reach and out and re-discover what happens when you flip that switch.

200cp – Formal training

The Psi-orders are professional organizations, and hold their members to professional standards. Psionic powers are not things to be flung around carelessly, least of all when some of them directly manipulate a person's mind or body. You've had the ins and outs of how your powers perform drilled into you. You know their range, power, costs and other 'stats.' You won't know how they'll interact when encountering unknowns, but you're a quick learner for all things about your powers.

400cp – Psionic saturation

Your will echoes through the sub-quantum universe, pushing it to bend in your favor. When surrounded by allies who are using similar powers to yours, everyone finds that they are slightly stronger and both easier and less costly to use. The effect is stronger the fewer kinds of other power are being used, and the less varied their effects. A group turning a specific power with a narrow

focus towards a singular goal would find their efforts greatly magnified.

600cp – Noetic science

You have engaged in a deep, in-depth study of the mechanics behind your new abilities. You are considered an expert among the orders on the nature of both the Noetic universe, and to a lesser degree, the effects of Taint on the world. You also have enough knowledge of the biological sciences that you could modify or design new biotech, though you're still a long way from understanding the Prometheus chambers. The Tesser drives that power the interstellar teleportation Modes built into the Leviathan Jumpships are a little beyond you, but you'll figure them out with a few more years of study. Perhaps you could design other kinds of biotech with limited Psi powers?

Aeon trinity

100cp – Good PR

The re-branded Aeon Trinity is a global institution at this point, able to influence governments and shift the course of history even without underhanded methods. They've done so much for so many that it's rare anyone will greet their arrival with suspicion. You benefit from this association, and short of villains, jerks, or avowed enemies, people will be always be friendly to you, at least at first.

200cp – Two-faced

Of course there's another side to Aeon that most people will never see. If they do, it's likely the last thing they'll ever see. You can lie with grace, selling a policy that's terrible in the long-term while downplaying the flaws and making them think it was all their idea. You also have no tells and can keep a tight rein on your emotions, fooling the simpler psionic techniques to detect subterfuge.

400cp – Tolerant

Specially-designed bio-tech can be formatted, fed psionic energy and imprinting it with a Psion's Noetic field to boost your own powers or the item's performance. But a Psion has limits, and trying to format too many items at once can cause a backlash, weakening your powers or inflicting mental derangements. Your own Noetic field can be 'spread thin' without issue, allowing you to benefit from far more formatted items at once than other Psions.

600cp – Project babel

Guiding a species towards a better future takes a lot of work. You need to remove...obstacles...and ensure that society won't question the broad strokes you enact that will eventually change how individuals think. You've got a mind for huge and complex systems, seeing how a change to law, economic policy and social structure will filter down into and effect the smaller components of a society. It will take time. Years. Decades. But your good intentions have a lot of inertia behind them, and trying to stop your work once its had enough time to snowball is almost impossible.

=

Psi-orders

*Choose the Order that awakened your psionic powers, and receive a 50% discount on their perks.
Drop-ins do not choose an order or receive discounts here.*

Chitra Bhanu

Aptitude – Quantakinesis

Proxy – Saraswati Kalyani Bhurano (Deceased)

HQ – Mumbai, India (Destroyed)

Must take the 'Hunted' drawback for no points.

Now called the 'Dark Psions' for supposedly betraying humanity to side with the Aberrants, the bloody purge of the Chitra Bhanu by the other Orders was orchestrated by the very same 'benefactors' who created them. Never a large Order, the few that survived are now hunted relentlessly whenever they appear. Their destruction was a tragedy, having already helped lay the foundations of modern Noetic Sciences and standing on the cusp of learning valuable insights into the strengths and weaknesses of humanity's enemies.

200cp – Against the wall

The initial purge and subsequent hunts claimed all the Chibs who could not push past their own limits. You and the other survivors have the force of will to ignore pain, resist mental manipulation, and keep going long after others would have collapsed unconscious...or dead. And when you have to stop running, to stand and fight? You do so with an unmitigated ferocity that can shock even the most hardened legionnaire.

400cp – Noetic glove

Quantakinesis is an inefficient power-hog of a psionic aptitude that perform its feats by using one form of energy to effect changes within a completely different set of forces. While there may appear to be no difference between using the Mode of Energetics instead of Pyrokinesis to create fire, the mechanisms are very different. You've learned how to apply these principles to other ends, and can use one form of energy to effect another of a closely related type. These techniques will allow you to maintain a degree of separation, one that will cost you much in terms of efficiency and precision. But in exchange, you will be able to manipulate many things without touching them directly and suffering whatever side-effects that might come from doing so.

Aesculapians

Aptitude – Vitakinesis

Proxy – Dr. Matthiew Zweidler

HQ – Basel, Switzerland

Deeply respected across human space for their medical work, the Rexs are one of the largest Psi Orders and can be found everywhere from the most elite private clinics to the front lines of aberrant warzones. The Proxy was a respected neurosurgeon before receiving his powers, and so far, the largest problem the Order has ever had to deal with is the ideological conflict between Zweidler's strict rationalism and those who take a more spiritual approach to healing.

