

TRINITY CONTINUUM

ÆON READY-MADE CHARACTERS



A COLLECTION OF
READY-MADE CHARACTERS FOR
TRINITY CONTINUUM: ÆON

TRINITY CONTINUUM

ÆON READY-MADE CHARACTERS



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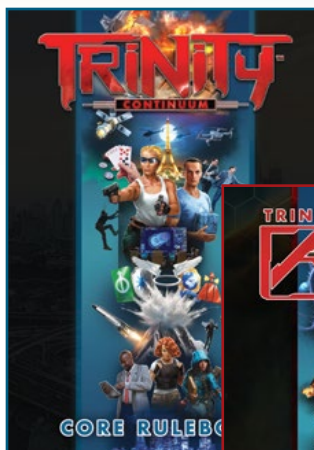
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SPECIAL THANKS

To Oliver and your boundless wonder as you learn more about the world.



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CHARYS AWAPUNI

VITAKINETIC ABERRANT HUNTER

Aberrants are a cancer. Fuck cancer.

Background: The Awapuni family moved to New Zealand when Charys was a toddler. One of the nation's own Aberrants, Wheke, had "improved" the surrounding oceans and a century later the corrupted ecosystems still lingered around the islands. When the Austronesian Union recruited scientists and academics from around the world to aid the cleanup, the Awapunis were just one of many families of phibs who leapt at the opportunity.

Charys and her siblings played in and around Poverty Bay while their mother and father worked further offshore. Even so close to land, the children found corrupted luminescent mussels and glowing neon anemones. These were as beautiful as they were dangerous and local eradication efforts had failed time and again. Charys saw the sickness and death as the strange life forms choked out other life.

A corrupted fish stung Charys' father a few days before her 11th birthday. Helplessly, she watched him die over three agonizing days. She grew sullen and angry at the world and spent her teenage years lashing out verbally and physically. Counseling channeled Charys' rage into study but couldn't restore her love for the ocean. She still swam but the joy was gone. Charys blamed the monstrous Aberrants and their lingering malignancy for ruining everything she loved. She wanted revenge.

Charys put in just enough effort to graduate high school, then halfheartedly applied to numerous universities, fully expecting rejection. Her application to Pearl City University passed across Professor Angela Ball's desk. Angela had worked with the Awapunis and had known and respected Charys' father. She knew of Charys' troubled history but believed in her potential. Angela quietly ensured Charys' enrollment.

University was therapeutic for Charys. She excelled at environmental and biological subjects. Field trips into wild places with Professor Ball soothed her soul. She discovered her cousin Nikomi also studied at PCU, which lifted her spirits, and the pair built an unshakeable friendship and soon shared an apartment.

Despite her improving mental health, Charys developed a reputation for opinionated argument and ended up having a string of passionately dramatic and messy relationships. Education opened her eyes to politics, religion, and the existence of people who once worshiped — or still worshiped — Aberrants. The very thought disgusted her. Aberrant corruption was as memetic as it was physical. Charys' drunken rants directed hateful rhetoric toward any "Aberrant-lovers" she encountered, either real or imagined. Charys started more than a few bar brawls to prove her philosophy, especially after Aberrants threw the



Esperanza to Earth. Charys' excellent grades and Professor Ball's advocacy were the only things that prevented her expulsion.

During pre-graduation vacation she revisited her family in New Zealand. To her despair and disgust the remediation efforts in Poverty Bay had failed and the waters were infested with hideous, mutated sea life. Charys wept for days before cutting her visit short in anger. This was the final straw; she was determined to end all Aberrant life. Psionics were a pathway to achieving this goal and Charys dragged Nikomi along for latency testing immediately before graduation.

Charys was convinced she wouldn't pass; her anger told her she had to. She quashed the rational part of her mind that told her what she wanted was irrelevant to the result. Charys stared in disbelief and relief when the examiner announced she was a latent. She joined Nikomi in celebrating shared latency and completing their bachelor's degrees for days.

Charys spent several weeks deliberating which Psi Order she would join. Her first impulse was to join the Legions — sterilize the fucking monsters with fire! Nikomi didn't think Charys was well-suited to the regimented military life and obeying orders. She suggested Norça or the Æsculapians might better complement Charys' love of nature and biology.

Before she made her choice, a recruiter for the Æon Trinity invited Charys to meet over lunch. Intrigued, Charys accepted the invitation. The lunch went well. The agent, Claretta Lombardi, was warm, open, and engaging; Charys immediately felt at ease. Lombardi told Charys that Æon was always interested in talented young researchers embarking on promising careers. She spoke of the Nereus Labs and their cutting-edge developments, and said she thought Charys would be a perfect addition to the team. The discussion meandered through topics and Charys revealed how her father's death had tarnished her love of the sea. Lombardi looked her in the eyes, held her hand in support and told her other worlds have oceans, too.

That simple statement ended Charys' indecision. She left lunch with a signed application form and high hopes. After a few days of nervous waiting, her acceptance arrived along with an offer to facilitate Charys' triggering into her Aptitude of choice.

Nereus Labs welcomed Charys with a minimum of fuss. She was talented, but so was everyone else in her area. Charys knew her days of hard work were far from over. When her section director, Sheridan Thornton, asked which Aptitude she'd chosen,

Charys hesitated for a moment before declaring her preference for Vitakinesis.

A week later Charys was in Switzerland. Six months of training with the rexes proved rougher than Charys had anticipated. She made few friends and barely passed her mandatory EMT training. She still argued too much — especially on the topic of potentially “healing” Aberrants. Charys' anger seemed to interfere with developing the healing arts, but she demonstrated a talent for the more aggressive Algesis Mode, finding immense satisfaction in focusing her anger into useful, if destructive, powers. The Æsculapians weren't sad to see Charys return to Æon.

Upon her return to Nereus, Director Thornton offered Charys the opportunity to work with the scientific detachment aboard the *Leviathan Melbourne* for a year. Thornton hoped living in an isolated community would help Charys smooth her tendency to anger. With Lombardi's words of alien oceans in her mind, Charys didn't hesitate and began gene therapies to adapt her body to low gravity environments.

Charys finds life aboard the *Melbourne* comfortably isolated, despite the cramped quarters and communal living. Away from Earth, and its endless Aberrant contamination reminders, Charys is at peace for the first time since childhood. She found a common bond with Captain Stefan Mari, as he delights in telling embellished tales of hunting Aberrants on distant planets and laughs at the fire in the space-faring phib's eyes.

Description: Like many phibs, Charys appears as a human-otter hybrid with a solid body of dense muscle and fat, covered in tan fur mottled with darker stripes. An unruly mop of dark hair frames her thin-nosed face and large eyes. Broad hands and prehensile feet, well adapted for swimming and zero gravity, grace her powerful limbs. Never one for fashion, she now wears her Bio Environment Suit almost exclusively, finding its versatile utility an important advantage in unknown environments, along with her ever-present backpack of equipment.

Roleplaying Hints: Charys is honest and headstrong to the point of being rude. Despite this, she loves helping others and exploring the galaxy aboard the *Melbourne*. She finds the greatest joy among nature's wonders no matter what planet they're on, and relishes sharing the experience with others. Nothing infuriates Charys more than Aberrants and their corruption, which can make her too eager to enter a fight without regard to consequences.

TRINITY CONTINUUM:

ÆON

Name: Charys Awapuni

Origin Path: Oceanian ●○○○○

Player: _____

Role Path: Spacer ●○○○○

Concept: Angry Vitakinetic

Society Path: Æon Trinity ●○○○○

PSI Order: None (Æsculapian Triggered)

SKILLS

Aim: ○○○○○

Integrity: ○○○○○

Athletics: ●○○○○

Larceny: ○○○○○

Close Combat: ●○○○○

Medicine: ○○○○○

Command: ○○○○○

Persuasion: ●○○○○

Culture: ●○○○○

Pilot: ○○○○○

Empathy: ●○○○○

Science: ●●●○○

Enigmas: ●○○○○

Survival: ●●○○○

Humanities: ●○○○○

Technology: ●●○○○

ATTRIBUTES

■ Force Intellect ●●●●●○

Might ●●●●○○

Presence ●●●○○○

□ Finesse Cunning ●●○○○○

Dexterity ●●●○○○

Manipulation ●●○○○○

□ Resilience Resolve ●●●○○○

Stamina ●●●○○○

Composure ●○○○○○

INJURY CONDITIONS

■ Bruised _____ +1

□ Bruised _____ +1

□ _____

□ _____

■ Injured _____ +2

■ Injured _____ +2

■ Maimed _____ +4

Taken Out

Defense = Appropriate Resilience Attribute

Armor: _____

Experiences: _____

APTITUDE

Vitakinesis _____

Basic: Kirlian Eye, Knit

Augendis ●●○○○○○

Algesis ●●○○○○○

○○○○○○○

Proxy: _____

PSI & TOLERANCE

PSI _____ ● ● ○ ○ ○ ○ ○ ○

Tolerance □□□□□□□□□□

EDGES

Amphibious	●●○○○
Far-reaching Influence	●●○○○
Favored Mode (Augendis)	●●○○○
Hardy	●●○○○
Low-gravity Adaptation	●●○○○
	○○○○○
	○○○○○
	○○○○○

SPECIALTIES / SKILL TRICKS

Versus Wild	

AUXILLARY MODES

	○○
	○○
	○○
	○○
	○○
	○○
	○○
	○○
	○○
	○○

PATH CONTACTS

Nikomia Awapuni (loyal cousin)	●○○○○
Stefan Mari (interstellar explorer)	●○○○○
Sheridan Thornton (Triton researcher)	●○○○○
	○○○○○
	○○○○○

ASPIRATIONS

Eradicate Aberrants	
Protect Earth from Aberrant harm	
Swim in an alien sea	

GEAR

Gear	EN	FT

ARMOR

Armor	Base	Hard	Soft	FT
Bio Environment Suit	B, IR, SR	-	2	1

WEAPONS

Weapons	EN	Range	Damage	Type	Tags	FT
Bioclaws	2	-		Edged	p.282	1

BIOTECH

Augmentation	EN	Range	Damage	Type	Size	FT

EUROAH RIDGESSON

FACE OF THE LEGIONS

*Yeah, nah, my fans love me, my fiancé loves me,
and the Legions love me. My life is great!*

Euroah grew up on the streets of a small country town far from Australia's shining arcologies. He was the often-overlooked middle child of a large family. Never too bright, Euroah's family teased him for so-called "dumb" mistakes and "stupid" ignorance. He found the streets more welcoming — he learned to run, hide, and steal with his mates. Angela Black gave Euroah a place in her rough gang. She thrust him into many fights with other kids and Euroah defended his leader with undeserved fervor. When rival gangs caught up with the band, Euroah stood his ground long after his supposed friends had fled, surviving belittling derision and harsh beatings for his stubbornness. No one could fault his loyalty and heart.

Euroah valued what little he had. He stuck with his gang and held onto his few possessions with grim determination. After his grandparents died, Euroah comforted his parents as best he could — stoically enduring their emotional abuse and shouldering their needs at the expense of his own. Despite these trials, Euroah grew prouder and more resolute in his family's defense.

He rarely attended school, preferring to disappear into the bush to camp and hunt with his granddad's rifle — which Euroah stole and hid before his parents could pawn it. When he did attend, Euroah's likable irreverent attitude and physicality kept him popular among his high-school peers, and his rugged good looks brought him a string of partners and admirers.

Euroah's decision to join the Legions on his 18th birthday shocked many. The prevailing opinion was that he simply wasn't smart enough, but he didn't care what others thought. He'd planned this move for years and applied as soon as he was eligible. Euroah knew he wasn't smart enough for school but was certain of what he wanted from his future. He left his current boyfriend with a shrug and non-committal mumbled promise about coming back.

To everyone's surprise — including his own, if he was honest — Euroah exceeded the minimum

standard on his Legions application. Even more surprising, the mandatory latency test returned positive and Euroah was fast-tracked into the Psi Order.

The three months of basic training were hard — harder than Euroah had expected — but he endured it with typical resilience. He proved adept with a rifle, and resolute in pursuit of mission objectives. During his three months in advanced light infantry training, Euroah earned a reputation for amiable endurance. He loved the order and camaraderie the Legions brought to his life.

Euroah emerged from the Prometheus Chamber reveling in his newfound abilities and impatient to put them to use. He earned several periods of disciplinary action for going beyond his orders and pushing himself too hard and fast, until even *his* stamina flagged, causing dangerous errors of judgment. Despite this, Euroah's commanders still believed in his dedication to the Legions, and Euroah was smart enough to take his punishments and learn.

Although Euroah thought himself destined for the front lines, the Legions instead placed him into the Home Guard. Euroah accepted his orders but was disheartened as he expected to be deployed as a ceremonial guard or sentry. Legions Command had other plans for their charismatic, good-looking guardsman — the First Legion Media Unit. Instead of battling Aberrants among the colonies, Euroah's task was to stand in front of cameras and recite lines. He was to be the face of the Legions in engaging with an enemy sometimes more dangerous than any Aberrant — the media.

