

An Open Mind; Mindmelds and Empaths.

The Psionics Sourcebook



**An Unofficial Star Trek Role-playing Game
Sourcebook for the ICON rules system by
Last Unicorn Games**

By DanG
Dan.Gurden@btopenworld.com

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Foreword

In Star Trek Psionic powers are fairly common place, although many stories focus on the physical aspects of the characters, or compare the differences in Aliens, a small few retain aspects of the unexplained. Not every Psionic power is effected by a hidden supercomputer as Kirk often found. And regularly we are allowed glimpses of these sixth senses usually through a single character. From Spock's and Tuvok's Mind-Melds, Troi's empathic advice for Picard. Or Kes's gradual discovery of the lost abilities of her Ocampan heritage.

Without a doubt, Psionic abilities are a regular part of the series and as such, deserves some special attention. It is my intention that this sourcebook begin to cover this subject, however this work is a matter of fiction, supporting only the notion that such powers exist in the world of Star Trek.

Using this book, one should remember that this is a fan-based work, and while I have attempted to interpret the on screen evidence, it is still my own conjecture, as a player you should check with your narrator before using this. Of course, if you can convince them to accept this and my Maquis document as standard text then I will be chuffed to bits.

I have made no attempt to convert this material into CODA as I did with the Maquis, this is because several aspects have already appeared in published material, from Psi abilities through to Species, and partially because I expect other aspects to do so. But if you really, really want CODA conversions there is nothing stopping you building your own for your own satisfaction.

As a wise man once said, anything you don't like, feel free to take a big red pen too. It is after all your game.

Happy Gaming.
DanG. 2007

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"My mind to your mind." Spock said softly.

"My thoughts to your thoughts" Saavik replied.

"Parted from me and never parted..."

"Never and always touching and touched."

From 'Vulcan's Heart.'

Chapter One

What Has Come Before.

Commander Savar looked up at his Captain. He knew what he had been asked but could not quite believe that he had asked it.

"Captain." The Vulcan said simply. "As a Betazoid yourself, you should already understand the implication of what you have asked. A Psychic intrusion is against the Code of Sentience, and is a gross intrusion of an individuals rights."

Captain Davii Ral's features remained stony and emotionless; he would have been a credit to even the sternest Vulcan. Savar as his XO did indeed have a responsibility to raise any problems with his orders, and this was indeed the suitable time and place.

Seconds passed in silence between them. It was Captain Ral that broke it.

"I understand Commander, and your objection is noted. But the prisoner is the one person who knows where the hostages have been detained, and both he and his masters are intent on using them as a human shield to carry out an act of Terrorism. I think he has stepped beyond our consideration of the Code of Sentience.

"But we do need to know the location of both the Hostages and the Bomb. If that means that we have to use a mind-meld to find this out. Then that has to be my order. And my responsibility." His tone sombre, conveying to his XO just how much he understood the situation, and how much responsibility he was willing to assume on this matter.

The Vulcan took no time in answering. He understood the situation, and had fulfilled his duty. Now an order had been given. One he was more than up to the task of completing. He nodded once.

"Very well Captain."

Turning, the door to the interrogation room slid open, and the prisoner was sat there, under guard. Commander Savar and Captain Ral entered the room that they had left only moments before. But while Ral stopped just beyond the door, Savar continued to approach the prisoner. At his continued approach, the prisoner began to grow restless, and became agitated... His previous bold demeanour dropping as he began to realise what was to happen.

"Wait... Stop..." He spluttered.

Savar ignored these words. "Do not struggle." He said simply as he reached forward, placing his fingertips firmly about the prisoners temples. Grasping his head tightly in place.

"My mind to your mind. My thoughts, to your thoughts..." He intoned.

Psionics in ICON;

Introduced in the Core rulebooks and expanded in the TNG Players Guide, the Last Unicorn Games, the Psionic skills were used to represent the various Psychic powers commonly shown throughout the various Star Trek TV shows.

Their game effect is simply that of a Skill, albeit one of paranormal origin, the skill level is applied as a positive modifier to the highest dice rolled for the users Stat... The game effects are really that simple, with various effect descriptions given for levels of success, along with situation modifiers.

These were all guidelines, and the number of Psionic skills was short, far shorter in fact than talents that had been witnessed on screen. The Core Rules simply offered us the player's guidelines and the most common traits, allowing us to extrapolate further with our own imaginations. It seemed a logical conclusion then to see further Psionic Talents and an expansion of the various abilities and backgrounds in the *TNG Players Guide*, and further more in *The Way of Kolinahr* and *All Our Yesterdays* The Vulcan and Time Travel sourcebooks respectively.

The Rules;

Used just like a standard skill, the basic difficulties of various tests are described along with the initial talent entry in the source material. If a Psionic skill is used against another individual and that target chooses to resist the intrusion, a simple opposed test is required, basing the Psions Die roll vs. the

Psionic Skills Range;

<u>Range</u>	<u>Difficulty Modifier</u>
Touch	-1
Point Blank (5m or less)	0
Short (5.1 – 20m)	+1
Medium (20.1 – 50m)	+2
Long (50.1 – 100m)	+3
Extreme (over 100m)	+4

Psionic Skills Modifiers;

<u>Circumstance</u>	<u>Difficulty Modifier</u>
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Environmental Conditions;

Strange Energy that warps Psionics +1 - +3
Using Psionics Through Solid Barrier +1 - +2

Number of Minds involved

(minus difficulty is the number of minds thinking the same for receptive skills, while the plus difficulty is when a Psion is attempting to control multiple minds)

2 Minds	+/-1
3-4 Minds	+/-2
5-8 Minds	+/-3
9-16 Minds	+/-4
17-32 Minds	+/-5
33-64 Minds	+/-6
65-128 Minds	+/-7
129-256 Minds	+/-8
257-512 Minds	+/-9
513-1,024 Minds	+/-10
... and so on	

Character or Target is injured

See Wound Level Penalties

Character is in Combat	+1
Strange or Unusual Minds	+2
Character Cannot See Target	+1
Unwilling Mind (but untrained)	+2
Character is distracted	-1
Mind is known to User	-1
Mind is Well Known to User	-2
Mind is not resisting	-5

Targets Psi + Focus + Mind Shield
(Targets may substitute Presence
+ Willpower for this test, especially
individuals with no Psi). Such an
opposed test can be made once

per round during each round that
the Psion chooses to affect the
target, and is considered an
immediate action.