200cp – Medical training

Having a firm grasp of the biological sciences vastly improves the effectiveness of Vitakinesis, and all Aesculapians receive a firm grounding in multiple fields after being inducted. First-aid, surgical techniques, anatomy, a little psychology, and a lot of biology. With this level of training, it's an easy step to general practitioner or a more specialized field.

400cp – Holistic healing

Noetic science has shown that there are deeper levels to a person's being, and psionic distortions, despite Aeon's claims, can disrupt the functions of a person's mind. But from the Haitian clinic's more spiritual approach to psionics, you have begun to understand how to use your psionic powers to heal these spiritual injuries. It will take time and great care, but success will correct any dysfunctions that had been caused by the Noetic imbalance. In future jumps, you'll have greater insight into treating more immaterial ailments, provided you have the tools or powers to do so.

Interplanetary School for Research and Advancement (ISRA)

Aptitude – Clairsentience
Proxy – Otha Herzog
HQ – Olympus Base, Luna

The seers are thanked for the watch they keep for aberrant incursions, but their sudden appearances and cryptic warnings leave many unnerved. Many live in space or in isolation, and the Order itself has a relaxed, democratic structure. Spiritualism is common but not universal, with many 'clears' living monastic lives as they spend increasing amounts of time peering into the sub-quantum strata, a vague uneasy hanging over their visions of late. Calling himself a 'citizen of the universe' Herzog is the most withdrawn of the Proxys, a follower of Baha'ism and, to his dismay, a figure of increasingly religious reverence. Both in and out of the Order, to Psions and Neutrals alike.

200cp – Deep meditation

The first lesson taught to seers is how to shut out the physical universe and turn all their attention to the Noetic. At the cost of almost the entirety of your physical senses for the duration, you can enter a deep trance that better tunes your mind to the immaterial. In this state, the range, sensitivity, and clarity of your visions are greatly enhanced. Post-jump, this perk will apply to all supernatural senses you possess.

400cp – Clarity

Visions are often subjective in meaning, showing what the seer wants or expects when they aren't couched in metaphor. Your visions are clear, with the absolute minimum amount of symbolism involved. You still must put in the effort to see these futures, and explore each to gauge their likeliness and desirability. And if your visions remain fuzzy, no matter how much effort you put into them? Then there may be unknown factors trying to hide future actions from your sight.

The Legions

Aptitude – Psychokinesis
Proxy – General Solveig Larssen
HQ – Australia

The largest Psi Order, split into seven legions with different specialties and areas of operation. The Legions ruined the planned unveiling of Psionics to humanity by rushing to protect the Sydney Spaceport from aberrant attack in 2106, an act that earned far more trust from humanity than a scripted revelation could ever accomplish. Often the public face of the Psi Orders, the Legion never backs down from a fight, especially against aberrants and other threats to humanity. The Legions will take almost anyone, and their Prometheus chamber has been running almost non-stop for years.

While still functional, the tank is showing growing signs of wear and tear.

200cp – Grunt

Every Legionnaire is also a rifleman. No one in the Legion gets to escape being put through boot camp, endure gruelling physical training and learn purely mundane combat skills. You have the physique and skills of a career soldier, familiar with all the most commonly used weaponry and able to competently pilot most military vehicles and VARGs.

400cp – Old strategies, new battlegrounds

Psions are individually less powerful than Aberrants, and the Legion fights back with superior skills and tactics. Military doctrine wasn't written with the super-powered in mind, but the principles are the same. Besides excellent knowledge of both large and small-scale warfare, you find it very easy

to adapt existing skills to work within new circumstances and different weapons. A pilot going from atmosphere to micro-gravity, or underwater? It's all 3-d. Exchanging a mortar for a catapult? It's math. A rifle for a laser cannon, coilgun, or telekinetic pulse? You'll figure it out easily enough.

The Ministry of Psionic Affairs

Aptitude – Telepathy

Proxy – Rebecca Bue Li

HQ – Beijing, China

One of the smaller and more distrusted Orders, the Ministry first recruited from Philippine intelligentsia until it came to the attention of the Chinese government. Political concerns, fear, and careful negotiations eventually saw the Order's formal creation as an official division of the Chinese

Government, even though most of its physical structure exists outside of the country. While the Ministry's duties are many and varied, public perceptions, political and religious conflicts, and the Proxy's failing health has left it wracked with both internal dissent and external distrust.

200cp – Mental melee

All telepaths are trained to develop wills of iron, the full force of which is not revealed until their Modes come into use. You are one of the few Psions that have true training in psychic combat, using thoughts as weapons and understanding how to fight on a mental battlefield. You can seize and control unprepared minds with little effort, and even most Psions can only default to simpler mental exercises and sheer willpower if they wish to resist your powers.