At first confused, then simply bemused, Euroah came to enjoy his role. People still told him what to do, only now he was risking the Legions' reputation — and that of General Larssen — instead of his life. On tour in Darwin, Euroah met Mazda Trigani. They dated, and before the year was out, he married the love of his life.

Euroah's elation was short-lived — The Legions needed him for a promotional tour. It was a whirlwind of glitz, photos, holovids, and interviews. Not just on Earth, either — Euroah posed on Luna, spoke to crowds on Mars, and shook hands with colonists in the asteroid belt. His crisp blue uniform, handsome face, and easygoing attitude won him fans everywhere.

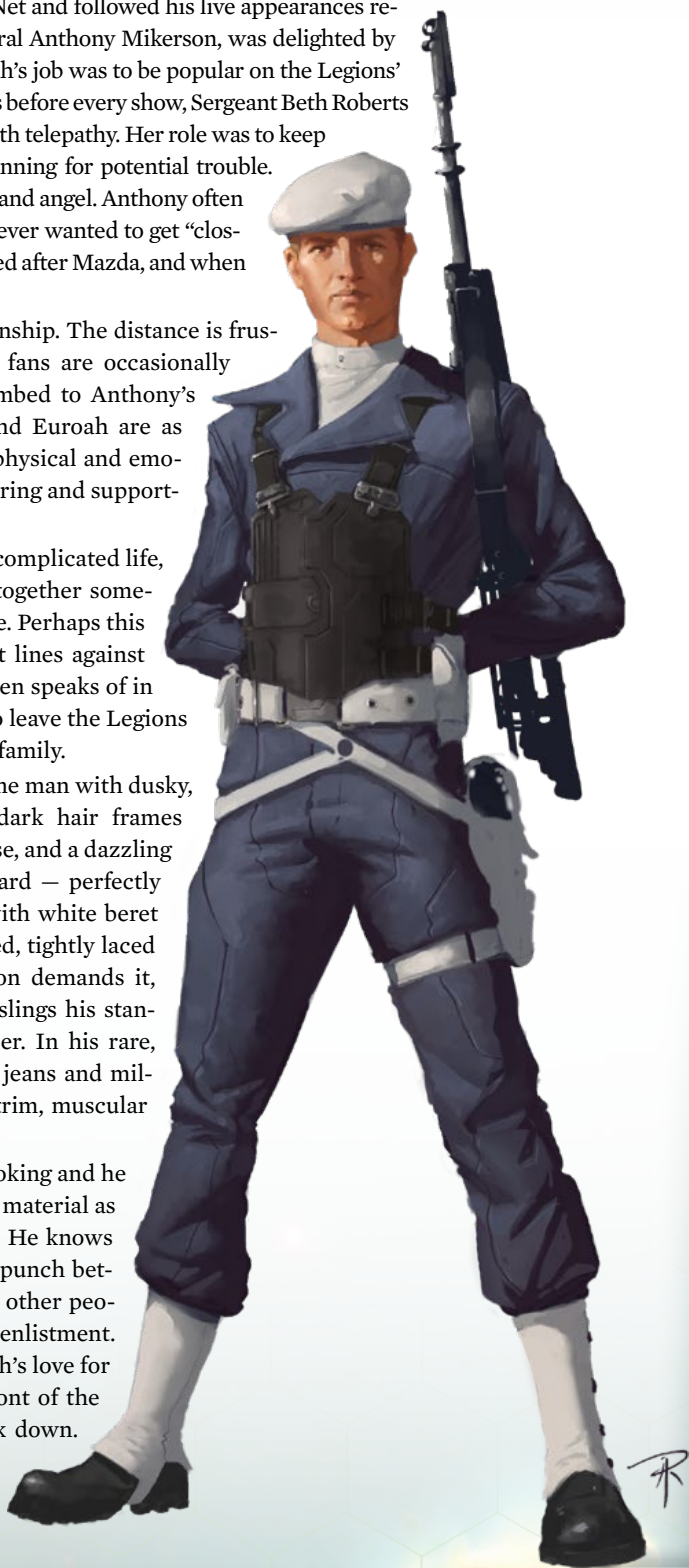
Groupies stalked “urWoah!” across OpNet and followed his live appearances religiously. His Media Unit publicist, Corporal Anthony Mikerson, was delighted by Euroah's growing fanbase. After all, Euroah's job was to be popular on the Legions' behalf. While Anthony warmed up the fans before every show, Sergeant Beth Roberts stood off camera to monitor the crowds with telepathy. Her role was to keep the crowd happy and receptive while scanning for potential trouble. Euroah joked they were his personal devil and angel. Anthony often joked about turning a blind eye if Euroah ever wanted to get “closer” to the fans. For her part, Beth often asked after Mazda, and when Euroah had last spoken with his husband.

Fame takes its toll on Euroah's relationship. The distance is frustrating, even with OpNet comms. The fans are occasionally tempting, though Euroah hasn't succumbed to Anthony's “joking” offer. Calls between Mazda and Euroah are as filled with anger and arguments about physical and emotional distance as often as they are nurturing and supportive between the pair.

Euroah has begun dreaming of a less-complicated life, where he and Mazda can live on base together somewhere — of being more than a pretty face. Perhaps this means making a difference on the front lines against the alien and Aberrant menace he so often speaks of in interviews, but perhaps Euroah wants to leave the Legions entirely and find a new direction for his family.

Description: Euroah is a tall, handsome man with dusky, chiseled features. His short-cropped dark hair frames sparkling brown eyes, a broad roman nose, and a dazzling smile. On duty he dresses in the standard — perfectly pressed — Home Guard blue fatigues with white beret and holstered pistol at his waist. Polished, tightly laced boots complete his look. If the occasion demands it, he wears his combat infantry vest and slings his standard-issue assault rifle over his shoulder. In his rare, off-duty periods he wears simple fitted jeans and military-themed t-shirts that show off his trim, muscular body.

Roleplaying Hints: Euroah is good looking and he knows it. He hams it up for promotional material as easily as shooting a 900-meter bullseye. He knows he's not the smartest, but he can take a punch better than anyone. Euroah's job is to keep other people safe — when it's not drumming up enlistment. The fame, the adoring public, and Euroah's love for Mazda get him through long days in front of the camera. Euroah doesn't give up or back down. He never gives an inch — even when that would be the smart choice.





Origin Path: Street Rat ●○○○○

Role Path: Combat Specialist ●○○○○

Society Path: The Legions ●○○○○

PS1 Order: The Legions

SKILLS

Integrity: ●●●○○

Larceny: ●○○○○

Medicine: ○○○○○

Persuasion: 00000

Pilot: 00000

Science: 00000

Survival: ●○○○○

Technology: ○○○○○

ATTRIBUTES

Presence ●●●●○○

Manipulation ●●○○○○

Composure ●●●●○○

INJURY CONDITIONS

■ Bruised	+1
-----------	----

☐ _____

■ Injured _____+2

Taken Out

Taken Out

Armor:

ΑΡΤΙΤΥΔΣ

Basic: Distant Touch, Nudge

Perikinesis ●●○○○ ○

000000 0

Proxy:

PSI & TOLERANCE

[illegible]

EDGES

Always Prepared	●○○○○
Fame	●●○○○
Fast Draw	●○○○○
Free Running	●○○○○
Hair Trigger Reflexes	●○○○○
Hardy	●○○○○
Legions Armory	●○○○○
Striking	●●○○○

SPECIALTIES / SKILL TRICKS

I Wasn't Aiming At You	

AUXILIARY MODES

	○○
	○○
	○○
	○○
	○○
	○○
	○○
	○○
	○○
	○○

PATH CONTACTS

Angela Black (Sydney gangland boss)	●○○○○
Beth Roberts (loyal squad mate)	●○○○○
Anthony Mikerson (Legion's publicist)	●○○○○
	○○○○○
	○○○○○

ASPIRATIONS

Look good on camera	
Remain faithful to Mazda	
See real combat	

GEAR

Gear	EN	FT

ARMOR

Armor	Base	Hard	Soft	FT
Standard Battle Dress	B, IR, SR	1	2	-

WEAPONS

Weapons	EN	Range	Damage	Type	Tags	FT
Voss 63 K Laser Carbine	2	Long		Ballistic	p.280	-
L-K Avenger Slug-Thrower Pistol	2	Short		Ballistic	p.280	-

BIOTECH

Augmentation	EN	Range	Damage	Type	Size	FT

KES LÁSKA

ELECTROKINETIC HEALER

Try not to be afraid. Fear only tells lies. Without fear you can know truth.

Kes' earliest memories are stockpiles of MREs, learning to filter water, and their father grumbling about how those damned psions would be like the Aberrants and destroy the world. Kes' father wasn't alone in his belief. Their family was one of five living together underground for survival in *la Blessure*. For all this, Kes was happy. They were genderfluid from a young age, and no-one questioned this. They played tag with their siblings and kids from the other families, hunted for food, and picked bouquets of herbs and healing flowers for their mom. The community survived year after year, waiting for the end.

As they grew older, Kes noticed the fear that polluted their home. Their parents were afraid, as were the others, but when Kes looked to the sky they marveled at the stars. The underground went from feeling like warm, safe burrows to more like trapping pits. Kes didn't want to leave their family, but they couldn't continue shivering in the dark, waiting for some unseen predator to strike, so they went out into the light.

The world beyond the community startled Kes. People grumbled over perceived scarcities and problems. They pushed through one another, arms tucked in, eyes pointed down. Kes was bewildered by the ignorance people had of the wonder around them. Kes' own ignorance of the world outside drew attention, but Doran Gard knew the signs and extended the hand of friendship to Kes. Doran had also left the community when Kes was a tiny child.

Doran taught Kes the ways of the outside world. The people outside didn't share all they had, they expected money in exchange for kindness. Kes needed to earn this money and offered their knowledge of plants and healing skills to others. Doran fostered Kes' knowledge, linking them with classes and study, and eventually introducing Kes to Evey London, a friend who operated an Æsculapian-sponsored clinic helping survivor communities in need. Kes was reluctant — Æsculapian meant psions — but they faced their fear and volunteered anyway. They were visibly relieved when Evey explained

the small clinic had no psionic staff and vitakinetics were so busy helping in places worse off than here that they rarely had time to visit.

Kes worked tirelessly for Evey's clinic, helping at crisis after crisis in the nascent farming communities trying to rework the poisoned land. Kes had willing hands, a strong back, and never turned down an opportunity to help and get hands-on experience. After careful encouragement from Evey, Kes accepted latency testing with a positive result. The result terrified Kes, who knew they were kind and generous and struggled to accept the aberrant evil inside them. Neither Doran nor Evey's careful arguments could persuade Kes to become a psion. Kes had knowledge and practice in healing; that was enough. They didn't need aberrant powers. The fear of a lifetime's indoctrination still warred with the truths Kes saw before them.

During one disaster-rescue mission, a mud slide smashed into Kes and a group of children, sweeping them away from everyone else. Though they were also injured, Kes bound the survivors' wounds, set bones, and made those beyond help as comfortable as possible. They tried to repair the communications gear and the smashed beacon but couldn't get more than a few random bursts of static. For the first time, Kes wondered if they could do more if they accepted psi.

