TRINITY CONTINUUM

LEVIATHAN: MABUHAY

STORYPATH NEXUS

COMPATIBLE WITH TRINITY CONTINUUM: AEON

TRINITY CONTINUUM

LEVIATHAN: MABUHAY

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SPECIAL THANKS TO

Darius McCaskey for selling me on how amazing Trinity was all those years ago. This one is for you, partner!

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"Take it from a man who has walked on the Moon: Be careful what you dream—it just might come to pass, so be prepared. Apollo is the story of people at their best, working together for a common goal. We started with a dream, and we can do these kinds of things again. With a united effort and a great team, you too can achieve great things. I know, because I am living proof that no dream is too high!"
– Buzz Aldrin, No Dream Is Too High

HOPE AMONG THE STARS

Leviathan: Mabuhay is a supplement for use with **Trinity Continuum: Æon**, a cinematic science fiction roleplaying game set in the future of the **Trinity Continuum**. In the future presented in **Trinity Continuum: Æon**, humanity has expanded to the stars. Psionics have made interstellar travel a reality, and humans have established colonies on nearly a dozen worlds. First contact has been made with multiple alien species, and though not all of these incidents have been peaceful, humanity has found a staunch ally in the Qin, a race of telepathic aliens who have set up an embassy on Luna and were instrumental in the development of the Leviathan Jump Ships that humanity uses to allow clairsentient pilots to teleport across interstellar distances. Leviathan technology was a necessity during the years when the Upeo wa Macho teleporters disappeared. Since the Upeo have returned, their leader, Proxy Bolade Atwan has encouraged the development and expansion of Leviathan jump ship technology. It has always been Atwan's dream to see humanity among the stars, and Leviathans simply provide another means of reaching that goal.

Leviathan: Mabuhay provides a detailed overview of one of these incredible jump ships, including Storyguide Character statistics for the bridge crew, major support staff, and typical crew compliment of the ship, unique traits for the ship's equipment, fighter and shuttle compliment, and a personality write-up for Tess, the ship's sentient Tesser drive.

In addition to all the system information you might need to bring the Mabuhay to life in your **Trinity Continuum: Æon**, game, you will also find a number of story seeds, plot threads, and adventure ideas to take your campaign into the final frontier. So, strap in, and prepare to jump into adventure beyond the stars!

THE BRIDGE CREW

The following templates represent the bridge crew of the Mabuhay, a newly completed Leviathan mandated to explore all of settled space, check in on each known colony and scanning for undiscovered sentient life. This is the first mission of its kind. As such the makeup of the crew is a bit different than one might find on a standard Leviathan.

The Mabuhay mission is a joint effort between humanity and the Qin, with the Æon Trinity and the Ministry of Psionic affairs spearheading the logistics for humanity's contribution to the crew.

Orgotek is providing technical support for the mission, while the Æsculapian Order handles the medical needs of the crew. Norça biokinetics are attending to study extraterrestrial life, as well as look out for Proxy Del Fuego's interstellar interests. A detachment of Legion forces is also aboard to defend the Mabuhay and contend with any dangers that may be encountered in the extrasolar colonies. The ship is captained and piloted by an ISRA clairsentient, and a teleporter of the Upeo wa Macho serves as a co-pilot, providing an alternative means of jumping if the need arises.

LEVIATHAN PILOT - ISRA

Malik was a broken man when he made his way to the ISRA. In the throes of depression and on a path to self-destruction, he was, in his own words, "one bad night from the gutter" when a fellow clairsentient found him and felt the raw psi stirring beneath the surface in this troubled soul.

The Prometheus Effect is life-altering for every psion, but when the man now known as Malik stepped out of the chamber, awash in awareness of the vastness of the cosmos, he found purpose. He took to Psycholocation as if it were a sense he had possessed his entire life. Despite his skill with this Mode, he failed to interface properly with the first two Leviathans he was offered as a captain, citing "too great a difference of perspectives for harmony." When the Mabuhay was completed, Malik felt a pull to the vessel and immediately requested the captain's chair. Now he is responsible for the ship and all souls aboard as they explore, map, and define settled space and beyond.