Psionic powers work best on
familiar minds, from same species
to a close circle of friends. The
more Familiar the mind, the easier
the power use...

Psionics can also influence at
range, while they are best up close,
or even at touch-contact, they may
be used simply increasing the
difficulty of accomplishing such a
task (see range modifiers below).
The Range Edge is used in these
circumstances and a character may
not use both Range and Focus
Edges.

Other factors can also affect the
use of Psionics, a base guideline is
included, and should be used to
spark any ideas for other modifiers
that might affect your own game.

Cascade Abilities;

The Players Guide introduced us to
another level of Psionic Skills, the
cascade ability. Rather than a
separate power, these abilities
were 'refined' powers, more
focused and more powerful. Any
Psionic Character could learn and
develop them. Although pre-
requisite requirements must be
fulfilled, and the Character must be
proficient (at level 3 or higher) at
the Main Psionic ability.

Psionic Skills;

I will briefly outline the various
Psionic Skills (along with any
suitable updates) here, although I
will not present the full copy-written
material, but will state the source of

the material, therefore this can only be used in conjunction with the various rulebooks printed by Last Unicorn Games. But it will provide a taster of any missing abilities, and in conjunction with the main rulebook, you should be able to develop any abilities that might be missing from your collection, especially now that the ICON system is out of print.

Star Trek TNG Core Rulebook;

The abilities presented in the main rulebook cover the most common forms of Psionics seen throughout Star Trek, most specifically covering the abilities of the Vulcan's and Betazoids and the screen time applied to those central characters with Psionics. It is possible to extrapolate the vast majority of other Psionic powers simply from these powers alone with only a little work and imagination...

Empathy

Projective Empathy;

The ability to project your emotions outward to enable others to feel what you feel, and eventually to be able to independently manipulate their emotions, regardless of what emotional state the Psion might be in.

Receptive Empathy;

This ability allows the user to determine the emotional state of a target, and from that information make a judgement on appropriate action to take. In this way, users of this power are often able to take full advantage of the emotional states of others, and even determine ways of further restoring (or

destabilising) the targets emotional state further.

Focus

Mind Shield;

The conscious effort of defending your mind against Psionics. It could be as simple as forcing yourself to think about other things, or simply building a 'wall in your mind'...

Unlike many Psionic Abilities, this skill can also be developed by non-Psions, although they would use their Presence/Willpower as a base statistic for this use.

Telepathy

Mind Control;

A cascade ability of **Projective Telepathy**. A character's ability to Psionically controls a target. From the perception of false sensory information, such as hearing or seeing things that may not be real, through to full possession and control of their bodies. Many levels of control exist, and the target is able to attempt to block a Psionic assault of this kind, often the target is unavoidably aware of the control from an outside source.

Due to the extreme concentration involved characters may normally only be able to use this ability on one individual at any one time.

Mind Meld;

The sharing of thoughts and memories. While the name 'Mind Meld' bears more in common with Vulcan's and their touch telepathy, other species exist that are also able to contact others on a mental level and share memories.

Closer than telepathy, this is more than a means of communication,

but more like a sharing of personalities, often with each participant able to take something away from the process.

Projective Telepathy;

The ability to project a thought into another beings head, whether it be a 'verbal' communication or simply an image, this is a direct Psionic form of communication.

With some advanced Psions, it can even be used (less effectively) in a manner similar to the mind meld to raise memories or confuse enemies.

Receptive Telepathy;

This ability allows the user to read the surface thoughts, or even attempt to intercept the Psionic communication of others. At advanced levels it may even allow the user to probe deeper thoughts and memories, although this is often felt by the target.

Star Trek TNG Players Guide;

The Players guide details the standing of the Federation and Starfleet on the matter of Psionics, and introduces FIPA (the Federation Institute for Paranormal Aptitude). It also introduces a new range of Powers, expanding the original selection to encounter the far rarer Telekinesis and Clairvoyant abilities, and introducing Cascade Powers, more powerful, more refined powers related to the far broader powers already introduced.

Clairvoyance Visions

The most basic Clairvoyant power, in its most basic form, the user of

this power simply receives visions of the universe often of events with deep importance to the viewer; sometimes such visions are not always voluntary...

The detail and depth of these visions is often difficult to discern until after they have been proved by incoming news.

Far-Seeing;

A cascade ability of **Visions**.

Allowing the Clairvoyant to undertake a vision as if present.

They will be unable to interact with things in the vision, but does allow a greater study of the circumstances being viewed.

Intelligence applications of this power are obvious, and have been considered so since 20th century Earth.

Precognition;

A cascade ability of **Visions**. This power allows a Clairvoyant to see visions, but these are of the future. However it should be noted that in many years of time-travel and precognition, that the future is extremely fluid, and that actions taken may also change the future as encountered in a precognitive vision.

Empathy

Empathic Attack;

A cascade ability of **Projective Empathy**. This rare ability allows an individual to project their focused rage, hatred and other negative emotions at another, causing discomfort and even pain in their targets. Used by Reman's, and rediscovered by the Betazoids during the fight to free their planet from the Dominion occupation.

Empathic Healing;

A cascade ability of **Receptive Empathy**. This ability allows an Empath to heal damage done to another. This is done by the Empath touching and sharing the damage, even as far as absorbing some of the injuries and damage themselves.

Focus**Psionic Negation;**

A cascade ability of **Mind Shield**. An ability that when developed enables the Psionist to become immune to other Psionic effects, even as far as extending this effect to others nearby under the direction of a skilled Psion.

Reflective Mind Shield;

A cascade ability of **Mind Shield**. Like its parent ability, this power defends its user from external Psionic influence, it does however reflect the opposed power back at its user.

Telepathy**Illusion Creation;**

A cascade ability of **Projective Telepathy**. This power enables a Psion to create and maintain a realistic illusion, from altering the targets perception of an objects appearance through to a full sensory landscape, albeit at extreme concentration from the Psion themselves.

Induce Trance;

A cascade ability of **Projective Telepathy**. This power enables a Psion to barrage a target with confusing and hypnotic thoughts, causing the target to become disoriented and entering a light trance.

Psychometry;

A cascade ability of **Receptive Telepathy**. The ability to touch an object, and from that to discern the recent history of the object, from the last few people to touch the item along with any strong thoughts and emotions...