As daylight faded and cold set in, Kes hunted food, built fires, and kept the children calm. One day stretched into several without rescue. Kes couldn't move the most wounded children — they had to use all their focus just to keep themselves going despite injuries — and refused to abandon them to fate. Kes kept working the technology, trying to get any response and growing more frustrated. Though Kes didn't yet know it, their attempts found success. Midway through the sixth night a young man — an electrokinetic — found them. His psi had caught the unusual bursts of EM radiation from Kes' repair attempts and tracked them to the group. So many people had been hurt and lost in the mudslides that

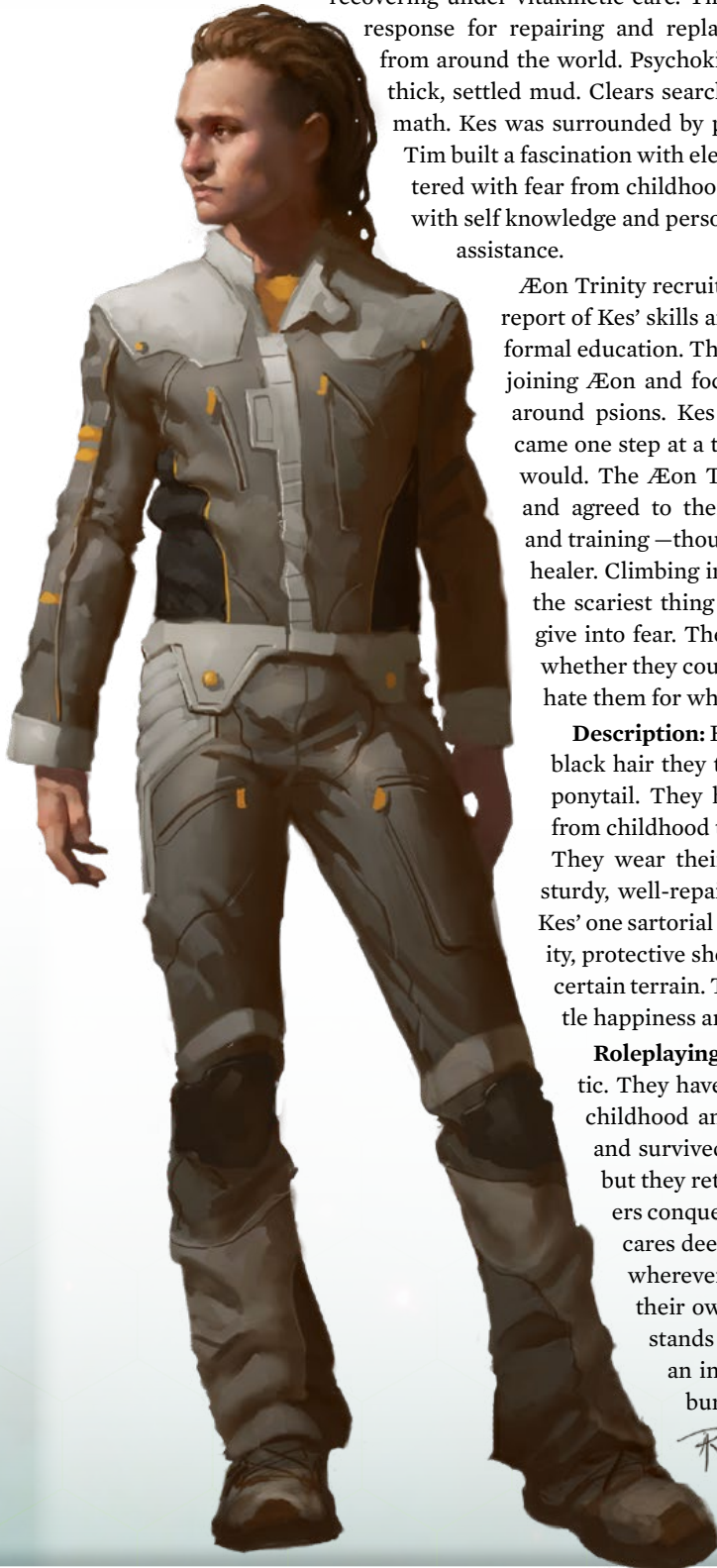
the clinic was overwhelmed. The survivors had thought Kes and the children killed. They'd called for emergency support and Æon had answered. The Æon Trinity response team — including several psions — was doing what it could despite arriving so late.

On returning to Doran's home, Kes mourned their lost colleagues. Evey was in critical condition but recovering under vitakinetic care. Tim — the young electrokinetic — led the response for repairing and replacing equipment, calling for donations from around the world. Psychokinetics cleared ruined buildings and the thick, settled mud. Clears searched for anyone still caught in the aftermath. Kes was surrounded by psions and they all *helped*. Talking with Tim built a fascination with electrokinesis. Though their heart still fluttered with fear from childhood indoctrinations, Kes confronted doubt with self knowledge and personal experience and asked Æon for more assistance.

Æon Trinity recruiters looked positively on the field team's report of Kes' skills and assistance and overlooked the lack of formal education. They discussed the training required when joining Æon and focused on Kes' deep-rooted nervousness around psions. Kes was determined, overcoming the fear came one step at a time. They hadn't eliminated it, but they would. The Æon Trinity was satisfied with Kes' response and agreed to their request for electrokinetic triggering and training — though Kes was determined to still work as a healer. Climbing into Orgotek's Prometheus Chamber was the scariest thing Kes had ever done but they refused to give into fear. The only lingering doubt Kes still had was whether they could ever go home, or if their family would hate them for what they'd become.

Description: Kes is a tall, nonbinary person with thick, black hair they typically wear in locs pulled back into a ponytail. They have dark green eyes and several scars from childhood that show pale against their copper skin. They wear their Æon uniform when appropriate and sturdy, well-repaired clothes when they can't. Shoes are Kes' one sartorial indulgence; they always wear high-quality, protective shoes that are good for long hikes over uncertain terrain. Their most common expressions are gentle happiness and focused interest.

Roleplaying hints: Kes is both practical and optimistic. They have encountered multiple horrors through childhood and disaster. They have faced their fears and survived. They know the universe isn't perfect, but they retain hope. They believe that helping others conquer fear will lead to peace and wonder. Kes cares deeply for people. They want to provide aid wherever and however they can, sometimes to their own detriment. Kes isn't naive and understands their limits, but if Kes' suffering will aid an innocent's survival, then Kes accepts this burden willingly.





PSI Order: None (Æon Trinity)

Society Path: Æon Trinity ●○○○○

Integrity:	● ○ ○ ○ ○
Larceny:	○ ○ ○ ○ ○
Medicine:	● ● ● ○ ○
Persuasion:	● ○ ○ ○ ○
Pilot:	○ ○ ○ ○ ○
Science:	● ○ ○ ○ ○
Survival:	● ● ○ ○ ○
Technology:	○ ○ ○ ○ ○

<input type="checkbox"/> Force	Intellect	●●●○○○	Might	●○○○○○	Presence	●●●○○○
<input type="checkbox"/> Finesse	Cunning	●●○○○○	Dexterity	●●○○○○	Manipulation	●●●○○○
<input checked="" type="checkbox"/> Resilience	Resolve	●●●●○○	Stamina	●●●●○○	Composure	●●●●○○

■ Bruised	+1
□ Bruised	+1
□	
□	
■ Injured	+2
■ Injured	+2
■ Maimed	+4

Experiences: _____

Electrokinesis	
Basic: Burst, Sense Spectrum	
Electromanipulation	●●○○○ ○
Photokinesis	●●○○○ ○
	○○○○○ ○
Proxy:	

[illegible]

EDGES

Always Prepared	●○○○○
Ambidextrous	●○○○○
Big Hearted	●○○○○
Breath Control	●○○○○
Direction Sense	●○○○○
Far Reaching Influence	●●○○○
Iron Will	●●○○○
Keen Sense (Sight)	●○○○○

SPECIALTIES / SKILL TRICKS

Quick Aid	

AUXILIARY MODES

	○○
	○○
	○○
	○○
	○○
	○○
	○○
	○○
	○○
	○○

PATH CONTACTS

Doran Gard (Survivor)	●○○○○
Evey London (Clinic provider)	●○○○○
Tim Lowder (Æon Trinity EK)	●○○○○
	○○○○○
	○○○○○

ASPIRATIONS

Make a colleague smile	
Practice a new medical technique	
Convince family that psions aren't evil	

GEAR

Gear	EN	FT
Wazukana PTK	+1	-
Stabilizers	-	-

ARMOR

Armor	Base B, IR	Hard	Soft	FT
Reinforced Clothing	B, IR	-	2	-

WEAPONS

Weapons	EN	Range	Damage	Type	Tags	FT

BIOTECH

Augmentation	EN	Range	Damage	Type	Size	FT

NAT CORLOW

THRILL-SEEKING TEST PILOT

One-hundred-eighty-seven miles per hour straight at the barricade and then bam! I'm on the other side of it — and the bike, too! Dangerous? Of course. That's why they ask me to do it.

Background: Speed. Nat Corlow lives for it and has very nearly died for it more often than he would admit. The only child of two rarely present but dotting corporate executives, Nat grew up finding his own entertainment.

In his teens, Nat fell in love with racing and extreme-sports sims. For his 15th birthday, Nat's parents gave him a hoverbike. Nat only took three weeks to wrap it around a streetlight and break both his arms. His parents brought him a second bike for his 16th birthday.

Nat earned a reputation for daredevil stunts and endless fines. His first-class citizenship and parents' wealth and status ensured the only consequences Nat ever suffered were light chastisement and subsequent bragging rights among his friends. His parents were still too busy to do more than gently criticize and continue paying the bills to prove their love. Their greatest shock came when Nat dropped out of school before graduation to take up racing full time. The arguments lasted for weeks but he refused to budge. The next three years were a blur of racing, drugs, sex, blood, and broken bones.

Nat's luck held out. He earned some scars — physical and mental — and survived long enough to win a few

major races. His concerned parents used their influence to convince Orgotek to come see his abilities firsthand. Orgotek talent scout Ashwin Tulloh watched Nat come from behind to win the FSA Northeast District Freedom Cup through sheer determination and lack of fear. Tulloh knew precisely where Nat would best serve Orgotek's needs and offered Nat a job before the young man made it back to the locker rooms.

At Orgotek, Nat signed several nondisclosure agreements and joined the cutting-edge research division as a test pilot. Fast cars, aircraft, spacecraft, everything destined for the neutral market was his to push to their limits. Nat still wanted more and eagerly took advantage of the Orgotek latency testing facilities. Orgotek was thrilled as Nat's latency test showed predilection towards teleportation. Alex Cassel personally congratulated Nat on his results, then offered to arrange a deal with Proxy Atwan Bolade for Upeo wa Macho to trigger Nat as a teleporter.

Nat didn't need convincing. Nothing was faster than teleportation! He thanked Alex with an ear-to-ear grin and a promise to make him proud. After two weeks off world with the Upeo wa Macho, Nat returned to Orgotek ready to get to work.

ORGOSOFT VEHICLE LOCATION STROBE —VLS

The Vehicle Location Strobe is a tight-fitting, multi-point harness, like a parachutist rig but with additional straps and clasps running down the legs and arms and wrapping around feet and hands. Once formatted, the user can take the controls of any vehicle and attune its resonance with his own by taking one round and committing one Psi Point per Size Scale of the vehicle. No other actions are possible while the user is attuning the vehicle and he must start again if interrupted. Thereafter, until the character relinquishes the controls, he can apply his Translocation Mode powers to the moving vehicle as if it were his own body, maintaining the vehicle's momentum as it jumps. This requires overcoming a Complication equal to the vehicle's Size — failure to buy off the Complication most often results in the pilot completing the teleport without the vehicle yet still moving at the vehicle's speed, but other equally dangerous outcomes are possible.

Tech: Ψ , **Size:** 0, **Tolerance:** • • • **Cost:** Not commercially available

Nat was amazed at how formatted biotechnology outpaced hardtech in responsiveness and speed. As he mastered control of his teleportation, Orgosoft Labs increased his security clearance to let him test classified advanced biotech as well. Nat's Orgotek mentor, Adam Wong, keeps Nat busy on test piloting new vehicles and recently recommended Nat for Orgotek's new VLS, or the "vales" as Nat calls it. Though every item remains a commercial secret until release, Nat has much leeway in his testing conditions and regularly keeps items far longer than necessary. Adam frequently reminds Nat of Orgotek's generosity in giving such latitude.

Nat's chief rival for Orgotek's top test pilot spot is Winona Soto. The two are fiercely competitive in the field but fast friends off duty. Winona is jealous of Nat's VLS but as an electrokinetic she can't use it. In turn, Nat is equally envious of the tech Winona gets to play with. Their races push the limits of the people and technology involved. Some in the company wonder how long it will be until someone is killed but for now the naysayers keep quiet and collect data.

Description: Nat is a lanky young man with umber skin, cheerful dark-brown eyes, and an easy smile beneath his broad nose. His face displays a few scars from various accidents, which he tries to hide beneath an artfully cropped beard. He tends his short mop of hair to look dashing when not hidden beneath his helmet, and often dyes it riotous neon colors. The latest fashions adorn his body when he's out partying, but he is most comfortable in his racing armor.

Roleplaying Hints: Nat must win. When he wins, he is generous and loud. When Nat loses, he is prone to brooding until he regains his composure. Nat isn't unkind but tends to think more of his favorite tech du jour than the people around him. Away from gadgets, Nat is the life of the party and eager to show everyone a good time. Nat's smart and knows it, yet fundamentally he's too impatient — and lazy — to think before acting. When he gets into trouble, Nat relies on money, favors, and family to bail him out; it's always worked before so why change now?