400cp – Thoughtforms

Alongside your Proxy, you are the only human telepath capable of creating semi-independent blobs of pure Noetic energy. Like robots, they can be programmed to carry out instructions and even have access to any Modes you incorporate into their construction. These creations are very simplistic in intelligence and cannot recover energy spent to activate their powers. Without a sufficiently complex mind to rest inside, they will dissipate quickly and will immediately unravel once they have expended all the energy you filled them with during their creation.

The New National Force (Norca)

Aptitude – Biokinesis

Proxy – Guiseppe Del Fuego

HQ – South America

Part Psi Order, part crime family, part extended family, what the world sees of the shifters and how they truly are is wildly different, as is appropriate for a group of shapeshifters with origins in Brazil's criminal cartels. As close to the Brazilian government as the Ministry is to China but without being a true part of it, the Norca cultivate the mystique and distrust surrounding their order as just another part of their disguise. The Proxy, 'Pai de Norca' does genuinely care for the members of his Order, the people of Sudamerica, and humanity in general. He handpicks those that join the Norca, and is the only Proxy who still personally observes their time in the Prometheus Chamber.

200cp – Fitting the role

Simply assuming someone's else appearance is not enough. You have a real talent for mimicry, getting all the little habits and tics of an individual down and not letting your guard down when you think no one is watching. Barring a major shock, you'll have no problem staying 'in character.'

400cp – Second skin

Biokinesis does not limit one to a human form. Assuming a wildly different shape should result in confusion and clumsiness until it can be properly understood, a process that must be repeated for each new form. But you adapt with ease, as if you'd acquired new instincts along with a new shape. Moving and fighting in new bodies comes easily to you, grasping their intricacies within moments.

OrgoTek

Aptitude – Electrokinesis

Proxy – 'Prexy' Alex Cassel

HQ – New New York arcology, Federated States of America

A Psi-Order that doubles as a corporation, OrgoTek's Proxy/President turned the products of psionic research into the world's hottest commodities. Though other Orders outpace them in pure research, OrgoTek leads with practical applications of both bioware and hardtech. While generally well-liked among governments, Aeon, and the other Orders, OrgoTek's biggest critic is the FSA. Draconian policies and a general distrust of Psions against their economic dependence on the presence of one of the world's most profitable companies does not a friendly relationship make.

200cp – Hardtech

OrgoTek Psions needs a firm grounding in physics to get the most out of their powers. They also learn bits of engineering and computer science along the way, and their first jobs for the Order teaches them even more. You have degrees in mechanical engineering and computer programming, a smattering of knowledge in related fields, and you're very good with electronics in general.

400cp – Re-formatting

All Psions can bond with biotech, boosting its efficiency or the strength of their own powers. Your studies into the process had taught you a dangerous secret. By introducing your own Noetic energy into a formatted device, you can sever the connection another Psion has formed with it, removing any special benefits either had received from the merger. They can attempt to re-connect, but with sustained effort you can psionically wrestle with them to prevent it. Post-jump, you can perform similar feats with other forms of supernatural bonds. This won't work if your target is a true part of someone, instead of something they have merely picked up and formed a bond with.

Upeo Wa Macho (The Horizon)

Aptitude – Teleportation

Proxy – Bolade Atwan

HQ – Upeo wa Macho spaceport, Nigeria (Former) Ruan's World (Current)

Through the guidance of the Seers, the Upeo explored the stars and opened the galaxy for humanity. But their explorations brought them into contact with elements of Earth's past that did not align with history as it was told, and the other Orders feared that the Upeo would follow the course of the Chitra Bhanu. Already paranoid after a large group of teleporters went missing, Proxy Atwan caught wind of the other Orders planning to place greater 'controls' over the Upeo, and she chose to flee. The teleporter's evacuation coincided with the destruction of the *Esperanza*, the news of which the Proxy believed to be faked in order to lead them into a trap.

200cp – A step away from home

Once each year, you may designate a place as 'home.' You will always know your location relative to this place, even when across the galaxy. The location is also very easy to teleport to. The transition will be faster, less effort will be required, and interference less of an issue.

400cp – Where you need to be

For the Upeo, teleportation quickly becomes almost routine. Pick a location and go. But now, sometimes you won't arrive where you wanted to go. You'll end up someplace better instead. Did you want to arrive unseen? Was the place you aimed for not as unobserved as you thought? You'll find yourself a little to the side, just out of sight. You'll never teleport yourself right on top of a landmine, and you'll never suffer mishaps during teleportation unless someone or something makes an extreme effort to interfere. This isn't a free ride, you can't jump blind and land on a pile of treasure. The immediate arrival is guaranteed to be safe, for at least a few moments. You can turn this perk on and off if you wish.