Primary Pool: 11 (pilot, command, exploration)
Secondary Pool: 6 (search and rescue, survival)
Desperation Pool: 4
Psi Trait: 5
Psi Modes: Psychometry 3, Psycholocation 4, Psychocognition 3
Edges: Increased Tolerance ••, Favored Mode (Psycholocation)••
Defense: 4
Condition Levels: 4
Initiative: 4
Equipment: ARES pod (Formatted, **Trinity Continuum: Æon** P. 290), Hardtech VES (**Trinity Continuum: Æon** p. 274)

CO-PILOT - UPEO WA MACHO

Jina Mwatatu was a child of sixteen when the Proxies revealed themselves. Fascinated with the UAN space program, Jina planned to chase a life among the stars. When the Upeo wa Macho began recruiting in her backyard, Jina felt the call of destiny and submitted for latency testing. Discovering her teleportation latency was a dream come true.

Jina rose through the ranks of the Upeo, becoming a valued member of the Kupita chama. Jina ran missions to several extrasolar colonies from 2108 to 2115 when Proxy Atwan gave the retreat order to Ruan's World. Jina was wracked with guilt over leaving friends and associates across settled space without access to Earth, but she trusted Proxy Atwan.

With the return of the Upeo to Earth, and the revelations of the *Esperanza* crash, that trust has largely eroded. Citing her familiarity with the extrasolar colonies, Jina requested to be transferred to the Leviathan program, and has accepted the role of co-pilot on the Mabuhay.

Primary Pool: 11 (pilot, command, exploration)
Secondary Pool: 6 (close combat, survival)
Desperation Pool: 4
Psi Trait: 5
Psi Modes: Translocation 3, Transmassion 4, Warping 3
Edges: Increased Tolerance ••, Favored Mode (Transmassion)••
Defense: 4
Condition Levels: 4
Initiative: 6
Equipment: Teleportational Helm (Formatted, **Trinity Continuum: Æon** P. 290), Hardtech VES (**Trinity Continuum: Æon** p. 274)

TACTICAL CHIEF OFFICER - LEGION

Daii Angelique Barton earned several decorations in the battle of Kuan on Khantze Lu Ge. Her efforts singlehandedly allowed for the evacuation of dozens of LuGeian citizens and she personally destroyed two Aberrants during the conflict. For the remainder of the LuGeian exile, Daii Barton commanded the small but fierce Seventh Legion Air Force, routinely engaging the Aberrants of Kali and Yog-Death in brutal, bloody dogfights.

When reinforcements arrived and were brought up to speed, Barton was tapped personally by General Larssen to take a command position on the Mabuhay. With Mabuhay's mandate being exploration along a circuit between the colonies of settled space, the General felt the mission needed a Legion commander with extensive combat experience facing Aberrant threats. Larssen felt Barton was the best option available, and Barton agrees, eager to do her duty to protect humanity across the stars.

Primary Pool: 11 (Aim, close combat, tactics)
Secondary Pool: 6 (pilot, stealth)
Desperation Pool: 4
Psi Trait: 4
Psi Modes: Thermokinesis 3, Telekinesis 3, Perikinesis 4
Defense: 5
Condition Levels: 5
Initiative: 11
Armor: Standard Battle Dress is Bulletproof, Impact & Slash Resistant and has the Active Camouflage 1, Complete 3, Environmental (temperature extremes only) 0, Hard 1, Soft 2 tags (figured into the stats above)

FIRST OFFICER - ÆON TRINITY

Alexander Zhou was born and raised in the Chicago arcology, beneath the Cube, central headquarters for the Æon Trinity. As a young boy, Alexander saw the good that the various branches of Æon did for humankind. To his young mind there was no greater calling than to be a part of the Trinity and bring a prosperous, unified future to humankind.

Zhou started out working in the PR department of the Clymene Initiative. Routine assessments led to rapid promotions for Zhou, and he was soon discovered to be a latent telepath. Through a special arrangement with the Ministry, Zhou was subjected to the Prometheus effect in 2120. When the Upeo wa Macho returned to Earth, Zhou was assigned to the Mercury Initiative team tasked with smoothing over the Upeo's public image and restoring confidence in the order. When the opportunity to join a Leviathan crew that contained an Upeo wa Macho co-pilot arose, Zhou saw this as a means to work on shifting the public's focus to the achievements of the Leviathan and the Upeo's willingness to prevent humanity from ever being stranded in the stars again.