Origin Path: Life of Privilege ●○○○○

Role Path: Pilot ●○○○○

Society Path: Orgotek ●○○○○

SKILLS

Integrity: ●○○○○

Larceny: 00000

Medicine: ○○○○○

Persuasion: ●●●○○

Pilot: ●●●●○

Science: 00000

Survival: ○○○○○○

Technology: ●●●○○

ATTRIBUTES

Presence ●●●○○○

Manipulation ●●●●○○

Composure ●●○○○○

INJURY CONDITIONS

Teleportation

Basic: Spatial Sense, Spatial Integrity

Translocation ●●●○○○

Transmission ●○○○○○ ○

_____ ●○○○○○ ○○○○○○

Proxy:

Proxy: _____

RFI & RFI FRANCE

ΑΡΤΙΤΥΔΣ

PS1 ● ● ● ○ ○ ○ ○

[illegible]

EDGES

Artifact (VLS)	●○○○○
Bioware Access	●●○○○
Direction Sense	●○○○○
Hair Trigger Reflexes	●○○○○
Increased Tolerance	●●○○○
Patron	●●○○○
Wealth	●○○○○
	○○○○○

SPECIALTIES / SKILL TRICKS

Fighter Pilot	

AUXILIARY MODES

	○○
	○○
	○○
	○○
	○○
	○○
	○○
	○○
	○○
	○○

PATH CONTACTS

Anderson Corlow (Influential father)	●○○○○
Winona Sota (friendly rival)	●○○○○
Adam Wong (Orgosoft mentor)	●○○○○
	○○○○○
	○○○○○

ASPIRATIONS

Be the first	
Use new tech	
Find his own path in life	

GEAR

Gear	EN	FT
Kestrel ek-990 racing hoverbike		
VLS		

ARMOR

Armor	Base	Hard	Soft	FT
Improved Reinforced Clothing	B, IR, SR	1	2	-

WEAPONS

Weapons	EN	Range	Damage	Type	Tags	FT

BIOTECH

Augmentation	EN	Range	Damage	Type	Size	FT
Interface Augmentation Device	+1 Psi	-	-	-	Tiny	3

RUARC NVALLEN

PERFECTION-SEEKING DETECTIVE

If I didn't intend to excel, I wouldn't have bothered trying.

Background: Ruarc grew up with loving parents who tried to hide their financial struggles while giving him every opportunity he wanted. Ruarc was a keen observer from a young age and saw the sacrifices his parents made. He realized he couldn't keep relying on them to achieve his dreams. He had to be the best, succeed on his own merits, deserve everything he earned, and ensure nothing stood in his way.

To be the best, Ruarc ate purely for sustenance and denied his need for sleep in favor of studying a little longer and working a little harder. High school taught Ruarc to despise how the limitations of physical flesh could impair his mind. In college, Ruarc pushed even harder. He threw himself into his studies, slept little, and worked until he nearly collapsed. Despite his keen intelligence and prodigious knowledge, Ruarc couldn't see the damage he inflicted on himself. One of Ruarc's professors, Mariah Lamb, saw the dangers threatening Ruarc's talents. As a former detective, Lamb challenged Ruarc with samples of her cold cases and encouraged his thirst to find solutions and know more. She withheld new cases in exchange for proof of balanced nutrition and sufficient sleep. Though he may never admit it, Ruarc believes he owes Professor Lamb much — possibly even his life — and keeps her apprised of his wellbeing and seeks her insight on his work.

Throughout his life, Ruarc possessed insight into people, places, and belongings but rarely himself. He sometimes caught glimpses of people when he touched items or impressions of previous occupants when he walked into rooms. The images were always brief and unclear and Ruarc considered them a distraction from his focus. In college, Ruarc realized his peers had already visited Æsculapian clinics and other Psi Order facilities for latency testing as high-school teens. This was yet another rite of passage Ruarc had skipped but that Professor Lamb's influence was helping him catch up on. Excited by the prospect of a new field in which to excel, but scared at the chance of failure, Ruarc eventually went to a nearby clinic.

The testing revealed Ruarc as a latent with a proclivity toward clairsentience. The Æsculapian clinic provided

him material for joining the Order but Ruarc had little interest in medicine — though he knew he would excel in it. He decided to complete his studies before applying to any of the Psi Orders, as then it would be on his terms. Secretly, Ruarc tried to push his latent psionic power to unlock his potential through his own will and was infuriated by his inability to do so.

Unbeknownst to Ruarc, the Norça were aware of his work and focus as they maintained an interest in Professor Lamb. When they learned of his psionic potential, an agent of the *Centinelas de la Noche* monitored Ruarc to determine his suitability for Norça. The agent approached Ruarc on completing his degree. Instead of focusing on the romantic narrative fueling much of Norça, the agent emphasized the need for excellence, the exclusive membership, and the desire to surpass limits. Ruarc had dismissed Norça as a viable path but this pitch appealed to his drive and values. The agent also talked through the utility and physical mastery of Biokinesis, and how Ruarc didn't need clairsentience to be brilliant. Seduced by the Norça agent's skilled arguments, Ruarc agreed to begin on the path to entering the Biokinetic Prometheus Chamber.

Ruarc grew agitated within months of becoming a biokinetic. Many of his peers embraced the Norça romanticism that his recruiter and subsequent interviewers had downplayed. The emphasis on community irritated Ruarc. While his knowledge of human psychology and criminal science proved useful, he yearned for different challenges that were his own to pursue. His biokinetic abilities improved but he felt like his mind was stagnating. His growing discontent cast a negative pall over experience and each attempt to deepen his connections within the organization only alienated him further. Ruarc came to view his recruitment with suspicion, believing the Norça had manipulated him more than they had. Ruarc left the Norça at the age of 21, after only two years within the Psi Order. He called upon Professor Lamb's connections and the cold cases he'd solved in college to establish himself as a full-time paid police consultant specializing in the most difficult cases.

As focused as ever, Ruarc made few friends, as people

were a distraction from the work. Jerel Bines, a reporter, was an unusual exception. The relentlessly gregarious Jerel latched onto Ruarc. He roused Ruarc's competitive side, until every interaction — from getting across town to cracking a difficult case — became a race between them. Where Ruarc leaned on his mental agility and raw intellect, Jerel relied on lateral thinking and his myriad connections.

One day, Jerel handed Ruarc a cheap metal bracelet from one of his sources. Ruarc examined the bracelet as Jerel shared the story of an abduction and his source's fear of the police. Ruarc felt empathy through Jerel's storytelling and focused on how he could crack this case. In a sudden burst of psi, he knew the bracelet's owner, could feel her fear as someone too warm and too strong grabbed her wrist. Ruarc felt the strain and crack as the bracelet snapped and she ran. This vision was clearer than any he'd ever had before, and the first since stepping into the Biokinesis chamber.

Solving the bracelet case took a month and nearly cost Ruarc his life. He pushed his body through every biokinetic trick he knew and drew on his secondary clairsentient gifts to keep driving at the human smuggling ring despite the opposition they threw at him. The corruption even reached deep within the police force for which Ruarc consulted. Ultimately, Ruarc broke the ring and 20 police went to jail before he quit in disgust.

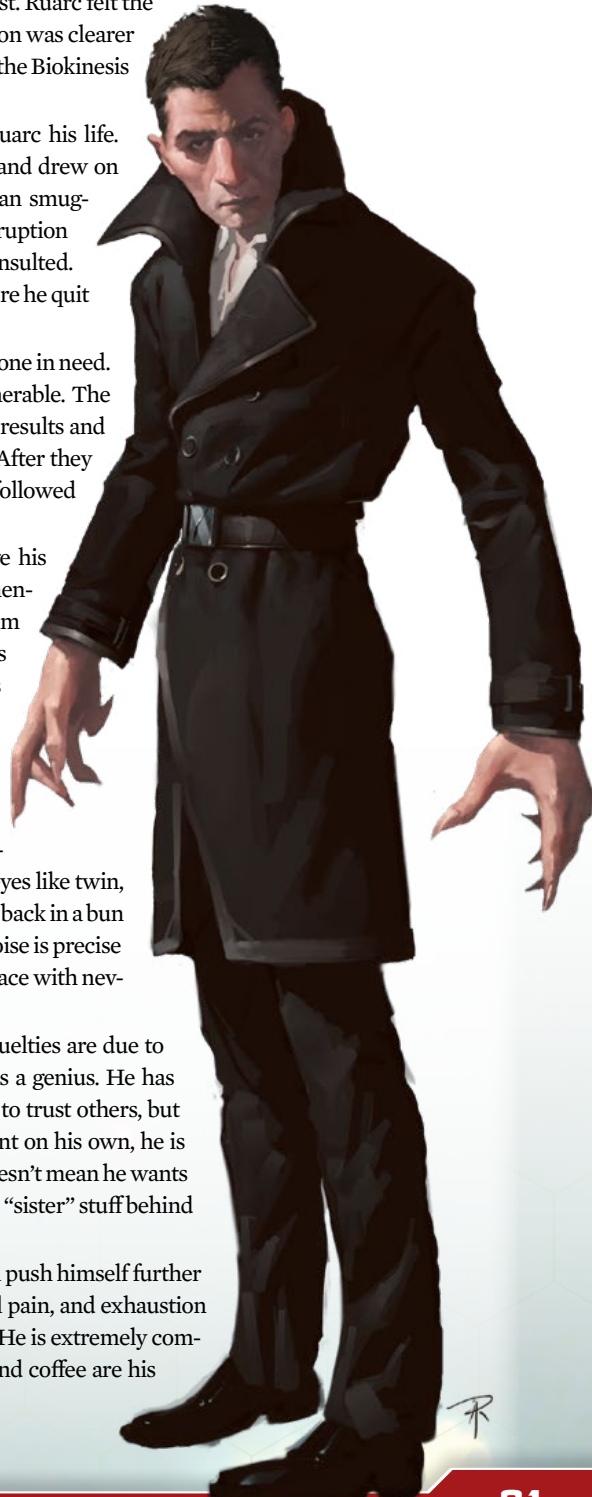
He's been freelancing ever since, offering his services to anyone in need. He untangles schemes, locates the lost, and protects the vulnerable. The Æon Trinity became interested in Ruarc's dedication and his results and began hiring him for various missions on Earth and in space. After they did, other organizations — including various Psi Orders — followed suit.

The jobs for the Æon Trinity thrill Ruarc. They challenge his mind more than any of his prior police work. He thrives on mental stimulation. With age, experience, and distance, part of him wonders if he was too quick to leave Norça and he sometimes considers reconnecting with the Psi Order. Whenever he goes too long between jobs, Ruarc reaches out to Eilon Mirakashi, his contact at Æon. She always knows where to find more work.

Description: Ruarc is a short man with translucent skin as pale as milk. Muscles and bone strain against his skin with little protective fat. Dark circles hang beneath his equally dark eyes like twin, perpetual eclipses. He wears his dark brown hair either pulled back in a bun or chopped messily short by his own sharpened fingers. His poise is precise and still, but he's like an ice-covered river — frozen on the surface with never-ending movement underneath.

Roleplaying Hints: Ruarc is a brusque man whose rare cruelties are due to distraction rather than a sense of superiority. He knows he is a genius. He has nothing to prove but can never rest on his laurels. He is slow to trust others, but once he does, he is a fierce friend and protector. While content on his own, he is too pragmatic to be a loner. Teams are more efficient — that doesn't mean he wants the team to be his family, though. He left all that “brother” and “sister” stuff behind in Norça.

Ruarc's physical needs frustrate him. As a biokinetic, he can push himself further than anyone else. He'd rather deny his thirst, hunger, physical pain, and exhaustion in favor of whatever puzzle or goal has snagged his attention. He is extremely competitive and driven to be the best in all he does. The OpNet and coffee are his drugs of choice.



TRINITY CONTINUUM:

AEON

Name: Ruarc Nuallen

Player: _____

Concept: Biokinetic Genius

PSI Order: None (formerly Norça)

Origin Path: Suburbia ●○○○○

Role Path: Detective ●○○○○

Society Path: Freelance Psion ●○○○○

SKILLS

Aim: ●●○○○

Athletics: ○○○○○

Close Combat: ●●○○○

Command: ○○○○○

Culture: ○○○○○

Empathy: ●○○○○

Enigmas: ●●●○○

Humanities: ●○○○○

Integrity: ●●○○○

Larceny: ○○○○○

Medicine: ○○○○○

Persuasion: ●○○○○

Pilot: ○○○○○

Science: ●○○○○

Survival: ●●○○○

Technology: ○○○○○

ATTRIBUTES

■ Force Intellect ●●●●○

□ Finesse Cunning ●●●○○○

□ Resilience Resolve ●●○○○○

Might ●●●●○○

Dexterity ●●○○○○

Stamina ●●○○○○

Presence ●●●○○○

Manipulation ●●○○○○

Composure ●●●○○○

INJURY CONDITIONS

■ Bruised _____ +1

□ Bruised _____ +1

□ _____

□ _____

■ Injured _____ +2

□ Injured _____ +2

■ Maimed _____ +4

Taken Out

Defense = Appropriate Resilience Attribute

Armor: _____

Experiences: _____

APTITUDE

Biokinesis _____

Basic: Biosense, Form Mastery _____

Psychomorphing ●○○○○○ ○

Transmogrify ●●○○○○ ○

○○○○○○ ○

Proxy: _____

PSI & TOLERANCE

PSI _____ ● ● ○ ○ ○ ○ ○ ○

Tolerance □ □ □ □ □ □ □ □ □ □

EDGES

Adrenaline Spike	●●○○○
Always Prepared	●○○○○
Covert	●○○○○
Library	●●○○○
Photographic Memory	●●●○○
Weak Spots	●○○○○
	○○○○○
	○○○○○

SPECIALTIES / SKILL TRICKS

Connecting the Dots	

AUXILIARY MODES

Psychometry (Clairsentience)	●○
	○○
	○○
	○○
	○○
	○○
	○○
	○○
	○○
	○○

PATH CONTACTS

Professor Mariah Lamb (mentor)	●○○○○
Jerel Bines (friendly reporter)	●○○○○
Eilon Mirakashi (Æon contact)	●○○○○
	○○○○○
	○○○○○

ASPIRATIONS

Enjoy eating something	
Solve an interesting puzzle	
Reconcile with Norça	

GEAR

Gear	EN	FT

ARMOR

Armor	Base	Hard	Soft	FT

WEAPONS

Weapons	EN	Range	Damage	Type	Tags	FT
Orgotek Electric Eel Taser Pistol	1	Short		Electrical	p.280	1

BIOTECH

Augmentation	EN	Range	Damage	Type	Size	FT

LIU ZHENYI

CHAMELEONIC DOUBLE AGENT

Are the rumors true? Tell me everything.