=

Psionic aptitudes

After awakening their abilities, a Psion gains access to his Order's aptitude, which contains three 'Modes' and training these Modes opens new psionic techniques for use. Backgrounds other than 'Drop-in' may not purchase or later acquire Modes from outside their starting aptitude. Purchasing any mode also grants the connected aptitude's basic technique for free.

Drop-ins receive a stipend of +1200cp to purchase Modes, and can potentially acquire the rest through self-study and experimentation, though this will be a very lengthy and difficult process. Purchased Modes begin at a middling level of ability in each, and developing their skills takes more time and effort for a Psychomorph compared to a Psion.

Other backgrounds receive only +400cp to purchase Modes. They begin with each purchased Mode mastered, and find it much easier to mix existing techniques and develop new ones.

Modes cost 200cp to purchase.

The following lists describe the most common techniques taught and developed by the Orders, but they are not the only one available. It is possible to mix or develop new powers, but it is impossible for Psions to create techniques outside of the themes of the Modes they possess.

-

Chitra Bhanu

Basic technique: Taint resistance

A psion with this technique can reflexively attempt to defend himself against being contaminated by Taint by expending energy. Post-jump, this can be applied towards filtering out corruption or contamination within energy sources you are trying to draw upon or work with.

Enhancement

Expend energy to enjoy a flat boost to your physical integrity. Become stronger, smarter, or more agile, sharpen your senses, accelerate the healing process, be able to endure greater harm before falling. Although stronger in some ways, it lacks the ease and nuance of Norca techniques.

Energetics

The transformation of psionic particles into conventional forms of energy. From uncontrolled bursts, focused blasts, to localized storms. Skilled users can focus these energies to create shields against harm, while masters can convert energy back into psionic particles, harmlessly dissipating attacks into the ether. Any form of energy can be created with this Mode, but the more complex or energetic, the more raw Noetic power is required. None of the Chitra Bhanu had lived long enough to reach the skill needed to manipulate anything more complex than light, heat, or electricity, and

trying to alter multiple forms of energy at once towards any purpose is exponentially more difficult.

Transmutation

The shaping and restructuring of molecules. Changing matter first requires perceiving it, and novices of this Mode learn to scan an object to determine its composition. Greater skill can twist an object's shape, or spontaneously change its state. After that, it's a small leap to separating alloys into their component materials, before learning to permanently transmute the elements.

-

Aesculapians

Basic technique: Kirlian eye

Viewing a patient's body through a noetic lens, a psion can determine their general level of health and emotional state with a mere glance.

Iatrosis

The art of healing the body, a novice can soothe pain and heal minor wounds. In time, cancerous and necrotic tissue can be expelled, broken bones mended, and lost limbs and organs regenerated.

Mentatis

The art of healing the mind, identifying the source of stress, calming minds, and suppressing insanity. Masters can mend damage to the psyche as if performing surgery on a physical body.

Algesis

The complete opposite of everything the order stands for, this power is used entirely to cause harm, and those demonstrating skill with this Mode who have not passed the rigorous psychological screening will come under harsh scrutiny. Algesis opens old wounds, literally. It counters the use of psi powers that affect the body, acting as a shield in combat. It rends flesh with a gesture, snaps bones with a thought, and can outright explode hearts, crush lungs, and inflict incredible agony.

-

ISRA

Basic technique: The sight

Vastly increasing a psion's innate ability to sense psionic energy, they can now detect individuals with latent psionic powers, and potentially sense disruptions at a range of millions of kilometers.

Psychometry

Reaching days or even weeks into the past, a psion can read imprints on objects and locations to determine where they were, what events they were involved in, and who interacted with them.

Psychonavigation

A gross boost of distant sensing, the psion can scan for broad criteria. From people to a specific class of object, potentially across interstellar distances, and learning the best route to travel to the target's location as well. A deeper insight into knowing how psions locate people also teaches how to hide from psionic senses.

Telesthesia

Precise sending of a psion's senses to distant locations, these skills allow one to experience a location as if they were physically present. This aptitude also passively reinforces and filters more immediate sensory data, and this effect can stretch from seconds to weeks or more into the future, providing a glimpse of potential dangers.

-

The Legions

Basic technique: Temperature control

Offering slight control over the surroundings, a psion can raise, lower, or normalize thermal energy within a small bubble around themselves. This is limited by about 20° Celsius either way.

Cyrokinesis

Simple and straightforward, a cryokinetic absorbs and removes heat. They can draw in heat to protect themselves from cold environments, snuff flames, or freeze opponents and battlefields solid.

Pyrokinesis

The most subtle use of this Mode among Legionnaires is to diffuse their own heat to hide from thermal sensors. All else is blistering heat, searing flames, and sculpted plasma.

Telekinesis

A potent tool for manipulation, movement, and protection. Objects and people can be moved gently or bluntly, shields of repulsive force can be set up, and small objects accelerated to lethal speeds.