Primary Pool: 9 (command, persuasion)
Secondary Pool: 5 (humanities, technology)
Desperation Pool: 4
Psi Trait: 3
Psi Modes: Rapport 3, Psychbending 3,
Defense: 2
Condition Levels: 4
Initiative: 4

COMMUNICATIONS - MINISTRY

Zhang Yong is a veteran psion, having been a member of the Ministry for 12 years. He has maintained long-term diplomatic relationships with members of the Qin and was a member of the first Leviathan crew dispatched to Qinshui after the Upeo wa Macho disappeared. His established rapport with the Qin makes him the perfect representative to watch China's interests on the Mabuhay's mission and to ensure no diplomatic incidents occur on this vital voyage which contains so many allies in vulnerable positions.

Yong is also quite excited by the possibility of encountering new sentient life on the Mabuhay's voyage. In addition to visiting all extrasolar colonies, the Mabuhay is expected to spend several months conducting noetic surveys in search of intelligent life. The idea of being involved in a first contact team thrills Yong, and fuels his desire to see this mission succeed.

Primary Pool: 11 (command, diplomacy, persuasion)
Secondary Pool: 6 (empathy, insight, survival)
Desperation Pool: 4
Psi Trait: 4
Psi Modes: Rapport 3, Mindshare 4, Psychbending 3
Defense: 2
Condition Levels: 4
Initiative: 4

COMMUNICATIONS - QIN

Violet Dancer Society Tung Jen (Dancer to the humans on the ship) is the offspring of a Qin ambassador who was stranded on Luna during the Upeo disappearance. They spent much of the months awaiting news of their parent at the human embassy on Qinshui, learning what they could of these new and strange allies. During this time Dancer grew quite fond of humans and decided they wanted to spend more time with them. As such, they petitioned for ambassadorial duties on Luna. Instead, they were offered the chance to serve as a communications officer and Qin liaison on the Mabuhay. They gleefully accepted this new adventure.

Primary Pool: 9 (diplomacy, negotiation)
Secondary Pool: 6 (spying, technology)
Desperation Pool: 4
Psi Trait: 3
Psi Modes: Rapport 3, Mindshare 3, Psychbending 2
Defense: 4
Condition Levels: 3
Initiative: 4
Armor: Diplomat biosuits have built-in armor, with the Complete 3, Hard 1, Soft 1 (included in Defense), Concealable, and Environmental 1 tags.

CHIEF ENGINEER - ORGOTEK

Sheridan O'Sullivan has been involved with the Leviathan program since day one. She was initially a programmer and technician on Mazat research station during the prototype build, and has worked directly on 17 of the ships. There are probably a handful of sentient beings in the universe that know their way around a Leviathan better than Chief O'Sullivan, and probably half that number that better understand the personalities and bio-electric functions of the Tesser drive. She is not shy about sharing either of these facts.

Due to the nature of the Mabuhay's mission, the ship will not be jumping back to Luna for maintenance and restocking between destinations, which could lead to a disaster if not handled properly. For this reason, Sheridan was chosen to serve as Chief Engineer on the Mabuhay, to keep the ship flying on multiple stops throughout settled space.

Primary Pool: 11 (noetics, programming, technology)
Secondary Pool: 6 (bureaucracy, finance)
Desperation Pool: 4
Psi Trait: 4
Psi Modes: Electromanipulation 4, Photokinesis 3, Technokinesis 4
Defense: 2
Condition Levels: 4
Initiative: 4

MEDICAL OFFICER - ÆSCULAPIAN

Dr. Marie DuBois graduated from her training in Montressor in 2120, mere days before the *Esperanza* crash. Her first crisis response was an unprecedented Aberrant attack in which an estimated 12 million people died. Like so many other first responders of her order, she did what she could, saved who she could, and put off mourning until the work was done. This was her first true lesson in disaster response.

Knowing that the Mabuhay is likely to run into some very dangerous scenarios with intense emergency medical needs, especially on colonies like Khantze Lu Ge or Averiguas, the Æon Trinity wanted to ensure that the medical officer of the Mabuhay is capable of keeping a cool head and delivering top quality care in a crisis. With the blessing and personal recommendation of Dr. Zweidler, Dr. Marie DuBois was clearly the best choice for the job.

Primary Pool: 11 (medicine, noetics)
Secondary Pool: 6 (athletics, disaster relief)
Desperation Pool: 4
Psi Trait: 4
Psi Modes: Iatrosis 5, Augendis 2, Algesis 3
Defense: 2
Condition Levels: 4
Initiative: 6

FIELD BIOLOGIST - NORÇA

Oscar Molina began his work with the Norça at the young age of 20. Gifted with an incredible understanding of botany even before undergoing the Prometheus effect, Molina found work in a laboratory run by The *Caçadores de Segredos* as a lab assistant, based on the strength of his work at University. It was not long before Oscar was run through the various tests and determined to be a latent. From there he was passed the honor and responsibility of membership in the Norça, a privilege he is grateful for to this day.