Born on Luna, Zhenyi spent her life traveling among Chinese military bases and bouncing between her estranged parents. The party they threw after arranging Zhenyi's latency testing — and her positive result — was the only memory she has of her parents in the same room and not arguing. While her parents couldn't stand each other, she was their one sliver of common ground. Zhenyi was to be their masterpiece: the perfect telepathic spy. Not content to merely wait until she was old enough to enter the Prometheus Chamber, Zhenyi's parents would ensure she was ready when the time came.

From her father, a diplomat assigned to the UN, Zhenyi learned to fit into any situation. She remembers training on a muddy obstacle course when she was a teenager before he whisked her away to a formal event and told her to charm the guests. Caked in mud, her hair a fright, Zhenyi slipped into a self-deprecating smile and worked her way through the room. From her mother, a member of China's Cabinet of War, Zhenyi learned discipline and body control. She programmed their home's floor so that if Zhenyi stepped on the same place twice or stood for more than a moment in any one place, she would receive a painful shock. The program sometimes reset at the end of the day, or on completion of an assigned task. Once it ran for a full month, forcing Zhenyi to memorize the floor and her steps, rationing her movements to get wherever she needed.

The one point of relief in Zhenyi's young life before she escaped her parents' expectations was Zhou Yifei, a friend she'd met in fourth grade on Luna during one of her father's custodial periods. Unlike every other friend Zhenyi made, Yifei kept in touch no matter how often or where Zhenyi moved. Zhenyi's parents were not pleased by the distraction Yifei posed but Yifei's natural talent with computers and cryptography, combined with Zhenyi's deception and control skills, made it impossible for her parents to eliminate the friendship. Yifei circumvented Zhenyi's restricted OpNet access and Zhenyi arranged dead drops and couriers to pass messages when computers weren't available. The two girls gossiped about their lives and

debated the truth of interesting rumors. Yifei always hacked for answers; Zhenyi talked to people. Each piece of gossip was a chance to live vicariously.

The only time the two friends lost touch was when Zhenyi slipped her parents' restrictive and abusive control. Zhenyi had accompanied her mother on an official visit to Australia. She was supposed to board at the spaceport in Sydney to visit her father on Luna; instead, she disappeared into Australia. Knowing her parents would find her if she touched her accounts, Zhenyi put their lessons to use. She scammed her way into shelters, restricted areas, and thrilling parties, ever the social chameleon. A precise gymnast, she slipped noiselessly through windows and lifted incriminating letters, interesting documents, and beautiful jewels.

As skilled as Zhenyi was, Detective Lena Cuthbert's experience in a career longer than Zhenyi's life made her better. Cuthbert caught Zhenyi but something urged her to make use of the talented young rogue. The two made a deal. Each time Lena caught Zhenyi, Zhenyi owed Lena information or a job in payment for her freedom. The relationship started as business but became a mentorship as Lena nurtured Zhenyi's development with support and encouragement, rather than punishment for failure.

While on a job for Lena, strange graffiti caught Zhenyi's attention. When she tracked down the artist, he explained he'd received the design and payment from an anonymous online persona. Zhenyi remembered how to crack the old code and gained an OpNet contact address for her efforts. She had found Yifei as Yifei had searched for Zhenyi.

Reconnected, the two met again in person for the first time since fourth grade. Yifei admitted she'd joined the Ministry of Noetic Affairs. The Ministry wanted Zhenyi; they wanted a mole in the Æon Trinity. The offer had her parents' fingerprints all over it. To her credit, Yifei didn't deny it.

Zhenyi refused. Her parents had taken the one thing that was hers, had used the forbidden friendship to find her. Yifei didn't push, but as the women

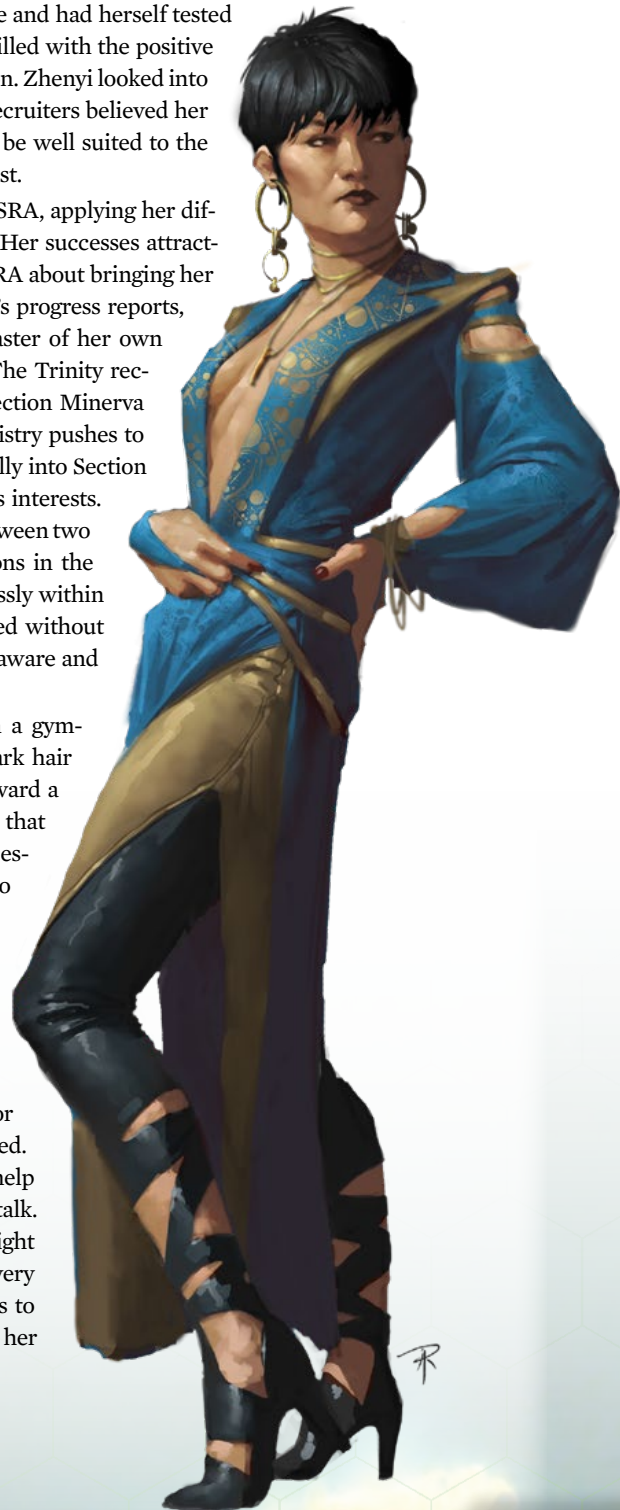
reconnected the idea became more attractive to Zhenyi. She had avoided triggering her latency so her parents couldn't find her. Here, she had a chance to explore an undiscovered aspect of her potential. Eventually, at one of their semi-regular get togethers, Zhenyi accepted Yifei's offer. Her one condition was that her parents could never know. Yifei agreed; Zhenyi didn't believe her.

Zhenyi organized her affairs and waited for Yifei to provide instructions. For the deception to work, her association with the Ministry had to be incidental. For six months, Zhenyi worked with Lena on altruistic cases. She spoke of wanting more and had herself tested for latency, already knowing the outcome. Lena was thrilled with the positive result and suggested one of the Psi Orders or perhaps Æon. Zhenyi looked into her options and decided to approach ISRA. The ISRA recruiters believed her sincerity and recognized a spark within her that would be well suited to the Telepathy Aptitude. The Ministry agreed to ISRA's request.

Since her training, Zhenyi has worked diligently for ISRA, applying her different skills to problems ill-suited to the clears' talents. Her successes attracted the attention of the Æon Trinity who approached ISRA about bringing her in on secondment. The Ministry is delighted by Zhenyi's progress reports, but not as pleased as Æon itself. Determined to be master of her own destiny, Zhenyi reached out to Æon after Yifei's offer. The Trinity recognized Zhenyi's skills and secretly brought her into Section Minerva after confirming her dedication and character. The Ministry pushes to guide Zhenyi deeper into Æon's inner circles — potentially into Section Minerva itself. In turn, Zhenyi reports on the Ministry's interests. Zhenyi walks an incredibly fine line as a double agent between two of the most effective information-gathering organizations in the history of the world, all while officially working blamelessly within a third. Some days Zhenyi wonders how she's succeeded without "the old man" knowing. Other days she wonders if he's aware and playing a deeper game.

Description: Zhenyi is a lean Chinese woman with a gymnast's compact, well-defined muscles. She wears her dark hair in a messy pixie cut and her mouth constantly pulls toward a mischievous smile. Zhenyi has an easily forgettable face that she accentuates through ostentatious or noteworthy accessories. The people with whom Zhenyi interacts tend to remember the personas more than the woman. Once the hideous necklace, garish glasses, or distinctive hooped earrings disappear, they'd struggle to recognize the young woman beneath it all. Only those who know her well or know to look beyond tend to notice her at all.

Roleplaying Hints: Zhenyi is friendly, but guarded, by nature. She isn't the silent shadow her mother wanted, nor is she the superficially charming woman her father desired. Zhenyi engages people with genuine interest but can't help but use her calculating manipulation to make others talk. Zhenyi knows herself. She enjoys finding ways out of tight spots, and she always has a plan. Personal autonomy is very important to her. She will always fight for others' rights to determine their own lives as she tries to subvert the plan her parents designed for her since birth.





Origin Path: Military Brat ●○○○○

Role Path: The Sneak ●○○○○

Society Path: The Ministry ●○○○○

SKILLS

Integrity: ●●●○○

Larceny: ●●○○○

Medicine: ○○○○○

Persuasion: ●○○○○

Pilot: ○○○○○

Science: 00000

Survival: ○○○○○

Technology: ○○○○○

ATTRIBUTES

Presence ●○○○○○

Manipulation ●●●●○○

Composure ●●●○○○

INJURY CONDITIONS

Telenathy

Basic: Mindscan Mindspeak

Basic: Miniscap, Minispeak

Mindshare

Basic: Mindshare, Mindspeak

Mindshare ●●○○○○○

Windshare	●●●○○○ ○
Psychbending	●○○○○○ ○

T syenbending	●○○○○○ ○
Report	●○○○○○ ○

Rapport ●○○○○○ ○
 Proxy:

Rapport ●○○○○○ ○
 Proxy:

PS1 ● ● ○ ○ ○ ○ ○

Tolerance ☐ ☐ ☒ ☐ ☐ ☐ ☐ ☐ ☐

[illegible]

ΑΡΤΙΤΥΔΣ

Basic: Mindscan, Mindspeak

Mindshare

Psychbending	●○○○○○ ○
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Proyeksi	●○○○○○ ○
Rapport	●○○○○○ ○

Proxys:

PSI & TOLERANCE

PS1 ● ● ○ ○ ○ ○ ○

[illegible]

EDGES

Covert	●●○○○
Iron Will	●●○○○
Photographic Memory	●○○○○
Precise Martial Arts (Knives)	●○○○○
Skilled Liar	●●○○○
Subtle Influence	●●○○○
	○○○○○
	○○○○○

SPECIALTIES / SKILL TRICKS

Poker Face	

AUXILIARY MODES

	○○
	○○
	○○
	○○
	○○
	○○
	○○
	○○
	○○
	○○

PATH CONTACTS

Zhou Yifei (Steadfast friend)	●○○○○
Lena Cuthbert (Police insider)	●○○○○
Khamisi Amiri (Secret Aeon contact)	●○○○○
	○○○○○
	○○○○○

ASPIRATIONS

Learn a secret from a teammate	
Connect with Yifei	
Destroy her parents without destroying herself	

GEAR

Gear	EN	FT

ARMOR

Armor	Base	Hard	Soft	FT

WEAPONS

Weapons	EN	Range	Damage	Type	Tags	FT
Enamel Knives	1	-		Edged	p.282	-

BIOTECH

Augmentation	EN	Range	Damage	Type	Size	FT

THE ROADS NOT TAKEN

The **Trinity Continuum** weaves through multiple timelines and possibilities, and the characters presented here are no exception. The challenges each character faced and the decisions they made shaped the paths upon which their lives progressed. Here, each character has two alternative versions of how they may have grown, with different wants and needs, skills, and abilities. Using any of these alternatives is as simple as taking their character sheet from the previous section and applying the changes specified below.