Psychosense;

A cascade ability of **Receptive Telepathy**. This ability allows a Psion to identify and locate living minds within a particular range.
Update; As seen in Star Trek; Nemesis. This ability is no longer limited to humans only, as in the original text.

Telekinesis**Telekinesis;**

This is full blown telekinesis, allowing the Psion to move physical objects using only the power of their mind.

Electromanipulation;

A cascade ability of **Telekinesis**. Only available to particularly powerful Psionic Species, focusing their minds precisely enough to be able to affect electronic and even computer systems, forcing them to conform to the Psions will. With the complexity of the system providing the levels of difficulty the Psion must beat.

Telekinetic Manipulation;

A cascade ability of **Telekinesis**. Like its parent ability, this power allows the manipulation of distant objects, but now with a far finer degree of control, even down to the atomic level of an object.

Thermokinesis;

A cascade ability of **Telekinesis**. Psionics with Thermokinesis have the ability to affect temperature,

heating or cooling target objects, by exciting or calming objects on a molecular level. This is a VERY difficult skill to master and the vast majority of Thermokinetics are unable to manipulate anything over 100 litres in volume or (even rarer) living tissue.

The Way of Kolinahr – The Vulcan Sourcebook;

The Vulcan sourcebook introduces us to a wide variety of Psionic abilities, mostly focused around the Mind Meld, and the renowned Vulcan meditations. These various abilities are based around different Paths, not all of which may be available to anyone. The sourcebook also contains the details for many Psionic technologies dating back to the Violence of Vulcan's past.

Focus

Path of Khat

Khat-Kutha (“Mind Shield”)

This power is identical to the standard version of Mind Shield in the original Core Rules.

Khat-Kel (“Mind Bar”)

A cascade ability of **Khat-Kutha**. Like “Mind Shield” this ability too can be taught to non-psychics. This ability helps to clear and focus the mind, and will either allow the user to be overlooked or to have calm peaceful thoughts if scanned rather than actively blocking the scan.

Telepathy

Path of Lis

Lisjana (“Confuse The Senses”)

A cascade ability of **Projective Telepathy**. The student learns to use their Psionics to confuse the

targets interpretation of their own senses, and cause the target to find them unrecognisable.

Lispata (“Mislead The Senses”)

A cascade ability of **Lisjana**.

Adepts are able to use their Psionics to a degree that forces their target to ‘see’ another being in their place. Minor changes are easily done, but to pose as another being will require intense study and concentration.

Liskel’Tu (“Blind Senses”)

A cascade ability of **Lispata**. At this level of mastery, a follower of the path of Lis can fool another being into believing that the Psionists is invisible.

The Path of Plat

Plat-Vok (“Share Mind”)

A cascade ability of the **Mind Meld**. This power is a far closer bond than the full Mind Meld, linking close friends and mated couples, and making Psionic communication between them far easier.

Plat-Ra (“Switch Minds”)

A cascade ability of the **Mind Meld**. Related to the process, which enables a Vulcan to entrust his Katra through the Mind meld, this ability literally allows the two parties to switch bodies. However this is a challenging and stressful experience for both parties, and possibly even dangerous.

The Path of Tas

Tashaka (“Detect Psychic Traces”)

Every living being leaves minute traces of their presence behind on everything they touch and interact with. Whether these are Psychic traces or the psychic is simply picking up on tiny DNA traces and

reacting to those is unknown. However Adepts of Tas develop some levels of Psychometry, and identify those individuals that have most recently touched an object.

Taskefa (“Read Psychic Traces”)

A cascade ability of **Tashaka** and the **Mind Meld**. This advanced level of ability is able to delve further back into history, and to determine far more detail from the object in question.

Focus

The Path of Rah

Rha-Tel (“Control Body”)

One of the most basic and widely used of the Vulcan Focus Meditations. The student learns to exert conscious control over their bodies. Literally telling their body to withstand pain and hardship, and vastly extend their endurance.

Update; The control through will or meditation, allowing a Master to regain control over their own bodies, even down to a cellular structure. More than simple healing trances, and the ability to shrug off injuries. The Master is also able to renew cells and effectively extend their own aging process through this method. This ability is not limited to Vulcan Masters.

Rha-Tel-Pan (“Master Body”)

A cascade ability of **Rha-Tel**. Students at this level learn to block all pain completely, and gain greater mastery over their own bodies, even to the point of a trance suspension to extend their survival time under the most extreme situations.

Rha-Fak (“Enhance Fitness”)

A cascade ability of **Rha-Tel**. Students learn to focus their will to

temporarily increase their own fitness and endurance.

Rha-Fak-Pan (“Enhance Body”)

A cascade ability of **Rha-Fak**.

Students of this path at this advanced level are now able to focus their will and to temporarily enhance their reflexes and sharpen their senses beyond the norm.

The Path of Shan

Shantip (“Healing Trance”)

Many Vulcans learn Shantip while young, developing the ability to relax into a deep trance, which facilitates and enhances the natural healing process. Stabilising wounds and rapidly healing the body for the duration of the Trance.

Shan-Laka (“Healing Touch”)

This is a cascade ability of both **Shantip** and the **Mind Meld**. Enabling students of this path to help place others (even non-psychics) into a deep healing trance and gain the benefits of the Shantip ability.

The Path of Vhos

Vhoshanta (“Body Reading”)

The path of Vhos is not actually a Psychic talent at all. It is rather an Intellect based skill, similar to the human Body-Language skill. It is used to read and understand all humanoid life forms based on their holding and posture, and is used to determine mental and emotional states.

Vhoslan (“Body Knowledge”)

A cascade ability of **Vhoshanta**. At this advanced level, students of this Path are able to determine more detailed information about other humanoids, even down to character, motivations and personality traits.

All Our Yesterdays – Time Travel Sourcebook;

The Psychic abilities presented in this sourcebook all relate to Time Travel (odd that), and many could be seen as examples of Clairvoyance, but others are most defiantly stand-alone powers. It is recommended that these powers are applied with caution and players should only develop them after great trials to prove their worth, if at all.

Clairvoyance Precognition

A repeat of the skill found in the Star Trek The Next Generation Players Guide.

Temporal Sense

This rare ability allows a character has the ability to sense shifts in temporal flux. They can identify events that seem out of place although they may be unable to pin the sense down any further or prove any changes occurred to those around them. It also allows the user to track and identify parallel universes by feel alone...