Oscar's mastery of biology has earned him his place on the crew of the Mabuhay, but the other skills he has learned among the Norça have earned him his direct assignment from the Pai de Norça. Oscar is to ensure that any information gathered during the voyage makes it's way directly to Proxy Del Fuego. Furthermore, he is to prevent the Mabuhay from excessive interference in any extrasolar Norça interests, particularly the situation on Averiguas.

Primary Pool: 11 (biology, espionage)
Secondary Pool: 6 (combat, etiquette)
Desperation Pool: 4
Psi Trait: 4
Psi Modes: Adaptation 4, Psychomorphing 4, Transmogrify 2
Defense: 2
Condition Levels: 4
Initiative: 6

INTERSPECIES SECURITY - QIN

Scarlet Lurking Body Tung Jen (Scarlet to humans) is the Qin head of security and expert on xenobiology. Scarlet has joined this crew with a single mission in mind: to protect Dancer. The pair grew up together and Scarlet feels a deep bond of friendship with Dancer. They will do anything, up to and including sacrificing other Qin to keep Dancer safe. They do not advertise this position, and in fact, Scarlet can be quite heroic where any of the crew members are concerned, but deep down, they know if a situation ever came down to a choice, which choice they would make.

Primary Pool: 9 (security, soldier)
Secondary Pool: 5 (socializing, xenobiology)
Desperation Pool: 3
Psi Trait: 2
Psi Modes: Rapport 1, Mindshare 1, Psychbending 1
Defense: 2
Condition Levels: 4
Initiative: 9
Equipment Bonuses: +1 Enhancement
Built-In Weapons: Qin warrior biosuits come with equivalents to a biotech laser carbine built into one arm, and a biotech flechette carbine built into the other, both are formatted.
Armor: Warrior biosuits have extensive built-in armor, with the Complete, Hard 2, Soft 2 (included in Defense), and Environmental 2 (radiation) tags.

TALENT SUPPORT - ÆON TRINITY

Rey Glover was discovered by the Æon Trinity in high school. A Chicago native, Glover was always a very skilled political science student who could not stay out of trouble for protesting FSA policies. The Æon Trinity recruited Rey after an arrest at a pro-psion protest. Due to her ability to influence people, she was tested for telepathic latency, but found to be psionically neutral. Despite those results, the Trinity operatives assessing her knew there was something special about her, so she was referred to Project Tantalus.

Extensive testing has shown that Rey is not only not telepathic, but is, in fact, remarkably resistant to telepathy, emotional manipulation, and other forms of mental tampering. Though the technicians at Tantalus are unable to fully explain why, they are not above utilizing Rey's abilities to further Æon's agendas.

When Alexander Zhou was assigned to the Mabuhay, he sifted through the Tantalus files to find an assistant that would be able to navigate the telepathy rich environment of the ship's bridge and handle intelligence gathering. Rey was perfect for the job.

Primary Pool: 8 (exploration, debate)
Secondary Pool: 6 (pilot, survival)
Desperation Pool: 4
Inspiration: 4
Edges: Iron Will ••, Photographic Memory ••
Gifts: Calm Blue Ocean, Cold Read, Indomitable Will, Politico
Defense: 4
Condition Levels: 5
Initiative: 4

TALENT SUPPORT - NORÇA

Tamara Rojas is a Talent with unique and unpredictable abilities. Proxy Del Fuego is well aware of the existence of Talents and instructs his recruitment teams to be on the lookout for exceptional individuals who possess uncanny luck, remarkable instinct, and superhuman tenacity. Miss Rojas embodies all three.

Recruited from a remote village in Colombia, Tamara was in her late teens when she was discovered by the Norça. A psion who had left the order had come to Tamara's village and begun asserting control of the villagers, acting like a petty tyrant. Word got back to the Norça if this problem and a team was sent to clean up the rogue biokinetic's mess. When they arrived, Tamara immediately recognized them as psions despite no outward abilities being active. This ability to recognize psions (and, as was later discovered, Aberrants) on sight was of great interest to Proxy Del Fuego. He had the Rojas family moved to a fine manor in São Paolo and saw to it that Tamara received the finest tutors. Now, Del Fuego has called in the return on his investment. He has arranged to have Tamara added to the crew of the Mabuhay to help quickly identify potential threats and pass intelligence to Oscar Molina.