CHARYS AWAPUNI — ÆSCULAPIAN RESPONDER

The Æsculapian life appealed to Charys more than she thought it would. Being directly involved with helping people in need instead of researching from arm's length helps her accept more of the things she can't control. This is reinforced by ongoing mental-health care and therapy provided by her Æsculapian peers. In time, Charys gains patience and better self-control and learns to mitigate her stubbornness — to a point. Beneath the anger, Charys discovers great empathy with the suffering of others and joins an Æsculapian fast responder team, sent to trouble zones throughout human space. Although she has only basic EMT training, her personal and psi abilities make her valuable as a defender and trailblazer. Charys applies her scientific and technical skills towards understanding bizarre new pathogens and keeping equipment and personnel operating in extreme conditions.

For this version, change Psi Order to Æsculapian, remove one dot of Algeis and add a dot of Iatrosis. Swap Adrenaline Spike for Far-reaching Influence. Move one dot from Resolve to Composure thanks to Charys' increased self-awareness. Replace Sheridan Thornton with Dr. Kamal Arlotti, Charys' influential team leader responsible for relief-effort coordination.

CHARYS AWAPUNI — ANGRY PSYCHOKINETIC

With her anger boiling over, Charys is unable to accept a hands-off research position and needs to take the fight to someone. She applies to join the Legions, easily passing the physical aptitude tests but borderline meeting the psychological

requirements. Charys passes basic training through sheer determination, struggling to master her argumentative nature but channeling the frustration of receiving orders into pushing herself even harder. By graduation, she's a perfect member of her unit, responding to commands without hesitation or question. She retains her antipathy towards Aberrants — indeed, the Legions encourage it. Charys' joins the Seventh Legion Firebirds to head to the stars and fight humanity's foes wherever they hide. Her smarts, survival skills, and genetic adaptations make her a valuable asset in guerilla warfare against Aberrant forces.

In this version, Charys changes her Psi Order to The Legions and her Aptitude to Psychokinesis. Her focus on hurting the enemy channels through the more damaging aspects of the Aptitude, taking four dots in Thermokinesis and gaining psionic dysfunction. Basic training gives Charys one dot each in Aim, Close Combat, and Command, removing one dot from the Science, Humanities, and Persuasion Skills in turn. Change the Far-Reaching Influence Edge with the Legion Armory and Always Prepared Edges, and Charys' Favored Mode becomes Thermokinesis. Move one dot from Resolve to Might from her combat training. Replace Sheridan Thornton with Major Kirsty Allen, the loyal — if demanding — commander of Charys' unit, the “Kurdaitcha Mob.”

EUROAH RIDGESON — OFFICER TRAINING

Euroah's charisma and dedication to his troops makes him a perfect candidate for officer school. His loyalty to the soldiers under his command wins accolades from the troops — and sometimes reprimands from his superiors who doubt his ability to make the tough calls combat requires. Euroah listens to their criticisms and learns what he can from each lesson — though sometimes what he learns is that he doesn't want to be like the person offering the advice. Euroah commands a Fourth Legion strike team where he believes he's making a real difference. He remains single, unwilling to make a commitment to anyone but the Legions due to the deadly risks he faces.

In this role, remove one dot each from Aim and Close Combat, and two dots from Athletics, adding

one dot each into Command, Empathy, Humanities, and Persuasion. Euroah's skill trick becomes Integrity's Strength of Conviction. He loses his Fame Edge, gaining Small Unit Tactics. Instead of simply being a squad mate, Beth Roberts is a fellow Legions officer and a dangerous friend.

EUROAH RIDGESON — CROWD CONTROL

The Legions enjoy immense popularity as humanity's protectors, yet detractors exist, and positive propaganda is still a useful tool. In this alternative, Euroah asked the Legions if he could be a Telepath. The Home Guard propaganda unit concealed him in the shadow of their star, Private First Class Beth Roberts. Nominally, Euroah was just another part of Beth's security retinue, however his telepathy had subtler uses. While Beth dazzled the crowd, Euroah read their moods, quelling budding negative feelings and boosting the positive ones. Euroah's powers enhanced Beth's demonstrations while he kept out of the spotlight. Euroah is happily married to Mazda without fame's glamor confusing matters, though he sometimes wonders what it would be like to be the star of the show.

In this version, change Euroah's Aptitude to Telepathy with two dots in Rapport and one dot each in Mindshare and Psychbending. Remove one dot each from Dexterity and Stamina — losing a Bruised Health level in the process — and add one to Resolve and Intelligence, as Euroah's training now encourages willpower, subtlety, and forethought over physical prowess. Euroah also loses the Fame Edge, replacing it with two dots in Iron Will.

KES LÁSKA — WARY VITAKINETIC

Kes never intended to leave home, instead focusing on the ongoing survival of the colony. Natural disaster ripped through the community, killing many. The Æsculapian Order descended on the community to assist despite the colony's resistance. Kes banded together with Bellweather Gorsky, their sometimes lover, to watch the interlopers and prepare for betrayal. Evey London led the Æsculapians, working with Kes as liaison between community and the Order. Kes' naturally friendly disposition bridged differences of understanding between the two worlds. Being tested for latency wasn't Kes' wisest decision, but drunk from despair at burying so many of their own, Kes needed what felt at the time a self-destructive catharsis.

The test wasn't supposed to be positive. Kes wanted to deny and hide, but Bellweather persuaded them otherwise. For the community to survive a psion apocalypse, perhaps they needed one on their side. Kes reluctantly agreed and departed with the Æsculapians. After a year of training and delaying, Kes entered the Order's Prometheus Chamber. Kes barely trusts their fellow psions, still convinced that power will corrupt though they've seen no signs of it. The Æsculapian Order is aware of Kes' tension and introduced the young vitakinetic to therapist Dr. Valery Stag. With Stag's help, Kes is slowly overcoming their fear.

Change Kes' Psi Order to the Æsculapian Order and their Aptitude to vitakinesis with three dots in Iatrosis and one in Augendis. Remove the Far Reaching Influence Edge in exchange for Rapid Response Protocols and Danger Sense. Kes' Path contacts are Bellweather Gorsky, Evey London, and Dr. Valery Stag.

KES LÁSKA — FRIENDLY BIOKINETIC

Kes' parents chanced the outside world and left the community with a teenaged Kes. Kes' intelligence, humor, and empathy helped them quickly forge friendships despite their unusual upbringing. Kes' friends tested for latency as a group, with the mix of excitement and jealousy over those who were and those who weren't threatening to tear the friends apart. Kes proved a talented peacemaker and smoothed over many of the ill feelings. Still carrying their earliest lessons of survival and self-sustainability, Kes knew they wanted to be a biokinetic once they'd completed their studies. Kes' closest friend was Makena Mwangi, a neutral with an amazing talent for theater. When the friends graduated high school, Makena studied acting while Kes disappeared into the Norça. The pair reconnected years later, though neither could agree who found the other first. Kes is a skilled mimic but Makena's ability to disappear into a role rivals her friend's biokinetic skills. The pair formed their own consultancy, helping those in need. The only secret Kes keeps from Makena is that they never left the Norça and many of their cases come from the Psi Order. Kes knows her friend's insight and inquisitiveness are unmatched and worries how Makena will react when she inevitably discovers the truth.

Kes' Psi Order shifts to Norça, gaining Biokinesis with three dots of Transmogrify and one dot

of Psychomorphing. Change the Far Reaching Influence Edge to Impersonation Training and replace the Medicine Skill with one dot each in Culture, Humanities, and Technology. Kes' Path Contacts are their parents, the Talent Makena Mwangi, and their Norça contact.

NAT CORLOW — CLAIRSENTIENT SPEED

The longstanding animosity between Orgotek and Upeo wa Macho may have prevented triggering Nat into teleportation. Instead, Alex Cassel takes the offer to ISRA — after all, knowing the best path is useful to getting somewhere fast. Soon thereafter Nat emerges from the ISRA Prometheus Chamber with clairsentience and learns Psychocognition and Psycholocation before transferring back to Orgosoft.

These Modes considerably alter Nat's outlook. He is more thoughtful and introspective, his approach to racing changes from adrenaline-fueled success to calculated inevitability. Almost subconsciously, his paths not only support his success but hinder his opponents. He takes fewer risks and is more certain of those he takes, and his psi saves his life more than once when Orgosoft technology fails. Nat also becomes profoundly sensitive to unintentionally harming others.

Replace Teleportation with Clairsentience and three dots in Psychocognition and one dot in Psycholocation. Move one skill dot from Culture to Integrity as Nat becomes more attuned to the needs of others around him. Remove Direction Sense and replace it with one dot in Demolitions Training. Nat gains the Weak Spots Edge in exchange for Artifact as the Orgotek VLS box is no longer of use to him.

NAT CORLOW — NORÇA FIRST

Orgotek isn't the only Order looking for people willing to push their limits. Nat finds evidence that his parents purchased his Orgotek job — with an invitation from Norça should he like to talk. Humiliated, Nat grabs "his" VLS and quits. He confronts his parents, packs his go-bag and quits them, too. Norça recruiter Salomea Ramires is waiting and offers the pride-wounded young man a new family, new freedom, and a new life. Nat accepts; mostly to piss off his father, but also because Salomea sells him on being better — a hero. Nat doesn't get a free pass, and the Norça assessment pushes his body and mind, dragging Nat from his comfort zones and into

the wilderness to survive if he can. By the end, Nat is surprised to admit he — almost — found it enjoyable. Norça is pleased, and Salomea introduces Nat to Proxy del Fuego.

Welcomed into Norça — and on the run from investigators from Orgotek's Operations Division — Nat leaps into his new life working among the Guerreiros do Alvorecer. His cell leader Adeline Félix provides a new identity and a safehouse to call "home." Nat loves the respect and attention and commits himself entirely to Norça.

Remove one dot each from Culture, Persuasion, and Technology, adding one to Athletics, Empathy, and Survival in turn. Nat loses his Bioware Access, Increased Tolerance, Patron, and Wealth Edges, and gains two dots in Alternate Identity, Favored Mode (Translocation), Safe House, and Skilled Liar instead. Nat replaces his contact Anderson Corlow with Salomea Ramires and Adam Wong with Adeline Félix. Nat retains Winona Soto but here she is a thrill-seeking biokinetic who delights in accompanying Nat on his death-defying infiltration runs for Norça.

RUARC NUALLEN — ISRA TROUBLESHOOTER

Norça wasn't watching Lamb and never noticed Ruarc. After graduating university, the potential of knowing everything was too tempting and Ruarc joined ISRA. The lack of focus and clarity within the Psi Order frustrated Ruarc who decided to strike out on his own. He told Wyra Fachs, his team leader, who gave Ruarc her blessing with an enigmatic smile. Ruarc branded himself as a consulting detective and sought out cases. Fachs sent information or supplies exactly when Ruarc needed them, though he never reached out to her or ISRA for help.

If Ruarc discovered a mystery with no one to hire him he released the information to the press. Jerel Bines, a talented investigative reporter, quickly became Ruarc's favorite journalist to work with. When Ruarc found evidence of a police involvement in a human smuggling ring, he shared the story with Jerel. Too late, Ruarc realized the information he'd given Jerel led straight into a trap. For the first time since leaving ISRA, Ruarc called Fachs for help. The Psi Order responded and got Ruarc to Jerel just in time. Since saving Jerel, Ruarc reconnected with ISRA, feeling a debt even though Fachs insists it was simply the right noetic time. Ruarc still seeks out his own cases but follows ISRA's needs as well.

Someday, someone will need him to save their own Jerel Bines. When that day comes, Ruarc trusts that ISRA will ensure he is exactly where he needs to be.

Change Ruarc's Psi Order to ISRA and replace Eilon Mirakashi with Wyra Fachs for his Society Path. Ruarc's Aptitude changes to clairsentience with two dots each in Psychometry and Psychocognition.