Focus

Khat-T'kel ("Mind Preservation)

An addition to the path of Khat, and a new meditative technique, allowing a Vulcan to find focus and retain their mental discipline, especially if thrown outside of the temporal focus.

Temporal

Temporal Projection

The character possesses the ability to project their consciousness through time, and is able to inhabit another body in that time period for short periods of time.

Time Shift

The character is able to alter their temporal signature and physically travel through time either back or forth simply using the power of their mind. This extremely powerful Psionic ability is virtually unknown and incredibly taxing on the Psionist.

Time Stop

This ability allows a character to step outside of time, causing the universe to seemingly stop around them. The character is able to move and interact with events around them, but to all intents and purposes that universe stops until this Psion lets it continue. Like time shift, this is an incredibly rare and taxing gift.

Chapter Two; Psionics in Detail

Jace was frightened. And while she knew that his fear was irrational it in now way eased the sense. She was old enough to understand the irony of the situation...

As a Betazoid she had been raised in the full knowledge that one day she would begin to develop her gifts. Her Psionic powers, and from a young age she and his classmates had received tuition in the philosophy of the mind, along with meditative techniques for clearing thoughts closing off the thoughts of those around them.

But all these preparations had never really seemed real, the intellectual knowledge of her Telepathic and Empathic powers simply did not convey the enormity of the situation, or waking up to find that the thoughts of others were heard in your head...

And Jace could not deny how frightened this made her.

Her mother had smiled and simply told her that there was nothing to be afraid of, but that she understood. But the fact that she had thought this at her Daughter, and that the exchange had occurred in total silence had made her shudder.

All Jace really wanted was to see her Father. He would understand, he had always protected her. But instead she was to see the Evoker, and to gain further guidance from him.

The door opened, and there he stood. Answering the call, the Evoker came and visited his new student. He would teach her

further and help her develop the talents she had already been taught as well as define and focus her Psionic Gifts.

He stood there in silence for a moment. No sound and no thought. She could not even feel the gentle probing of her mind. As the Evoker evaluated his new student from his first glance. An eyebrow rose in gentle surprise as a smile spread across his face. Softening his craggy features and making him seem far more approachable.

*"Good morning Jace." He spoke aloud, Jace wondered if he had picked that thought from her head simply to make her comfortable. He continued...
"I am Evain. I will be your teacher and guide. I have a whole new galaxy to introduce you to."*

Psionic Powers;

When one thinks of paranormal ability it's easy to remember and identify the most common groups, both Telepathy and Empaths are encountered within the Federation on almost a daily basis, so much so that they have become a quantifiable presence in the lives of a great many Federation citizens. These are however only 2 groups of the 5 major abilities considered under the banner of Psionics, joined by Clairvoyance, Focus and Telekinesis to complete the family. Other powers may exist, and recent studies indicate that a very rare strain of Temporal Psionics may even exist, or may be connected to Clairvoyance in some manner... And as Science grows, so does the Federations ability to identify and explain further abilities and branches of the Psionic family tree.

So while the vast majority of manifesting powers seem to group Psionic powers as a 'like with like' category, it should also be noted that the various levels and types of Psionics out there that are as individual as a fingerprint...

As stated the most common of the Psionic powers are based on the Empathy or Telepathy range, allowing the sharing of thoughts, communication and emotions. Of these powers, the vast majority of Psions never achieve their full potential usually manifesting only one or two powers, while a rare few excel, their Psionic gifts shining bright, and manifesting in a wide variety of abilities.

Scientifically, many Psions share a common biological trait, that of an active Para-Cortex, a small

segment of the fore lobes of the brain that while many Sentient seem to possess, it is usually only active amongst a small number.

While some entire species possess an active para-cortex, occasionally it is noted that members of other species not well known for Psionic activity have an active para-cortex, and thus manifest Psychic abilities, and so a small group of individuals among the Humans, Bajorans, Trill, even Cardassians, etc. are Psionically active. It has been noted in recent years that an increase in Psychic powers amongst these species is underway, with more confirmed Psions than ever before. Some feel this is evidence of an evolutionary advancement, and that Psionic ability is to become the norm with advanced species, while others feel it to be a side effect of prolonged contact to other Psionic Species, and a third group believe that such abilities are latent in many sentient's, and that a combination of acceptance of the existence of Psionic powers, and the ability of science to measure the powers is the reason for this increase...

Whatever the answer, the issue will cause great debate and study by the Federation Science council until they can explain it.

Empaths;

Are those individuals who are able to sense and project their emotions, more than that, some can even influence the behaviour of others through their emotional manipulation. Of all Psionic abilities, Empathy is the subtle art. Often those under its sway do not even notice it, as long as the

powers are used carefully. A sudden emotional swing, or strong tugs as the targets emotions are guided by the Psion, might become apparent. While exuding a gradually increasing sense of trust and friendship might hold a greater sway over the target, causing them to act on these 'feelings' of their own volition. That is the art of Projective empathy.

Receptive Empathy senses the emotions of others, and there are some that feel that it is not even a Psionic ability, after all, some individuals manage an almost preternatural awareness of the emotions and feelings of those around them, without the slightest Psionic capability of their own. Instead they read body language, tone of voice and apply simple experience to the situation. However these learned skills are not half as accurate as an Psionic Empath, nor can they be used unless the individual can see and converse with the target, while a Psion might get a sudden sense of emotional surge even while nobody remains visible...

Many receptive Empaths, both individuals and even entire Empathic species tend towards pacifist tendencies. It is very hard to want to cause injury and pain on another when you have the ability to understand, experience and even feel your enemies pain, even the pain which you yourself inflict.

Telepaths;

Where the Empath deals with Emotions and generic feelings, the Telepath deals in direct mind-to-mind communication. Like a biological communicator, a

Telepath can sense or receive thoughts, either reading minds individually looking for memory and thought, or simply listening to the thoughts like a babble of voices within your own head, or sending a message to a person of your choosing. Limited, only by their range and power. Some Psions are able to call across the stars, while others are more suited to sending a message across the room.

The powers of Telepathy have been the cause of much of the distrust of those with Psychic powers that has been encountered. While the Federation might hold with the ancient Vulcan Philosophy of IDIC, not everyone is so enlightened. And some, like the Devore Imperium in the Delta Quadrant, actively persecute those with Psionic abilities in order to maintain their sense of society.