Primary Pool: 8 (science, exploration)
Secondary Pool: 6 (close combat)
Desperation Pool: 4
Inspiration: 4
Edges: Endurance •••, Patron •
Gifts: Behold the Halo, Internal Thermostat, Iron Lungs, Unrelenting
Defense: 4
Condition Levels: 6
Initiative: 6

THE RANK AND FILE

The following templates represent the remainder of the crew of the Mabuhay. Most of these are simple Storyguide character breakdowns using the same traits to represent dozens of folks doing the same jobs. The crew of the Mabuhay is incredibly diverse with just about every facet of humanity imaginable represented. Should you choose, this could easily include starting player characters as psions or Talents who have joined the crew. If you wish to run a game with advanced characters, they may be more appropriate for the bridge crew.

You can also utilize the templates here to populate any Leviathan or other large space faring vessel. These SGCs can provide antagonists and threats for the player characters in your game. Perhaps they are the crew of a rival ship trying to undermine the actions of the player characters. Maybe the party finds themselves in direct opposition to the crew of the Mabuhay. These SGCs are not reliant upon being on a Leviathan to function and can just as easily be repurposed for other needs in your **Trinity Continuum: *Æon*** campaign.

AND ONE OTHER

After the remainder of the crew, this book provides a stat breakdown of the Mabuhay, including a fill detail of the contents of the shuttle and fighter bays of the ship. This draws on information from **Trinity Continuum, Trinity Continuum: *Æon***, and **Trinity Continuum: *Æon Æxpansion.*** All three books are highly recommended for use with **Leviathan: Mabuhay**.

In addition to this equipment list, a detailed personality write up is provided for Tess, the Mabuhay's intelligent Tesser drive. Their personality, quirks, and fears are detailed for the Storyguide to explore. You may use the information presented here when designing your own Leviathans and other Tesser-equipped craft.

BIOTECH SUPPORT - NORÇA

Primary Pool: 9 (biology, espionage)
Secondary Pool: 5 (combat, etiquette)
Desperation Pool: 3
Psi Trait: 3
Psi Modes: Adaptation 3, Psychomorphing 2, Transmogrify 3
Defense: 2
Condition Levels: 4
Initiative: 5

While the idea of discovering new allies among the stars is tantalizing to Proxy Del Fuego, he is enough of a pragmatist to realize that there is an equal, if not better chance that any undiscovered species the Mabuhay will encounter will be hostile. As such, the Proxy has taken great pains to ensure that the biology staff of the Mabuhay is entirely comprised of biokinetics who are as good in a fight as they are with a test tube.

As with all things Norça, there are layers and misdirections at work with the biotech staff. The extent of the combat capabilities of these psions has not been disclosed to the Æon Trinity, nor to the bridge crew of the Mabuhay. The Norça scientists on this mission are expected to utilize their more aggressive abilities with the utmost discretion and only when absolutely necessary as the Æon Trinity would likely frown on Proxy Del Fuego installing a private army onto a Leviathan in secret.

MEDICAL SUPPORT - ÆSCULAPIAN

Primary Pool: 9 (medicine)
Secondary Pool: 5 (disaster relief, survival)
Desperation Pool: 3
Psi Trait: 3
Psi Modes: Iatrosis 3, Augendis 2, Algesis 2
Defense: 2
Condition Levels: 4
Initiative: 3

25 of the medical staff aboard the Mabuhay are psions. While vitakinetics are extremely useful for field medicine, they are also in high demand across settled space. Getting this many vitakinetics assigned to the Mabuhay is a testament to the diplomatic skills of Alexander Zhou and Rey Glover who visited Proxy Zweidler personally to persuade him to fulfill the request.

As the vitakinetic staff on the Mabuhay are somewhat limited, they operate in cells with neutral support. Each vitakinetic on staff has three neutral medical technicians assigned to their team. This provides a flexible medical staff that can respond quickly to nearly any emergency. The neutral support staff are able to prioritize who needs immediate vitakinetic attention while working on stabilizing those who are not in dire need. This makes the medical team on the Mabuhay remarkably effective given their limited size.