-

Ministry

Basic technique: Mindscan

With a range of kilometers, the psion reaches out, trying to connect with a specific person's psionic imprint. If successful, the psion gets a rough estimate of the target's location and distance, and this connection makes it slightly easier to use further telepathic abilities on that target. The more familiar the psion is with the target, the easier Mindscan is to use on that person.

Empathy

This Mode senses and manipulates emotions in both the psion and others. It can provide a defence against other telepathic powers, but can be blunt and unsubtle in execution.

Mindshare

The Mode that people most commonly associate with telepathy. Sending messages, reading surface thoughts, plumbing the depths of a person's memories, maintaining contact with multiple minds across a city...and scrambling the thoughts of others by inserting your own.

Psychebending

Where other telepaths observe, you compel. Commands can be imposed. Memories altered. The influence and effects of other mental powers contested.

-

Norca

Basic technique: Biosense

You can sense the presence, location, and general dimensions of living creatures in a small radius around you. The smaller/weaker an organism's psionic presence, the more difficult it is to detect.

Adaptation

Entirely passive and costing the Psion nothing, the expressions of this power work to keep the Psion alive. From neutralizing toxins and maximizing the usage of available oxygen, to accelerating

reflexes and reflexively altering the body's structure in response to hostile environments.

Psychomorphing

Delicate control of the body's internal structures. Increasing muscle mass, growing redundant organs, and directly melding with biotech are within this Mode's purview.

Transmogrify

Gross control of the body's external structure, this Mode allows for stretching limbs, shapeshifting, careful face-sculpting for disguises, and breaking off biomass to form homunculi.

-

OrgoTek

Basic technique: Static Burst

Crude but almost effortless to use, a psion can generate small pulses to shock the living or mechanical. Smaller exertions can make hair stand on end, or create subtle electronic interference.

Electromanipulation

Precise control over electrochemical-based systems. Living creatures can be stunned, puppeted, or suffer seizures. With sheer brute force, a nervous system can be made to burn itself out.

Photokinesis

Limited but powerful, the psion can sense and control a portion of the EM spectrum. Damaging lasers and radiation, and protection against the same. Complex holograms, control of ambient light.

Technokinesis

Focusing entirely upon mechanical systems, to control or disable. A psion can also emulate machines, receiving and sending transmissions without assistance. Although not widely known, masters can generate powerful microwave bursts that can boil their opponents alive.

-

Upeo Wa Macho

Basic technique: Spatial sense

In a close radius, the psion can determine the location and shape of solid objects. Greater skill gives more detail, but this power does not cover other physical qualities. In addition, this power makes the psion highly sensitive to the residue of teleportation and space-distorting effects, making it clear if such things had been used there in the past day or so.

Translocation

The sending of self. Novices make short, line-of-sight hops, or blink at random to confuse attackers. Long jumps can send a psion across the galaxy in seconds...provided they are familiar enough with a location, otherwise the transit can take months to complete. Masters can even learn to exist in two places at once, temporarily. Learning translocation also teaches how to prevent others from teleporting through or tampering with nearby space.

Transmassion

The sending of others. With precise information, a psion can send away or recall people and objects. Like Translocation, this Mode allows for interstellar transport. Masters can instead teleport away parts of objects or opponents.

Warping

Disruption of dimensions. Lengthening and shortening distances, to the point you could expand the distance between cells and slip an arm through someone. Vastly grow or shrink an object, or send most of your mass into the subquantum strata, enough to let you painfully walk through walls. Masters create transportals, moving everything in an area, regardless of mass, to distant stars.

-

Gear

Psi-order and Aeon backgrounds receive a stipend of +400cp to spend here.

100cp – Robo-pets

Popular in Nippon, these anthropomorphic models of varying degrees of realism are more than just distractions. They are carefully designed to be calming and reduce stress through aesthetic design behavior patterns, vocal modulation, etc. Needing only battery charging, they make excellent companions for anyone who spends large amounts of time in relative isolation.

100cp – Biocomp

You've snagged a next-generation prototype bio-tech mini-computer. Little bigger than a 20th century smartphone and incredibly advanced even by Trinity standards, this device has every possible attachment including a wide-area holographic display and an advanced Agent, a complex simulated intelligence that serves as an interface and can perform various tasks on demand. Fail-safes within the computer regularly checks for and attempts to counter intrusion from both mundane hacking and Psionic or Taint-based cyber-powers. Formatting the biocomp takes a minimum of effort, and improves its performance even further.

100cp – Firearms

A small model that fits in your palm or attaches to the wrist like a bulky watch, these weapons come in ballistic, coil, or laser variants. They are low-powered with a severely limited ammunition capacity, but are still dangerous. Slight differences in how each version performs make the choice mainly a matter of personal preference. For an additional 100cp, the version is now a stronger heavy pistol or carbine variant, capable of shredding anything below mil-spec gear, and you have the licences to carry the weapon where appropriate. For a final 100cp more, you can purchase a heavy coilgun, laser, or plasma weapon. These weapons will carve through anything less durable than a military ARG, and are capable of injuring Aberrants.