Clairvoyance

The fourth major category of Psionics, Clairvoyance and Extra Sensory Perception are far more common than Telekinesis, but less so than the basic Telepathy and Empathic powers. In a great many cases, these abilities manifest as a latent ability, allowing its possessor a greater degree of luck or judgement. Ranging from an innate danger sense, through to full perception of events occurring in another place and time from the Clairvoyant.

In many cases this is an application of judgement, sheer talent or plain luck. But in a few cases it is a true a gift, sometimes one remaining beyond the users control.

Other times a User may master their sense of Perception, and gain an equal degree of control as they do over their other 5 senses. This is, however, a far rarer talent...

Telekinesis

Possibly one of the rarest and yet by far the most powerful Psionic Power is that of Telekinesis. It is the ability to manipulate and control solid matter using only the power of the mind.

Telekinesis ranges from the Physical manipulation of objects, through to the control and manipulation on an atomic level.

Using such powers can be very taxing to the individual, as the manipulation of the physical plane will tire even the strongest Psion, while manipulation on an atomic level is somewhat less taxing to the user, it does however require a level of focus and finesse to control that many Psionists never achieve.

Focus

Focus powers deal with the self. While they are far less powerful across the board, they are far more common. They bear a familial resemblance to old advice relating to issues of '*mind over matter*', and it has been found that even non-psychics have been able to learn and develop some of these talents to a degree. Using their Willpower and various levels of calming meditation to draw their focus from.

Some examples of Focus abilities are powers such as Mind Shield or the Vulcan meditative trances.

These are powers enabling an individual to heal or protect themselves, from an external force, either by blocking the use of Psionics against them or by making minor changes in body chemistry in a meditative trance.

Temporal

A fairly recent occurrence has been the discovery of Psionic powers over a temporal realm. While there have been few encounters with these powers there has been little opportunity to study them. However there is a school of thought that believes them to be related to the Clairvoyance family of Psionics, most specifically that of Precognition.

Temporal powers range from the ability to sense alterations in the timeline, through to remote viewing of alternate timelines, even time-travel itself.

Although theoretically such powers are draining and may possibly even be deadly to the Psion, the very nature of these powers and their manifestation may make proving their existence equally difficult.

Latent Powers

Some species have latent Psionics buried in their genetic code. The Xenexian's, for example are a Federation protectorate species, deeply spiritual and with a strong tradition of Mystic powers.

Each Xenexian male is expected to go into the wilderness, where they will wander, surviving off the land until they have a vision of their future. For many this is no more than a deep contemplation about

their lives and where they want their lives to lead, sometimes lasting no more than one night, and seeing this newly accepted adult back home in time for a meal... But for others, such as the War Leader M'k'n'zy of Calhoun this is a serious journey of discovery, fasting and travelling for days, even weeks, eventually leading to an hallucinatory experience as they see visions of their futures, often very accurate visions.

So while the Xenexian's are latent Psions, very few actually manifest powers. Unlike many other species with Psionic Potential, such as Humans, Cardassians or the like, every single member of these latent species has the ability to further expand and develop their powers & skill, tempered with practice and experience, while Psions amongst other races are far rarer...

The Ocampan's are another species with strong Latent abilities, while they continue to possess a strong Telepathic ability; many of their powers have been lost over the Generations. Perhaps the return of an older, stronger Kes will be the key to unlock the potential the Ocampan have lost.

Psionic Powers Rating;

The Federation uses a fairly standardised rating system to measure levels of Psychic power manifested by Psions. Ratings are measured on a scale on 1 through to 10; it is assumed that the 'norm' of 0 represents no Psionic power at all. And is used as a control for measuring the power capabilities of individual Psions.

So, how does my character measure up against this scale?

Simple really, In ICON most Stats range between 1-5 (give or take another 2 for edges) and psychic skills use a base level of 1-5...

Simply take add the stat to the characters highest skill level (plus or minus any edges) and use the resulting total to gauge where the character lies on the scale. Results of more than 10 simply read as a 10.

e.g.

Lieutenant Sovak the Vulcan XO has a Psi stat of 3, with -1 range and +2 Focus, and his skill at Mind Meld is 4. This would leave Sovak at level 8 ($3-1+2+4 = 8$).

Meanwhile Cadet Travers is a talented Human, with a Psi 1, a range of -1, and Mind Shield 1, making him a level 2 Psion. ($1-1+1 = 2$)

The Federation Rating system works as follows;

0.00 - No Psionic power at all. A 'Normal' or 'Mundane'.

1.00 - This is the base Psionic power; basically the individual is barely more than a 'norm', most often found amongst latent Psychics with little control over their gifts.

1.5 to 3.0 - Low to moderate Psychic energy; this is the most common maximum of undisciplined Psionics, and few advance higher without teaching and guidance.

3.5 to 6.0 - Average Psi ability; the individual shows promise and talent, and has a god control over their abilities. This is often the highest level that a Psychic can reach.

7.0 to 9.5 - Advanced Psionics; at this level the character has surpassed the average and shown exceptional gifts and talents.

10.00 - Total ability; the character is a natural master and one of the most powerful Psions in existence.

These levels are not logarithmic, but are far more Asymptotic, as the higher the Psychics measured level of ability, the greater their degree of hypersensitivity. However, it should also be noted that Psionic power is also difficult to measure 100% accurately, and so even this measuring scale is often considered a 'rule of thumb', although it is accurate enough for the vast majority of people, both Psions and Normal's to accept these levels as a true definition.

It should also be noted that some few individuals such as the Starfleet Officer Gary Mitchell have been exposed to Alien influence and risen from 0.00 and have even surpassed that theoretical maximums in the Federation scale, such events are however rare.

Psionic Based Illnesses;

There are a very few cases of Psionically induced diseases and illnesses yet encountered by Starfleet. Other maladies exist and have been encountered, and it is hypothesised that others may also have been encountered but remained unrecognised, such I the difficulty of diagnosing such a problem. As Starfleet's own medical sciences grow, along with their experience with Psionic Species and individuals it is thought that a new branch of the Medical Sciences could be

developed, along with some Psionic Based healing powers. However at this time the vast majority of doctors and counsellors with the relevant experience in dealing with Psionic Illnesses remain those from Psychic species, such as the Betazoid's and Vulcan's.