These stats are also used to reflect the Mercury BioVARG pilots listed in the ship's bays (see p. 17)

PHOENIX FLEET SOLDIER - LEGION

Primary Pool: 9 (soldier, pilot)
Secondary Pool: 5 (technology, survival)
Desperation Pool: 3
Psi Trait: 3
Psi Modes: Thermokinesis 3, Telekinesis 3, Perikinesis 2
Defense: 2
Condition Levels: 4
Initiative: 9
Armor: Standard Battle Dress is Bulletproof, Impact & Slash Resistant and has the Active Camouflage 1, Complete 3, Environmental (temperature extremes only) 0, Hard 1, Soft 2 tags (figured into the stats above)

Roughly half of the space marine contingent of the crew of the Mabuhay are psions of the Seventh Legion. Battle hardened, expertly trained, and psionically skilled, these soldiers are a force to be reckoned with. Discipline among this detachment is strong and every soldier serving on the Mabuhay would follow Daii Barton into the maw of the Colony if she ordered it.

These stats can also be used to reflect pilots for the biotech hybrid fighters and the Flame Cloud VARGs listed in the ship's bays (see p. 17.)

TECHNICAL SUPPORT - ORGOTEK

Primary Pool: 9 (programming, technology)
Secondary Pool: 5 (noetics, alien tech)
Desperation Pool: 3
Psi Trait: 3
Psi Modes: Electromanipulation 3, Photokinesis 2, Technokinesis 4
Defense: 2
Condition Levels: 4
Initiative: 6

While the Qin, the Ministry and the Æon Trinity all have their hands deeply in the Leviathan project, Orgotek is the beating heart of Tesser development and maintenance. As such, there is a massive contingent of Orgotek psions on the engineering staff of the Mabuhay. These stats are also used to reflect the Cockroach BioVARG pilots listed in the ship's bays (see p. 17)

The vast majority of the engineering staff of the Mabuhay are Orgotek electrokinetics, by necessity. In addition to the 75 psions using this stat block, there are 25 neutral engineers who use the **Technician** stat block (**Trinity Continuum: Æon** p. 329).

ÆON TRINITY SUPPORT STAFF

Primary Pool: 5 (Bureaucracy and diplomacy)
Secondary Pool: 4 (Leviathan operations and xenobiology)
Desperation Pool: 2
Health: 1
Defense: 1
Initiative: 3
Equipment Bonuses: +2 Enhancement

Drawn primarily from Section Apollo of Proteus Division and Triton's Project Cyclops, these Æon Trinity operatives are neutral support staff who are trained specifically to work in the environment of a Leviathan Jump Ship. These operatives are there to ensure that everything runs smoothly, as much data as possible is collated regarding alien life (including the Qin), and evaluating the performance of the Mabuhay in the field.

ÆSCULAPIAN MEDICAL TECHNICIAN

Primary Pool: 5 (Medicine)
Secondary Pool: 4 (Science and technology)
Desperation Pool: 2
Health: 1
Defense: 1
Initiative: 3
Equipment Bonuses: +2 Enhancement

The Æsculapian medical technician represents the neutral doctors, nurses, and EMTs who work in support of psion personnel. While these technicians do most of their work in Mabuhay's sick bay, they also frequently accompany away missions to handle first aid and patient stabilization. Most of the time when Mercury BioVARGs are deployed one Æsculapian medical technician will accompany the VARG in the medical bay to address patient needs.

HYBRID PILOT

Primary Pool: 5 (Pilot)
Secondary Pool: 4 (Soldier)
Desperation Pool: 2
Health: 1
Defense: 1
Initiative: 4

These traits reflect the hardtech hybrid pilots and gunners who crew the fighters attached to the Mabuhay. These are highly trained pilots who are willing to make the ultimate sacrifice for the good of the crew if need be.

When not on a mission, these pilots tend to be a bit brash and boisterous. There is an ongoing (mostly) friendly rivalry between the pilots and the space marines.

SPACE MARINE

Primary Pool: 5 (Soldier)
Secondary Pool: 4 (Pilot)
Desperation Pool: 2
Health: 2
Defense: 3
Initiative: 5
Equipment Bonuses: +2 Enhancement
Armor: Standard Battle Dress is Bulletproof, Impact & Slash Resistant and has the Active Camouflage 1, Complete 3, Environmental (temperature extremes only) 0, Hard 1, Soft 2 tags (figured into the stats above)

The neutral space marines aboard the Mabuhay are all Legion trained combatants who have seen combat on Earth and beyond. Many are veterans of Aberrant attacks and at least a dozen of these marines served on Karoo or Khantze Lu Ge during the Upeo disappearance. While the marines will follow orders, they are typically cold and unkind to aliens aside from the Qin, and in the absence of contrary orders will shoot first and ask questions later when dealing with anyone who is not human or Qin.