100cp – Smart clothes

An indulgence for most people, these clothes can be programmed to adjust their colors, to display images and moving pictures, or alter their own sizes to a limited degree. For an additional 100cp, the clothes have a discrete armored lining and the image systems are good enough to work as active camouflage, provided you move slowly. For a final 100cp more, the clothes are now a biotech variant, and they can easily be formatted to provide greater protection and stealth capabilities.

200cp – Augmentation device

Functioning only when formatted, each of these biotech devices are specially designed to give a major boost to the power and precision of a particular Mode. Augs are large and awkward to wear, and only those designed specifically for combat duty are easy to move around in. Most psions can't format more than one of two of these devices at once, but the results are well worth it. Using an unformatted Aug will result in harmful feedback, and they are often described by users as 'quirky.'

200cp – Hardtech Psi-detector

You have acquired a Nippon-made device, one of the very few non-biotech devices capable of reliably detecting nearby Psions and psionic powers in use. Most are massive, power-hungry, and have a range of only about five meters. This one has the same range, but is far more efficient and only the size of a large book. Though pretty much useless to a Psion in the field, the device can be connected to mundane security and sensor systems, and you have the blueprints to make more.

200cp – VARG

Vacuum assault and reconnaissance gear are bipedal tanks that were developed at the tail end of the Aberrant War, too late to enter general production and alter the course of history. Slow and somewhat clumsy, they are nonetheless capable of mounting weapons that can easily kill weaker Aberrants and protect the pilot from the same. This VARG is disguised as a civilian industrial model, and only a very detailed scan will reveal the military systems and weapon hardpoints. For an additional 200cp, you can acquire a Bio-VARG. Moving with all the grace and speed of a living creature and fortified further by psionic formatting, these bleeding-edge war machines are the best Aberrant-killers humanity can field and comes equipped with systems and weapons of equal quality. You may instead import an existing mech or vehicle instead to become biotech, allowing the pilot to strengthen it even further and control it through mental commands alone after formatting.

300cp – Nippon superior formula

Nippon kept and hid those Novas that passed the psychological and genetic testing developed to discern if they were prone to mental instability or acquiring large amounts of Taint. Eventually, a retrovirus was developed for those deemed loyal but likely to later go Taint-mad if erupted. Using the Nova gene sequences to help re-write the recipient's genome, the result is a stronger, smarter, all-around better human being who can never become a Nova or Psion. The attached notes are quite thorough, and the version you purchase here should work on all kinds of latent gene-based powers, removing them in exchange for a general upgrade, with only a little bit of tinkering.

300cp – Olaminium stock

A stable isotope of element 114, this recently created material has replaced depleted uranium as the military's ultra-dense material of choice. Being still light enough that it can be used for construction or armor plating, Olaminium is even better than lead at blocking radiation. The sheer demand for this material makes it extremely expensive to acquire, even for the Aeon Trinity, and it is the preferred material for cutting-edge military-grade equipment. You receive about a shoebox's worth of ingots, which replenishes monthly, and the instructions on how to make more.

400cp – OrgoTek bioware database

A large and comprehensive store of both theory and blueprints, this contains detailed notes on everything made by OrgoTek and its subsidiaries. This includes everything from commercial hardtech products to military-grade VARGs and BioVARGs, biotech space fighters, and lots of bioware commonly used by Psions. This doesn't contain every bit of tech in the Trinity universe, and does not hold schematics for the most advanced computers and the Tesser drives that are integral to Leviathan construction. But it's still a major technological resource.

600cp – Chitra Bhanu Prometheus tank

When the Chibs were wiped out, their tank was disassembled so that no more 'Dark Psions' could be created. It was presumed to have been destroyed...but has somehow come into your possession. With the appropriate preparation, anyone undergoing 'dunking' in the tank who possesses suitable genetic sequences will be transformed into a Quantakinetic. This restriction was programmed into the tank by the Doyen, and could be removed or altered with enough work. With enough study, you might be able to create Psions of other Orders, or even true psychomorphs without any artificial

restrictions on what Modes they can develop. The tank was never designed to work with any other sort of latent genetic abilities, but it studying its mechanisms might help in developing an equivalent to the Prometheus Tank built to work with out-of-jump genetic powers.

800cp – Leviathan Jumpship

Twelve hundred meters long, these ships are the pinnacle of human accomplishment. With a Clairsentient pilot to pass targeting information into the ship's Tesser drives, the ship can transit through sub-quantum space with a range of 'theoretically infinite' which takes somewhere between a day and a week on the outside due to unknown factors. Passengers often feel as if the passage was much longer, even though it is instantaneous from their perspective. Leviathan teleportation produces enormous amounts of subquantum turbulence at both source and destination, strong enough to briefly disorient those aboard and on nearby planets, even those who are not psionic. The Tesser drives require about a week to recharge. The version you purchase here can psychically scan distant space to gather its own target co-ordinates, a secret you'll want to keep to yourself. You may import an existing ship to gain the qualities mentioned above.