Advanced Paediatric Telepathic Manifestation;

The vast majority of the Betazoid population are born without Telepathic and Empathic abilities, this allows the young children a space in which parents and teachers can teach the children mental strength and how to deal with the eventual onset of their Psionic powers, which typically manifest at puberty. However, a very few Betazoid's are born with their full Psionic gift. And from birth are totally unable to shut out the myriad of emotions and voices.

Often lacking the ability to screen-out the normal telepathic noise emanating from other species around them. Many of these individuals suffer great stress and even mental illness related to this premature development of powers, more so as they are often far stronger, more gifted than other Betazoid's. Leaving them in the care of specialist hospitals (such as the one at The University of Betazed), or simply to seek a life of solitude. Very few of these individuals are able to develop anything representing a normal life among others, although some do try.

Bendii Syndrome;

A Rare Illness that sometimes affects Vulcan's over the age of 200. The disease is characterised by a gradual loss of emotional control; victims exhibit sudden bursts of emotion and irrational anger. Diagnosis is made by culturing tissue from the patient's metathalamus. A dangerous side effect of Bendii Syndrome is that the loss of emotional control can be telepathically projected to others in close proximity to the patient. This risk is greater with powerful Vulcan Telepaths. While incurable and eventually fatal, the symptoms of Bendii syndrome can however be relieved by the use of a mind meld to transfer many of these incoherent emotions to another individual. Requiring the volunteer to retain a strong emotional control for the duration of this emotional projection.

There are some that feel, that Bendii Syndrome is closely connected to Pa'Nar Syndrome, and possibly directly linked to the Vulcan Suppression of emotion. Indeed neither of these conditions seems to be applicable to other Vulcanoid species, such as the Romulans or Mintakan's... The Vulcan's however refer to their traditional stance and prefer not to enter into any further discussion or study on the matter...

Memory Virus

While not a true virus, this parasitic life-form seems to be transmitted by Psionic means and is very difficult to detect and diagnose.

In its typical state the memory virus lies dormant inside its hosts brain

tissue, sustaining nourishment generated through Neurochemical peptides, that are generated within the cortex of almost all carbon based humanoid life. The parasitic organism remains invisible to detection by sensors due to its rare survival characteristic. Typically the virus mimics the appearance and structure of a memory engram.

Its camouflage works too well however, as this fake memory is accessible by its host, and so the organism usually takes a traumatic memory as its camouflage, usually generated by its first host, in order to suppress itself deep within the hosts psyche. This memory while repeated with later hosts seems to be interpretive and so will appear and feel comparable to their own life experience when recalled by the patient.

Typically the organism is benign residing in its hosts brains hippocampus, however when the host is close to death the Organism seems capable of transmitting itself psionically to the first person to come into contact with the dead or dying body. And its long However sometimes the memory engram is triggered by a sensory clue and the memory is activated, at which point the host may begin to suffer a side effect, one the Vulcan's have identified as t'lokan schism, wherein the repressed memory continues to create a real, physical distortion to the sufferers brain tissue that can cause extended neurological damage and even death, unless treated.

The organism is affected by Thoron radiation, and if correctly diagnosed the organism can only be treated by a Thoron radiation

bombardment of the patients hippocampus, a less than safe treatment alternative.

Pa'Nar Syndrome;

This condition only affects Vulcan's, and unlike any other illness or disease has a unique communicability factor.

Pa'Nar is an incurable degradation of the synaptic pathways affecting the endocrine and immune systems. Transmitted via the telepathic contact known as the 'mind meld'. Its cause is the disruption of neuro-electric impulses around the Para-Cortex in the Vulcan Mid Brain during direct Psychic Contact that leaves the Psion suffering an altered Brain chemistry.

If left untreated the sufferer will lose hand-eye coordination and balance along with the degradation of the immune system will leave the Vulcan victim to a myriad of other illnesses. Eventually the Vulcan will likely die from contact with another disease...

Its cause was found to be remarkably simple. When the Vulcan's gave up Psionics in favour of Logic, the telepathic abilities they possessed made the transition difficult, and it was felt that they needed to find a way to force their ability and make it latent. Nobody is quite sure how such mass hypnosis (for want of a better term) was completed, but the vast majority of Vulcan's found their ability to meld lost... Enabling them to focus on the control of their own emotions. Just a precious few kept the ability alive, a taboo in Vulcan culture. A clue to the cause

of this mass loss of Psychic power was finally discovered on Stardate 5943.7 by the Vulcan Spock of the Starship Enterprise, who found himself trapped back in time, and began reverting to a more primitive Vulcan state, it is possible that an extremely strong Psionic cause was to blame...

This mass hypnosis also served as a mental block against the use of Psionics, whether intentional or an oversight, it left what seemed to be a post-hypnotic suggestion... And Pa'Nar syndrome was simply the symptom of the subconscious Vulcan mind rebelling as its Para-Cortex was stimulated, leading to a gradual shutdown of some of the higher brain functions. In reality Pa'Nar was not so much a communicable disease, but rather an extreme case of 'mind over matter'...

The cure was equally as strange. Effectively a Placebo, while the Vulcan's learned to use and exercise their Psionic abilities. The early Federation Medical Council had to somehow find a way for the coldly logical Vulcan people to accept this fact and over-look the Placebo cure, along with accepting and discarding one of their major cultural Taboos. The continued survival of the Vulcan species is a testament to the success of this campaign.

Pon Farr;

The Vulcan name for their time of mating. Although Vulcan's live strictly by the dictates of Logic as set down by Surak, this veneer of emotional control simply buries and suppresses emotion. Even the Vulcan's knew that without an

emotional outlet, there would be an even heavier price to pay... And so once every seven years, the face of emotional control leaves sufferers at a time when they can prepare for it, and retain at least the image of control during this time of mating.

Suffered by both Male and Female Vulcan's, the Pon Farr often sets in, well into a Vulcan's 2nd or 3rd decade. And is linked to their mate via a bonding ceremony performed as children.

During the mating, the Vulcan pairing, will often use the mind meld and bond closer still, enjoying an intimacy almost unknown by other species.

While not technically a Psionic based malady, it is worth noting that the time of the Pon Farr is set via a telepathic link, and if not acted upon a Vulcan will lose the ability to sleep and eat, developing a Neurochemical Imbalance that will cause the Vulcan to become irrational and lose cognitive ability and eventually be fatal if not acted upon.