QIN PILOT

Primary Pool: 5 (Pilot)
Secondary Pool: 4 (Biology)
Desperation Pool: 2
Health: 3
Defense: 3
Initiative: 2
Psi Trait: 3
Psi Modes: Rapport 2, Mindshare 3, Psycholocation 1
Equipment Bonuses: +1 Enhancement
Armor: Diplomat biosuits have built-in armor, with the Complete 3, Hard 1, Soft 1 (included in Defense), Concealable, and Environmental 1 tags.

The Qin have added a small contingent of their own advanced shuttles to the Mabuhay mission in order to support the efforts of the crew and to test their technology against an array of new threats. The arrival of humanity has presented the Qin with a glorious diplomatic opportunity, but has also been illuminating regarding the size of the universe and the dangers lurking among the stars. Bringing these shuttles and their pilots along with the Mabuhay allows the Qin to test their technology against new threats while observing humanity in combat in the field.

QIN SUPPORT STAFF

Primary Pool: 5 (Scientist and Technician)
Secondary Pool: 4 (Diplomacy)
Desperation Pool: 2
Health: 3
Defense: 3
Initiative: 2
Psi Trait: 3
Psi Modes: Rapport 2, Mindshare 3, Psycholocation 1
Equipment Bonuses: +1 Enhancement
Armor: Diplomat biosuits have built-in armor, with the Complete 3, Hard 1, Soft 1 (included in Defense), Concealable, and Environmental 1 tags.

The Mabuhay has been joined by 25 Qin Researchers who are tasked with learning as much as possible about Tesser technology, human customs, and deep space settlements. Of these Qin, 15 belong to House Tung Jen and 10 belong to house Hsaio Kuo. The members of these houses seem to work in harmonious cooperation when carrying out tasks related to the ship or their research responsibilities, but seem cool and distant with one another in their off hours. This fascinates the Ministry and Æon representatives on the Mabuhay to no end.

LEVIATHAN JUMP SHIP MABUHAY

Size: 6

Handling: -1+

Speed: [4]

Tags: Armor 1, Astrogation Systems 1, Cargo 4, Complex 0, Computer 0, Crew −3, Massive 3, Psi −1, Repair Bots 1, Sluggish −1, Tesser 1, Thrusters 1, Weaponry 1

Weapons: Laser Carbine (**Trinity Continuum: Æon** p. 280)

Tech: Ψ

FT: •••

Cost: L

Condition Levels: 8

Fighter Bay Compliment: *Bay 1:* 3 Qin shuttles (**Trinity Continuum: Æon** p. 303), *Bay 2:* 3 Hybrid Locust Fighters (**Trinity Continuum: Æon** p. 304), *Bay 3:* 3 hardtech Hybrid fighters, *Bay 4:* 3 hardtech Hybrid fighters (**Trinity Continuum: Æon** p. 304)

Shuttle Bay Compliment: *Bay 1:* 2 MELs (**Trinity Continuum: Æon** p. 305) *Bay 2:* 10 Cockroach BioVARGs (**Æon Æxpansion** p. 58) *Bay 3:* 10 Flame Cloud Hardtech VARGs (**Æon Æxpansion** p. 54), *Bay 4:* 10 Mercury BioVARGs (**Æon Æxpansion** p. 59)

Crew Compliment: 600 souls; Bridge Crew: 12, Fighter pilots: 18, Shuttle Crews: 10, VARG pilots: 30, Engineering staff: 100, Medical staff: 100, Space marines: 200, Diplomatic staff: 50, Biology staff: 50, Qin contingent: 30.

"TESS" - MABUHAY'S TESSER DRIVE

Tess is a friendly, conversational unit who loves to engage in small talk with the crew. They are fascinated by daily activities, hobbies, and social interplay between members of the crew. Tess is nonbinary and quick to correct anyone who tries to assign gender traits to them.

Tess loves the crew and will place their safety first in any situation. Though they will typically not question any command or order, they are not above offering all data at their disposal about potential threats accompanying a planned course of action. Tess fully understands the chain of command and shares these insights only with the bridge crew. After all they do not want to incite panic or mutiny.