RUARC NUALLEN — ORGOTEK ENGINEER

Understanding machines more than people, Ruarc focused his problem-solving skills on programming instead of psychology. Here he met Persephone Jones, captain of the campus' Robo-Olympics team, who mentored Ruarc as her protégé. When she graduated, Ruarc took over as captain, learned of his latency and ensured the university's robots won every championship. Ruarc's goal was catching Orgotek's attention, and he succeeded. Orgotek recruited Ruarc into the Tekne division but, as Ruarc told Persephone, he'd recruited Orgotek first.

Ruarc's drive for new experiences outgrew the safety of the Tekne lab and he applied for transfer to Operations. He keeps close contact with Addison Pitluck, his own protégé in Tekne who took over his lab. Pitluck helps whenever Ruarc needs something outside of official channels.

In this version, add Orgotek as Ruarc's Psi Order and change his Aptitude to electrokinesis with three dots in Technokinesis and one dot in Photokinesis. Add Persephone Jones and Addison Pitluck as his contacts. Ruarc's Operations work frequently cooperates with the Æon Trinity, with Eilon Mirakashi as his primary contact. Change his Society Path to Technology Expert, exchange Demolitions Training, Ms. Fix-It, and Favored Mode (Technokinesis) for Covert, Weak Spots, and the Adrenaline Spike Edges. Ruarc also drops Empathy and Humanities and picks up an additional dot in both Science and Technology.

LIU ZHENYI — DIPLOMATIC LEGIONNAIRE

Yifei and Zhenyi met in high school in Australia, not earlier on Luna. Where Zhenyi is lithe and forgettable, Yifei is direct and imposing. Their differences made them fast friends whose schemes turned to rescuing Zhenyi from her parents and spending more time together. Joining the Legions seemed obvious, but the realities of military life quickly

separated the young women. Yifei joined the Second Legion, while Zhenyi joined the First. Zhenyi's success at defusing difficult political situations moved her across human space and tasks involving delicate inter-agency affairs with less-than-friendly nations. Yifei's experiences haunted her more each time the two friends met. As success also brought rank and influence, it was time for Zhenyi to repay a debt and save her friend, securing Yifei's transfer to her protection detail. Rumors of the pair's relationship being contrary to the chain of command frequently circulate through Legions' scuttlebutt channels but nothing has ever been uncovered.

Zhenyi remains a Telepath but her Psi Order shifts to the Legions. She replaces Covert with two dots of Fame and Subtle Influence with Legion Armory and Danger Sense. She gains two dots each in Aim and Command, dropping Larceny and Culture and reducing Integrity by one dot in exchange. Zhenyi still works with Khamisi Amiri as her Æon political contact. Lena Cuthbert works for a multinational investigative agency called "9" and keeps Zhenyi informed of rising threats that the Legions still have time to counter through words.

LIU ZHENYI — VITAKINETIC GANG INFILTRATOR

After escaping into Sydney, Zhenyi found an Æsculapian clinic operated by Gavin Gale, a former criminal gang member now dedicated to helping and healing people. Gavin became a parental role model Zhenyi hadn't realized she'd missed. At Zhenyi's request, Gavin arranged for her to join the Æsculapian Order and trigger as a vitakinetik. Though the Order protected Zhenyi's privacy, Yifei still found her friend and promised to keep Zhenyi's parents from discovering her.

After her initial training, Zhenyi worked in Gavin's clinic where her favorite part of the job was simply talking with people, using the hated skills her parents instilled to coax truths from her patients. She justifies this as providing better treatment but still feels uneasy about it.

Zhenyi has grown beyond Gavin's clinic but is reluctant to branch out and explore from the fear of her parents finding her. Gavin encourages Zhenyi but gives her space to make her own decisions. Zhenyi is currently the trusted medic for five major gangs who don't realize she works with their enemies as well, or that she trades information on the gangs' more harmful activities in return for keeping on top of how police will respond.

In this version, Zhenyi is a vitakinetic in the Æsculapian Order. She replaces the Subtle Influence Edge with Rapid Response Protocols and Always Prepared. She drops Culture and Enigmas and picks up two dots in Medicine. Gavin Gale replaces Khamisi Amiri as Zhenyi's Order Path contact.

SUPPORTING CAST

Having **Ready-Made Characters** for the players is important, but sometimes the players have their own concepts in mind and the Storyguide just needs a few secondary characters to flesh out the story. Below are the characters from the first section of this book presented as supporting cast, suitable for any game as friends and allies, competitors and rivals, or even villains, as required.

VITAKINETIC ABERRANT HUNTER

Charys Awapuni is fascinated by life in all its forms and can fortify — or destroy — it with her vitakinesis. A survivor who's at home just about anywhere, Charys is invaluable on alien worlds where keen intellect is as important as muscle. She will fight for a better world and takes pride in rescuing the helpless. Her deep-rooted hatred of Aberrants fuels her violence — often to her own detriment as she lashes out with little provocation.

Primary Pool: 8 (The environment, biology, and wilderness survival)

Secondary Pool: 6 (Understanding and influencing people with fists or rhetoric)

Desperation Pool: 4

Edges: Amphibious 2, Far-reaching Influence 2, Favored Mode (Algesis) 2, Hardy 2, Low-Gravity Adaptation 2

Psi Trait: 2

Psi Modes: Augendis 2, Algesis 2

Equipment Bonuses: +2 Enhancement

Defense: 4

Health: 5

FACE OF THE LEGIONS

Euroah Ridgeson is a good looking, personable, and resolute (if not too bright) Legionnaire. While the Legions capitalize on his perfect appearance, Euroah is still an excellent soldier, itching to prove himself in active combat. Until that day comes, though, he'll continue promoting the Legions as

ordered, troubled by the temptations that test his commitment to his husband.

Primary Pool: 8 (Enduring hardship and resisting influence)

Secondary Pool: 6 (Combat, propaganda, and showing off)

Desperation Pool: 4

Edges: Always Prepared 1, Fame 2, Fast Draw 1, Free Running 1, Hair Trigger Reflexes 1, Hardy 1, Legion Armory 1, Striking 2

Psi Trait: 2

Psi Modes: Thermokinesis 2, Perikinesis 2

Equipment Bonuses: +2 Enhancement

Defense: 4

Health: 5

ELECTROKINETIC HEALER

Kes Láska is a medic who specializes in search and rescue. They surprise those who don't know them well with the skills they developed in childhood, such as creating fishing lines and building quick shelters. They are an empathic and caring person determined to help everyone they can. Kes is always willing to share happy stories from their childhood to help others calm down or fall asleep.

Primary Pool: 8 (Medicine and Survival)

Secondary Pool: 6 (People Skills)

Desperation Pool: 4

Edges: Always Prepared 1, Ambidextrous 1, Big Hearted 1, Breath Control 1, Direction Sense 1, Far Reaching Influence 2, Iron Will 2, Keen Sense (Sight) 1

Psi Trait: 2

Psi Modes: Electromanipulation 2, Photokinesis 2

Equipment Bonuses: +2 Enhancement

Defense: 4

Health: 5

THRILL-SEEKING TEST PILOT

Nat Corlow is charismatic, confident, and competitive. He's happiest at full speed and will get you where you want to go in record time if he can.

He always has some new biotech gadget to play with — some more useful than others — and a pile of reports he hasn't filed for them. He isn't afraid to push tech past operational limits.

Primary Pool: 8 (Winning — with vehicles, using technology, and over other people)

Secondary Pool: 6 (Bluffing, street smarts, and book learning)

Desperation Pool: 4

Edges: Artifact 1 (Experimental Orgosoft VLS), Bioware Access 2, Direction Sense 1, Hair Trigger Reflexes 1, Increased Tolerance 2, Patron 2, Wealth 1

Psi Trait: 3

Psi Modes: Translocation 3, Transmession 1

Equipment Bonuses: +2 Enhancement

Defense: 4

Health: 5

PERFECTION-SEEKING DETECTIVE

Ruarc Nuallen has always desired to be the best he can be, to push himself past every limit. His thesis project on criminal psychology gained Norça attention and recruitment. Norça proved a poor culture match for Ruarc, who left the order shortly after his 21st birthday. Ruarc is now a free agent to any who afford his fee or offer an interesting-enough case.

Primary Pool: 8 (Investigation and Puzzle-solving)

Secondary Pool: 6 (Hitting Hard, Not Smart)

Desperation Pool: 4

Edges: Adrenaline Spike 2, Always Prepared 1, Covert 1, Library 2, Photographic Memory 3, Weak Spots 1

Psi Trait: 2

Psi Modes: (Biokinesis) Psychomorphing 1, Transmogrify 2, (Clairsentience) Psychometry 1

Equipment Bonuses: +2 Enhancement

Defense: 4

Health: 3

CHAMELEONIC DOUBLE AGENT

Liu Zhenyi always seems to know the latest gossip. She appears to be friends with everyone and is at ease in any situation. This gregarious personality masks dangerous ambitions. Zhenyi slowly deepens her connections and relationships, slips past defenses, and gathers a multitude of secrets. She is a mole within the telepathic Psi Order and is very good at her job.

Primary Pool: 8 (Social Chameleon)

Secondary Pool: 6 (Deadly Grace)

Desperation Pool: 4

Edges: Covert 2, Iron Will 2, Photographic Memory 1, Precise Martial Arts (Knives) 1, Skilled Liar 2, Subtle Influence 2

Psi Trait: 2

Psi Modes: Mindshare 2, Psychbending 1, Rapport 1

Equipment Bonuses: +2 Enhancement

Defense: 4

Health: 3

STORY HOOKS

The following story hooks outline events in the world of **Trinity Continuum: Æon** leading to adventure and knowledge. Each could also turn towards misunderstanding, conflict, and suffering if the characters don't turn their skills and powers toward finding solutions.

AVERIGUAS HEIST

The Æon Trinity has long known about the secret weapons labs and testing sites in Averiguas. The latest intelligence suggests that Columbia is close to making a deal with the colony's governor for weapon plans and test results. Æon needs to know what the plans contain and either disrupt the negotiations or prepare counters against Columbia's new weaponry. The governor refuses to talk and Norça refuses to step in. Theft is the only option, but if the team is caught, Æon will disavow any knowledge of them to avoid an interstellar incident.

THE TRUTH

This is a straightforward mission and works well as a one shot. Averiguas is indeed developing weapons and talking with Columbia. The new and experimental weaponry is all horrific and includes the following as examples:

Sonic Needle Bombs: Once detonated, the bombs send out devastating supersonic pulse waves that rip through flesh, clothing, and other soft targets. According to the weapon notes, the massive tissue trauma is rarely immediately fatal and creates conflict advantage through the demoralizing effect of survivors having to comfort the wounded as so many slowly become casualties.

Choke Webs: Indistinguishable from regular web emitters, these weapons emit webs that swiftly grow to close gaps in their nets, closing off air access. The web material feeds on oxygen, ensuring the quick suffocation of those trapped inside. Without oxygen, the webs easily disintegrate. The weapon notes include images of web shells from animal testing that are rock hard on the outside, but soft and peeling inside.

Mind-Control Clothing: This research explores ways to embed subliminal messages within the display screens of camouflage clothing as a way to demoralize enemies or to potentially create assets the users can trigger at will. Testing is promising, but inconclusive.

While analyzing these weapon plans, the team may learn other, even more dangerous secrets. See "Future Seeds" below for details.

THE CHALLENGES

The first challenge is getting into Averiguas without attracting attention. The colony will notice if strangers arrive by ship. The team could sneak in and hide among the colony's population, or they may try to leverage Norça's presence.

The second challenge is reaching the laboratories. The labs are well protected around the clock by armed guards, several of whom are psions. Visitors must accept temporary biotags that identify them and prevent them from opening any doors in the facility. Cameras monitor the hallways of the maze-like interior. The facility keeps the weapon plans on an air-gapped computer protected by psionic nullifiers.

The computer itself is the third challenge. It has a combination of biometric and user-entered access controls, and the data is protected by several layers of encryption.

Additionally, Columbia doesn't want competition for "their" merchandise and has its agents monitor the facility both openly and in secret. These agents have orders to intercept anyone they suspect of attempting to steal the information, using lethal force at their own discretion.

Finally, the Norça have little interest in war with the Æon Trinity but are also unwilling to let Æon tell them what to do. Norça's own agents are aware of Æon's plan and are working to quietly prevent them from succeeding. Norça would prefer to do so without bloodshed but will resort to violence if they need to.

VICTORY

The ideal outcome for Æon Trinity is that the team obtains weapons intel without the colony, Columbia, or Norça learning about it.

FUTURE SEEDS

If Brazil or Columbia learn of the theft and Æon's role in it they'll consider retaliation, or at least move to hinder Æon activities within their territories. Additionally, during the theft the team may learn of one or more of the interlinked threats below.

The Averiguas Plague: Analyzing the weapon plans reveals that Brazil has engineered a new virus. The highly communicable virus mimics flu symptoms and has a low mortality rate. The true aim of this plague is gene editing. The notes include early testing both to create and destroy latency and musings on the disease's potential to neutralize psions. Averiguas was only a test site. The lead scientists work elsewhere, hidden deep within Brazil and its territories.