Psionic Trauma

When a sentient mind suffers a Psionic Shock, the neurological repercussions of such an event can leave the individual in a comatose state suffering from Psionic Trauma.

Most often associated with Psychics, and then most often with young and inexperienced users of Psychic powers. It can be caused by a Psion attempting to contact a hive mind or a vastly alien psyche with their telepathic powers, if such

a contact is unsuccessful it can feedback against the Psychic causing a shock to their system. Such an alien psyche would be best exemplified by the Tholian's, Bynar's or the Borg hive mind...

A second source of Psionic Trauma is that of offensive uses of Telepathic or Empathic abilities. Some skilled Psions are able to use their powers to overload the minds and nervous systems of non-psychics causing Psionic Trauma in their target, such as the committing of "telepathic memory intrusion," by a Ullian delegation against several members of the crew of the Starship USS Enterprise, NCC-1701-D on 45429.3. Fortunately such levels of telepathic powers are rare, as are the uses of Psychic powers in an offensive manner. Unfortunately many cases of Psionic Trauma, especially among non-Psychics can prove fatal, dealing neurological damage that no amount of medical treatment or surgery can heal.

This leaves only one treatment available to those that survive the initial damage, rest and recuperation and often the assignment to a counsellor to help them evaluate and begin to understand and accept the situation that they have found themselves in.

Spontaneous Self-Evolution

A rare and troubling occurrence, Starfleet encounters have catalogued several instances of this condition. Where a formerly normal humanoid spontaneously develops Psionic Powers. Rarely do such powers manifest with no

cause, and many times the core reason of this spontaneous occurrence is external, from strange radiation effects through to powers gifted by more powerful Aliens.

Often these manifesting abilities are quite powerful, however the host mind is undisciplined with their use, and so the powers rage out of control. Often this leads to insanity or even death, and even disciplined Starfleet Officers have crumbled and succumbed to the corruption of absolute power.

Thankfully this syndrome remains rare, and the death tolls associated with them low. At this time, Starfleet still does not know a 'cure' and must face each instance as a separate event. Although one of the functions of the counsellor, and their purview of looking after the mental health of the crew is to try and focus on these cases, and stabilise the individual concerned thereby safeguarding both the ships crew and the new found psychic.

Zanthi Fever;

A viral condition that affects the empathic abilities of 'mature' Batazoid females. A patient suffering from Zanthi Fever can involuntarily project their emotional state onto others, often those in nearby proximity to the patient.

Some human doctors have jokingly noticed similarities in the condition and its range to that of the Human Menopause, and while both seem to affect mature women, that is indeed where the similarities end.

Fortunately Zanthi Fever is easily treated. As long as the condition is correctly diagnosed, a treatment is easily applicable that will calm the symptoms and stop the emotional projection, and those under its effects are easily immunised too.

Chapter Three; Psionics Amongst the Major Galactic Powers

Around them, the acrid smell of smoke from electrical fires tainted the air, but he stayed at his post hunched over the controls. He had driven the freighter to its limits to escape and now all seemed hopeless.

The universe had driven them away...

First their Telepathy had seen them become Pariah on their homeworld, and as time had passed this social isolation led to distrust and hatred.

He had taken his family and what few he could and fled before the persecution and violence started. Forcing them to become refugees on the run from their own people, their old lives...

Their encounter with the Romulans had started well. As the Giant ship had approached them, their initial territorial claims had seemed a little friendlier after he explained their plight. The Romulan Sub-Commander had even offered them sanctuary.

But again all was not right. They had scanned the mind of the Romulan, who clearly did not perceive their range. And they discovered that the offer of sanctuary was not without price. The Sub-Commander saw them as tools, nothing more...

And so they had fled again. Pushing their ship beyond its tolerances as the Romulans gave pursuit. The weapons fire had scorched their vessel. Dealing more damage than they could possibly repair... But they had pushed on. Even after the

Romulan vessel had mysteriously broken off pursuit... He stayed at the controls holding the ship at warp for another light year before the engines finally gave out.

They were trapped now. And once more another Starship approached. With no engines, a damaged communications system and a rapidly dwindling life support, he expected that this time they would take them, that his choices were finally lost to both him and his family and friends.

The large ship came into view. But it was unlike the Romulan vessel. Not metallic green and built to resemble a Bird of Prey, instead it was white, lights blazing into the Darkness of space. Where the Romulan ship was clearly a ship of war, this seemed peaceful, more serene...

He could tell that the ship was trying to communicate with him. And so he worked to repair the damage to the communications system. He must try to negotiate their surrender, after all a life of servitude was better than allowing this children to die. And some of the passengers needed medical attention quite urgently now.

Success, the communications were repaired. He sat back and wiped his brow and straightened his tunic, smiling at the thought that he still wore the uniform of the planet that had driven him away. There was no time for nostalgia though, not while they needed help. He steeled himself for whatever terms this new mysterious ship had to offer.

Reaching forward he activated the comm., opening the channel.

Like him, the figures there also wore a uniform indicating a military. Their Tunics were crimson and blue, as the three humanoids sat there. No words were uttered for a second or two and his heart sank at the sight that a Romulan appeared to be sat to the right of the central figure.

Finally the central figure nodded. And the thoughts arrived in his head. Yet nobody had yet spoken. There was a telepath there. A friend.

"I understand." The message said. "We can and will help. You are safe now."

For the first time in weeks he smiled a small tear of joy reaching his eyes. They were safe now.

Views of Psionics amongst the various Intergalactic Political groups;

While much of this document is written from the Federation Point of View, it is worth noting that other Species and Galactic powers also have a standing and relevance to the issue of Psionics. These issues are discussed here.

The Borg

Drones have no Psionics. The act of assimilation strips the individualism from a Drone, and while 'Biological and Technological distinctiveness' is being added to the collective, the nano-probes are effectively rewiring a Drones Brain with all the Hardware required, turning a significant portion of 'redundant brain tissue' into a massive computer with subspace communication transponders. Just as the Vulcan Science Directorate refused to believe in Time Travel for centuries, so the Borg seem to have developed a Blind Spot in relation to Psionics. They just do not accept their presence and application beyond that of an intermittent nuisance.