Tess also has a genuine interest in meeting new creatures and species. They revel in the opportunity to have new specimens brought aboard, but such instances are very rare due to security protocols. When such an opportunity arises, Tess is incredibly inquisitive, trying to learn all they can about the visitor.

Tess is also frightened of Aberrants. If the Mabuhay is engaged in combat with a Divergent Aberrant, this fear adds a +1 Complication to all rolls involving the ship's systems that do not involve retreat. This increases to a +2 Complication when facing a Nemesis Aberrant, and a +3 Complication when facing a Terat. A minor system malfunction of the Storyguide's discretion occurs any time a ship's system is used in such a situation without buying off the Complication.

ADVENTURE SEEDS

As mentioned in the base description of Leviathan Jump Ships (**Trinity Continuum: *Æon*** p. 307), each Leviathan is a massive vessel with unique features and characteristics, allowing the ship to be the setting for an entire campaign and the Mabuhay is no exception. The following story seeds are just a small sampling of ideas that can be explored in a campaign set on the Mabuhay.

CRISIS INTERVENTION

As noted throughout this book, the Mabuhay's mission is to visit each known colony in settled space and explore for undiscovered life in between destinations. If played through to its conclusion, this offers a number of emergency situations the Mabuhay could wind up becoming embroiled in. Each extrasolar settlement listed in **Trinity Continuum: *Æon*** Chapter Three lists a number of ongoing conflicts or potential emergencies. By virtue of the mobile nature of a chronicle set aboard the Mabuhay, the crew could become involved in any or all of these potential crises or plot hooks.

DISTRESS CALL

The Communications Officer receives a distress call from another Leviathan. The Psi coordinates included in the call are nowhere near any established human settlement, and communication ends as abruptly as it began. Clairsentience can verify the location of the troubled ship, but ambient Corruption in the area makes a detailed scan all but impossible. To investigate, the Mabuhay will need to jump to the marooned Leviathan's location.

FIELD PROMOTION

After a conflict with a hostile force, the bridge crew of the Mabuhay are dead or incapacitated. As a result, the player characters are suddenly in charge of the jump ship. It is up to them to save whoever can be saved of the ship's crew and get the Mabuhay and its crew back to Earth safely. If the bridge crew was kidnapped by a hostile force, this could instead be a rescue mission as the group must find a way to get the officers back before trying to escape.

INTERNAL DISSENT

There are a few distinct factions aboard the Mabuhay, each with their own agendas and goals. A Storyguide may wish to explore the intrigue between these factions on the ship. This can be an ongoing side narrative of cloak and dagger operations, mistrust, and espionage, or could be as straightforward as the Norça representatives becoming locked in an open conflict with the Æon Trinity personnel aboard the ship. In such a scenario, the characters could find themselves cast in the role of arbiters of ugly disputes over the appropriate use of the ship's resources. They may also be tasked with uncovering (or participating in) a conspiracy which seeks to bend the Mabuhay's mission to their own ends.

SPACE BATTLE ROYALE

A hostile force has attacked one of the colonies, or even Earth or Qinshui! Whether it is an army of Terat threat Aberrants, Chromatic invaders, or the Coalition Ark, the target of this attack is in great peril. All ships must respond immediately to the threat. Jumping is never easy for the crew of a Leviathan. Jumping into a war zone will bring a whole new level of terror and adventure to the story!

LEVIATHAN: MABUHAY provides a detailed overview of one of the incredible Leviathan Jump ships used to carry humanity to the stars! This vol-ume includes Storyguide Character statistics for the bridge crew, major support staff, and typical crew compliment of the ship, unique traits for the ship's equipment, fighter and shuttle compliment, and a personality write-up for Tess, the ship's sen-tient Tesser drive.

LEVIATHAN: MABUHAY includes:

- 12 Storyguide Character write-ups for the bridge crew of the Mabuhay including 8 psions, 2 Talents, and 2 Qin.
- 8 Storyguide Character write-ups to represent the support crew including psions, neutrals and Qin.
- A detailed overview of the Mabuhay's statistics, the personality of the Tesser drive, and the compliment of shuttles and support craft docked in the Mabuhay.
- A set of campaign suggestions and 5 adventure seeds.

Strap in, and prepare to jump into adventure beyond the stars!

Requires the
Trinity Continuum Core Rulebook to play

STORYPATH NEXUS

TRINITY CONTINUUM: AEON