Aberrant Averiguas: The data the team recovers appear doubled at first. Comparing the copies reveals that the colony sends one version of notes to Brazil and keeps a second copy for their own records. Investigating the discrepancy leads to the team discovering that the Averiguas colony is secretly under Aberrant control. The Aberrants are using the colony to build a base of operations, develop an arsenal, and cultivate intelligence assets.

Biokinetic Excellence: The weapon plans reference Norça research. Norça has never hidden their desire to find ways to enable psions to develop multiple Aptitudes. The notes suggest that Norça has developed some promising techniques and will soon begin human testing. These tests will likely result in death, but may lead to Norça agents having secret, additional powers, making their spies even more effective. Discovering the truth and potentially stopping the tests is essential.

DROWNED PEARL

As Oceania continues to grow, the nation's cities expand with new living spaces beneath the surface, connected to one another through conduits and cables. The Akoya was designed to be one of the most advanced and best designed biotech cities under the waves, connecting to Pearl City above. However, around 4 A.M. local time today, the structures supporting the city buckled under the ocean's pressure, with the compromised city's shell quickly collapsing as well. The 16-person construction crew bunking in Akoya's shell is presumed dead. Rescue teams and investigators are converging on the area, with theories ranging from design fault to defective materials or deliberate sabotage. The Æon Trinity fears the impact this disaster could have on the Earth's faith in the waterborne nation and worries that something deeper is afoot. They've called on their own resources and those of the Psi Orders to send a team to discover the truth.

THE TRUTH

Truth is complicated and this rabbit hole runs deep. Many antagonists think they're responsible for the disaster and the characters can dig as long as their resources (and interest) allow.

First Tier: The firm from Brunei that helped build the Living Cities unknowingly used a different genetic composition for the supports. Investigators can trace the change back to Dr. Avelia Chord, who made the alterations without the company noticing. Those in charge of manufacture followed the new instructions, ignorant of the danger. In conducting their investigation, the characters will discover other changes as well — including in materials and compositions from other firms and for other construction projects. Some of these changes are harmless, decorative, or necessary, but others will lead to additional tragedies; Telling the difference is difficult.

Second Tier: Investigating Dr. Chord reveals ties to Meers Enterprises, an FSA metacorporation, and potentially her previous acts of corporate espionage and sabotage. The FSA has plenty of reasons to diminish public trust in Oceania's stability. Talk in New Tampa about leaving the FSA and joining Oceania has been increasing. If Oceania is no longer a safe or viable option, FSA maintains a tighter grip on disgruntled territories.

Third Tier: Meers Enterprises currently has a poor relationship with the FSA government. CEO and Chairman Sol Meers has called for the creation of a lottery, giving second-class citizens the chance to win a first-class citizenship. The FSA views this as a precursor to revolution. For his part, Meers has recently re-contacted his long-lost half-sister, Selena Reyes, in Brazil. Sol's mother left when he was six years old because she was wanted by the FSA on trumped-up charges. Sol's father prevented further contact to protect their son. When Sol was nine, he learned the FSA had apprehended and executed his mother. He did not learn of his younger sister until nearly four decades later. Angry at the government, Sol and Selena are hoping to spark a revolution. If people believe FSA tampered with building materials to prevent New Tampa's secession, riots would certainly ensue.

Fourth Tier: Selena Reyes is angry and easy to manipulate. She doesn't realize she's being used by a conspiracy between rogue elements within the government of several Sudamérica nations and Oceania. Catalina Arias is an undercover Brazilian

agent who befriended Selena. As part of their friendship, she brought Selena the alterations to Brunei's living-construction techniques that would compromise Brunei's materials, all because she wants Brasília construction to be more competitive than their Bruneian counterparts. Selena immediately thinks Sol could use the information to their benefit. The Sudamérica and Oceania conspiracy aims to inspire FSA violence, protest, and revolution that will allow Sudamérica to regain Mexico in the confusion and move myriad islands and the surrounding ocean to Oceania. The conspirators consider the construction crew in Akoya a terrible, but necessary, sacrifice for a better future.

THE CHALLENGES

The Media: The media is also actively investigating the Drowned Pearl and will share any insights they find with little regard for the consequences.

Panic: When news about the changes made to the genetic compositions of the biotech construction materials gets out, people panic and try to leave Oceania in the fear that their cities or cables will break and kill them.

Secrets: This plot involves a great number of secrets held by powerful people who'll do anything to protect them. Governments and metacorporations can afford strong and interesting enemies to try to stop the team.

Sol Meers and Selena Reyes: These powerful half-siblings will wreck cities to get their revenge against the FSA for their mother's death. Sol leads a metacorporation. He cannot act openly, however, as he must keep the board happy and stock prices high. Selena has trained herself to be an assassin. She has already killed the man who fired the bullet that killed her mother; now she is ready to destroy the nation that gave the order.

VICTORY

How victory appears depends how deep the characters venture down the rabbit hole. Certainly, the character's actions could prevent more architectural collapse and human injuries by alerting the construction companies of their materials' faults. The characters could also reveal the FSA's meddling in Oceania's development and help New Tampa secede, topple Meers Enterprises, or foment revolution in the FSA. Ultimately, the characters could be responsible for preventing war between Sudamérica and the FSA, and the massive loss of life this would bring.

FUTURE SEEDS

Whatever path to victory the characters take, they will leave loose threads. The forces in play are too large and diverse for the characters to deal with them all. The future exploits of Dr. Avelia Chord, or the follow-up plots of a thwarted Sol Meers and Selena Reyes, could inform a future story. At a national level, Sudamérica and Oceania have other plots to weaken the FSA. And, once they learn the truth, the FSA and the Living Cities of Brunei may quietly retaliate.

SCENT OF TROUBLE

Far Nyumba's Marama Research Base is nestled between a vast lake and a little-explored stretch of forest. A few day cycles ago, mutated alien fauna began attacking the scientists and their families at the base. Every subsequent assault grows in severity — the creatures return in greater numbers and are increasingly dangerous. Local weather conditions make flight impractical and the monsters have already destroyed the base's transports. The desperate civilians, suspecting the creatures will soon overrun the base's meager defenses, signal for help. The characters answer the call and must choose whether to fortify and defend the base or risk evacuating several dozen civilians through alien wilderness.

THE TRUTH

Kotelo, a nemesis-level Aberrant, hides deep within the forest but all-too close to Marama base. He has been controlling and mutating the alien wildlife in form, aggression, and abilities. Kotelo has been evaluating his horde's gifts against Marama base, starting with probing attacks to test and refine his "children." When the horde can completely overrun the base, he will spread the successful mutations throughout Far Nyumba's ecosphere, potentially ruining humanity's entire colonization effort.

Additionally, Marama scientist Yindi White has inadvertently covered herself in threat pheromones while researching the local fauna. Most of the mutant horde's enhanced pheromone receptors can detect Yindi from kilometers away and their heightened aggression prompts them to attack while also breaking Kotelo's control over them.

THE CHALLENGES

If the characters choose to defend the base, they will need to increase its fortifications. Currently,

a simple electrified fence is all that keeps nature at bay. The habitation blocks are secure and pressurized while the generators remain operational — however, they won't withstand violence. Each holds living quarters for a dozen people, though three times that can fit for a short duration. No one will know when the attacks will end. The base will have to survive until further help arrives.

Evacuation has its own difficulties. Local weather conditions make flight dangerous. If the characters arrived by air, their vehicle may not be large enough for everyone. Multiple trips or waiting for more to arrive will risk further base attacks. While Far Nyumba's environment is relatively human-friendly, it's still challenging to lead dozens of scared people away from perceived security. Keeping them alive — supplying food, water, and shelter — is problematic at best, let alone keeping their route from the enemy. Even worse, as long as Yindi is still covered with pheromones, the group will find it impossible to hide from the creatures.

The mutated animals vary by species and specific mutations. The first “generation” was simply stronger, with heightened senses and under Kotelo's mental control. Kotelo has gifted subsequent generations with electrical resistance, and then armored carapaces. Unfortunately for Kotelo, any creature that detects Yindi's scent enters a single-minded mania that breaks his control. An uncontrolled swarm is less dangerous to the base, but this is small comfort to Yindi, who remains a target until thoroughly decontaminated. Fortunately for the characters, creating the mutants also exhausts Kotelo's power, and the Aberrant is unlikely to be as difficult a threat as he could be if found and confronted. If enough beasts — at the Storyguide's discretion — die against the base's fortifications, the rest will scatter while the Aberrant recovers his strength.

VICTORY

The characters' primary goal should be to save as many civilians as possible, while preserving Marama base itself is of secondary concern. Identifying Yindi's predicament is useful — discovering and using the pheromones against the animals and Kotelo even more so.

FUTURE SEEDS

The characters may wish to track the creatures' origin, leading to Kotelo's discovery. Knowing the pheromone can inhibit Kotelo's animal-control abilities is potentially invaluable in this situation.

UNWELCOME STRANGERS

The characters are part of a UN team testing experimental blight-restoration technology in the French Blight Zone when a terrible storm rises from the wasteland. They seek refuge within nearby Puisieux. This ruined city still holds a struggling community and the expedition leader, UN Liaison Alana Besetri, negotiates with innkeeper, Jacques Tasse, for lodging within his dilapidated but weathereproof *L'hôtel des Sens*.

The townsfolk are busy preparing for the storm, but even so the characters can sense the ill will of these blight survivors. Jacques is no different — he begrudgingly points out the garage for the UN trucks and hands out old-fashioned keys for the lodgings. As the characters dine over meal rations in the dimly lit restaurant, the storm hits. A howling wind brings contaminated dust and stinging midges through every opening. Psions caught in the chaos feel awful as the dust and midges carry quantum flux from the center of the zone.

In the morning, the storm has cleared. The rooms were (at least mostly) windproof, but other areas of the hotel and town are severely contaminated. Worse, the characters discover the blight-restoration technology destroyed beyond repair, strewn around the vehicles in the garage, and the area covered in dust.

THE TRUTH

Puisieux survives against all odds with the help of its very own Divergent Aberrant, Achilles. Neither Achilles nor the townsfolk are happy with the UN presence, and Jacques took it upon himself to sabotage the UN mission. Achilles augmented Jacques to destroy the equipment, knowing the blight storm would cover the act and hinder any investigation.

THE CHALLENGES

The storm is violent and sickening to those caught in it. The UN team members will be safe in their rooms, but some townsfolk are not so fortunate. If cries for help pierce the storm, characters rushing to help the needy will have to take precautions against the toxic dust and stinging mites.

The character's pervasive problem is that the whole region is a Light Quantum Flux Zone (see **Trinity Continuum: Aeon** pp. 192-193 for effects). Worse, anywhere the dust has settled, and a few meters around it, is now a Medium QFZ until the dust is cleared away. This hampers psionic

abilities investigating the sabotage, so the characters may need to resort to mundane investigation. Fortunately, the dust clearly shows footprints and handprints they can directly link to Jacques.

The community fundamentally distrusts the characters. Once Jacques is identified as the suspect, the characters will have to decide what to do with him. He will protest that he's done nothing wrong, and any other townsfolk will believe his word over the UN representatives. Characters claiming clairsentient or telepathic proof will be laughed at as liars. Mundane evidence is circumstantial and Jacques himself doesn't look strong enough to force open locked trucks or rip apart the heavy equipment. Alana is angry and demanding justice or reparations, neither of which the townspeople will accept. Her attitude simply inflames the situation into open violence unless the characters intervene.

If a telepath investigates Jacques' mind for the right period the previous night, they will uncover that he destroyed the equipment with enhanced strength. If they look closer, they find he prayed to an indistinct figure called Achille who gave him the strength and encouragement he required. This figure is clearly an Aberrant. Further investigation, telepathic or otherwise, reveals the townsfolk all revere this "protector."

The townsfolk will not let the characters leave Puisieux if they believe the UN knows about Achille.

They will fight to the death to keep their secret safe. If the characters fight back, they will likely win, but at what cost? And how effectively can they fight with the QFZ dampening their powers?

VICTORY

Revealing the Puisieux cult is a significant success — if the characters can escape to report it. Killing Achille, if they can even find him, is a major victory. Achille's death will have drastic effects upon the townsfolk, however, as they rely on him for their survival. Prudence then, may demand they leave Achille for another day.

Escaping Puisieux with minimal casualties on either side is the best outcome. The UN will thank them for information, despite the lost equipment. Ultimately, surviving the wasteland is probably reward enough.

FUTURE SEEDS

The obvious next step is to return in force for Achille, if he is still alive. Determining what to do with a community that relied upon an Aberrant for survival is a harder, perhaps more poignant, question. Restoring the town's trust in psions will be important and ongoing work, and none wish to move. Humans remain stubbornly attached to their homes, even in the 2120s.

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