Do note that all psions who've boarded a Leviathan have noticed a distinctive...presence...and many suspect the ships are at the cusp of self-awareness. If you wish, you may allow your purchased or imported Leviathan to rise to full sapience and become a new companion, who will keep their ship-body as an alt-form. You can decide to delay this development, allowing it to happen later, or never.

-

Companions

Companion Import

The Psi-orders are big on teamwork, and this setting has a long way to go before things calm down. For a little help, pay **100cp** to import a single companion. They receive a background, 600cp to spend, plus associated discounts and stipends. For **200cp**, four companions, and for **300cp**, eight.

-

Drawbacks

You may take a maximum of +600cp worth of drawbacks, or +800cp if you take 'Best ending.'

+000cp – Continuity

Perhaps you were here before? You didn't screw things up too badly, did you? By taking this drawback, you'll be visiting a Trinity setting that has been altered by whatever actions you took during the Aberrant Jump. Your actions might cause things to be very different here, and there's no way to know how exactly until you arrive...

+100cp – Non-standard

You are unable to format bioware, making it impossible to use many of the more complex devices that many Psions rely upon. There's still plenty of hardtech to go around, but you can expect a lot of pity, prodding from Psion researchers, and several career tracks and opportunities barred to you.

+100cp – Piss-on

While most people seem to like, or at least accept the existence of Psions, you seem to run into bigots everywhere you go. Maybe they think you're just another flavor of Aberrant, or they're jealous of your powers, or think you're being elitist and showing off whenever you use your powers...expect this to get very tiresome, very quickly.

+100cp – Same old story

Whelp. It looks like Proxy Herzog isn't the only religious figure around now. You've got followers ranging from obnoxious fanboys to cultists hoping that you can show them the way to a higher state of being. While not a large phenomena, it seems like there's one in every group you work with, and whatever you do or say is their number one favorite subject to talk about on social media.

+200cp – Psionic dysfunction

Psi can cause problems for Psions, despite what they claim. Normally this only happens if they place extreme emphasis into developing a single Mode, and next to no effort into training the other two. But you've got an issue the Orders can't figure out, and your Noetic Template has become kinked somehow, burdening you with a dysfunction that is incurable for your time here. The nature of your dysfunction varies from Mode to Mode. The Aesculapians restrict training for Algesis because it can turn a Psion into a sociopath, while telepathic dysfunctions can cause paranoia or obsessive introspection. Showing a persistent dysfunction will leave you under a very close watch. The Psi-Orders don't want neutrals to think that Psi can corrupt a person like Taint can.

The full list is in the Player's Guide, page 156

+200cp – Oversensitive

As a Psion's power increases, they become increasingly sensitive to disruptions in the Noetic universe. Some events, like the crash of the *Esperanza*, left a few Psions across the world and close orbit crippled or comatose. You are especially sensitive, and may suffer psionic backlash from nearby violent deaths, large outpouring of intense emotions, both positive and negative, etc. This will make working in some fields nearly impossible for you due to the constant mental assault.

+300cp – NoTouch

A psychological disorder reaching epidemic levels within Nippon, sufferers of NoTouch find the presence of other humans highly stressful. Actual physical contact with another living being, particularly other humans, will likely result in a nervous breakdown which can progress to near-catatonia in the most severe cases. Most sufferers must live alone and work from home, interacting with the world only through VR or robot servants. Your companions alone are exempt from this.

+300cp – Hunted (Mandatory for Chitra Bhanu)

You have done something to earn the ire of a power on the level of a major government, Psi-order, or Aeon. Aiding a group that are considered the enemies of humanity as a whole, leaving the Norca without permission, stealing secrets from Aeon, or just really pissing someone off in power can result in a group gunning for you, and they won't want to keep you alive for long if they catch you.

+300cp – Power loss

I suppose the Noetic Totality can be a bit...touchy...when it comes to things outside of its control. It seems like the smallest thing can cause ripples that result in all manner of strange occurrences. For your ten years here, you'll have no access to the cosmic warehouse and your out-of-jump powers are sealed away.

+400cp – Run by idiots

You would think that Aeon had learned its lessons after the whole 'sterilizing Novas' thing. Or maybe sending a second expedition to make nice with an entire race of serial rapists was a forgivable mistake done out of ignorance. Nope! These people are dumb. Really, really dumb. In fact, there's going to be major problems popping up wherever you go. The cause? Guess. If you don't address these problems they'll snowball into complete clusterfucks, and the moment that someone who isn't you (or a companion) steps up to help, they're going to go for the most idiotic 'solution' possible, which will only make things worse.

+400cp – One problem after another

All aboard! Somehow, events will conspire that you will become involved with all the major problems humanity is about to face in the next ten years. The Huang-Marr conspiracy, the invasion of Chrome-prime, dealing with the Coalition, pushing the Aberrants off Khantze Lu Ge...

But for an additional +400cp, you must work for ten years towards getting the **Best Ending**. The Huang-Marr conspirators must be brought to justice. A cease-fire must be reached with the Chromatics. The Aberrants must be expelled from Khantze Lu Ge without resorting to strategic weapons. Humanity must at least establish acknowledged diplomatic ties with the space colonies established by sane Novas. If Earth is attacked by the Coalition, they must be beaten back without simply slaughtering the slave races aboard the Coalition ark. Perfection is not expected, but shortcuts at the expense of innocent lives are unacceptable. Your out-of-jump powers and the cosmic warehouse will also be locked away by taking this drawback.

=

Your ten years here are up. Hopefully this place is now a little better than when you've found it.
Will you -

STAY

There's probably more problems that need dealt with. Stay, keep working, clean up the giant quantum/sub-quantum mess the idiots have caused.

GO HOME

Yeah, you're done. Flashlight aliens, rape aliens, worm aliens, paranoid manipulative aliens...at least back in your universe, you probably won't have to deal with all this.

MOVE ON

You're got a drive in you, I'll give you that. Keep travelling. Expand your horizons.

= = = = =

NOTES

Attunement

Psions innately and automatically register the presence of anything with a psychic field. Other Psions, bioware, the nearby use (or lingering energies) of powerful psychic abilities being employed. Large amounts of positive or negative emotions, like grand celebrations or the sudden loss of many lives, creates a 'disturbance in the force.' Powerful enough disturbances can disorientate or even injure a Psion.

Trinty's 'power stat' (Psi) gives beginning Psions a sensory range of 5 meters at the beginning. At 10 Psi, they have a sensory range of one million kilometers.

Tolerance and Formatting

Psions can 'format' (feed psychic energy to a device) to strengthen it and/or gain whatever benefits it offers. Several kinds of bioware act like stat-boosting magical items from any number of other settings, but they cannot simply be worn to gain their benefit, and a Psion is limited in the number of items he can format at once. This is 'tolerance' and going over the safe limit will weaken a Psion's powers, and risk developing an obsessive desire to keep the items no matter what. Going far, far over a Psion's tolerance limits risks permanent insanity and death.

A Psion's tolerance rating is equal to his his dots in Psi. Most bioware requires the commitment of one or two dots of Psi, while the most demanding biotech devices occupy 5 or 6 dots of a Psion's available tolerance.

Tolerant

Post-jump, this perk will also apply to other kinds of items, both mundane and supernatural, that you can bond with. You'll be able to safely connect and benefit from more such things at once.

Noetic Totality

Post-jump, this perk will apply to any other source of power you draw on.

Formal training

Post-jump, you will immediately become aware of similar rough details for other powers/spells/etc. You learn.

=====

What is going on?

Psychomorphs (or 'psiads' in Aberrant) are individuals who can manipulate sub-quantum fields. Psychics, basically. Psions are artificial psychomorphs, the result of someone with psionic potential ('latency') getting dunked in a Prometheus Tank. The tank re-writes the Psion's genetic code, strengthening their powers and artificially limiting them at the same time.

There is no difference in the genetic potential for someone to become a Nova or psychomorph. It is only a switch, flipped one way or another based on exposure to quantum or Noetic energies. Until the Trinity Era, there were vastly more 'Novas' (Eximorphs) than 'Psiads' (psychomorphs) for two reasons:

One, because Divis Mal had little-to-no understanding of the Noetic universe, and had no way to personally manipulate it when he began causing the first Novas to erupt.

Two, because the individual genes that lean towards Noetic powers aren't yet as developed as those that lean towards Quantum powers. This is expected to change in the distant future.

The Proxys, and the Psi-Orders by extension were created by the Doyen, an alien race who exists as beings of pure psychic energy. They are terrified of Novas, because the sheer concentration of Quantum/Taint energy within a Nova can disrupt the sub-quantum universe, potentially killing them. The Doyen are somewhat cowardly and manipulative, and have portrayed themselves as 'benefactors' only to use the Psi-orders as cats-paws to defeat the Aberrants.

The genetic limitations they imposed are nothing more than giving humanity just enough rope to hang itself with, to fight the Aberrants but not become a threat to the Doyen. It is suggested that the Doyen might intend to wipe out humanity once they have been exhausted by destroying the Aberrants.

The Doyen are also depicted as more than a little incompetent. They had no idea that quantakinesis was even possible, and sent one of their number to possess that Order's Proxy full-time to control and monitor them out of fear. Then they collectively flipped out and arranged the Chitra Bhanu's destruction right before their researchers could reveal that they had developed a technique that was super-effective against Aberrants and could cleanse Taint.