After all, by far the most common abilities are that of Empaths and Telepaths. The loss of Individualism renders Empathic abilities redundant, and Telepathy is far to 'biological' in nature and far less efficient in comparison to a hard-wired subspace connection to the Collective. Other, far rarer, abilities have not yet been encountered, but it seems logical that if the Borg have deemed

Psionic abilities worthless to the collective, then abilities that seem rare in Biological entities could easily be missed by the Collective, abilities such as Telekinesis, Pyrokinesis, etc. and therefore erased during assimilation before their advantages become clear.

The use of Psionics against the Borg is another matter. To date the use Empathic abilities has proven futile, the Borg do not assign an emotional state to their actions, and such empathy has an equal effect as empathising with a Computer. Coincidentally, the best predictions of Borg activity to date have come from Vulcan research teams, a species that seems to share many traits with Computers (at least in common parlance)... Telepathy is actually dangerous. Connecting with a Borg is just like connecting with the entire collective, and there are very few Telepaths capable of withstanding such an onslaught. Loss of personality, brain damage, cerebral haemorrhaging are common results. Mind Melds are equally impossible, with touch-contact usually an initiation to Assimilation, nobody has even tried. Confidential reports state that the USS Voyager stranded in the Delta Quadrant has rescued a Borg Drone, and once individualism is restored, Mind Melds are possible, up to and even including limited contact to the collective, as long as the danger from assimilation has been removed. Although this Meld does put a great strain on the Psion performing the meld.

This leaves the rarer forms of Psionics. Even amongst the wide diversity of the Federation, these abilities are few and far between

and as such no accurate study has been available over their effects against the Borg. Speculation varies however. While some feel that there is no possible way that the Borg would be able to adapt the use of Psionics in an offensive capacity, the sheer rarity of these powers limits their effectiveness against the collective. Another school of thought feels that some Psi-Attacks would be adaptable. Powers such as PK, would simply be hurling objects at the Borg, a simple kinetic attack and of minor consequence, while Pyrokinesis might actually be adapted to after the first couple of Drones spontaneously combust... Federation Scientists theorise that the Borg would eventually be able to adapt to the effect of the Psionic Attack, if not the cause, and may even begin targeting Psi Active crew in preference if such a weakness was recognised by the collective.

The biggest danger actually lies in revealing these powers to the Borg. Simply the thought that the Collective might target these Biological components to add to the collective, or deem them a threat and aim to remove said threat in a similar fashion to their destruction of the El Aurian homeworld over a century ago. One thing is sure, this discussion will go on and on.

AUTHORS NOTE: *The absence of the Queen in this opinion is deliberate, for me the Borg are a soulless threat; the 'queen' is simply a communications Avatar, an interface, a specialist Drone for dealing with 'lesser species' (like humans). She looks like an individual, acts like an individual,*

and simulates emotion. However, she is merely a tool of the Collective, rather than the other way around...

The Cardassian Union

The Cardassians are not known for Psionic abilities. Like Humans, they exhibit only a few rare talented individuals, and like humans, these few tend to be rather powerful, hinting that powerful abilities lie just under the surface. Much like human culture, the Cardassian history of the Hebitians is a full and rich mythology with a strong sense of spiritual magic running through. Recent revisions in light of a stronger understanding of our own culture and abilities would seem to imply that both Humans and Cardassians have recorded some of their Psionic histories in the form of these myths and fables, distorted by time.

However, the Cardassians have a strong connection to Psionics, and while Humans denied the powers for centuries, and even persecuted them, the Cardassians embraced them. According to ancient legend and superstition, the Hebitian's chose Psionics as Priests and Leaders, and the Union saw them as weapons and resources. More than that, they actively sought ways of increasing the number of Psionic individuals in service to the Union.

It is now fairly well known and documented that the High Command experimented with the use of Psychotropic agents to build 'Super-Soldiers', treating volunteers from the Orders to make stronger, faster, fanatical troops. Known as 'Project Soldier', it is also well documented that many of these

experiments went wrong, instead creating homicidal psychotic monsters. Fortunately, the High Command still found uses for these failed experiments, always careful to ensure that no resource was wasted.

It is far less well known that a sister experiment to Project Soldier existed, trying instead to create a Psychic/Telepath. Known as Project Inquisitor, and run by the Obsidian Order who wished to create the perfect Psionic agent.

Experiments on matured individuals failed, the alteration of Brain Chemistry and surgical effects either killing the individual or driving them dangerously insane. Very occasionally Psychic powers would manifest, unfortunately usually accompanied with a dangerous psychosis endangering the scientific crew, and forcing the subject to be put down. Experiments were performed on Psionically Capable prisoners that the Union captured, and the lessons were learned from their various failures. Meanwhile the few 'Teeps available to the Union were put to service.

Fortunately the successes of this program were few and far between, although vague rumours of experimentation on prisoners did 'leak' courtesy of the Obsidian Order, to ensure a level of effective psychological warfare on Cardassia's enemies. But eventually the events of the Dominion War overtook Cardassia, with the strains of wartime resources, and the eventual Mass Destruction at the hands of their former Dominion Allies, Cardassian resources have been

strained to breaking point and with Federation help, it is hoped that the new Administration of the Cardassian Union will be adverse to the continuation of such macabre experimentation.

The Dominion

The Dominion Stance on Psionics is two-fold. While it provides a beneficial tool that enables them to better police their empire, it can also prove a weakness. With telepathic Vorta and Jem'Hadar suffering conflict as their pre-programmed obedience towards the Founders butts against the telepathic knowledge that the Founders are merely equals and not gods. Therefore the Founders ensure that the vast majority of the servants of the Dominion are without Psionics... Their known mastery of cloning and genetic modification procedures making such a task easy.

It is possible however for this same skill and mastery to enable Psionic Talents in their servants, and some Vorta infiltrators are imbued with telekinetic abilities, enabling them a form of defensive weapon in case of capture, and an alternative to

The Great Link;

Some changelings have a greater control over the Great Link, able to protect their own thoughts and even pick through the thoughts of other Changelings in the link. In these cases such Founders are often skilled in both Mind Meld and Mind Shield skills, using their Presence/Willpower statistic as a base. These abilities are however only used in dealing with other founders in the link and do not constitute true Psionic ability.

suicide. Especially under circumstances where the Vorta's return is a vital intelligence gathering resource. It is an oddity that the Founders seem happy to allow such advanced Telekinetic powers, and yet actively suppress far lesser powers such as Telepathy and Empathy. It is unknown however if the genetic tampering is the cause of the powers activation or suppression.

This leaves the Link, a pseudo Psionic ability, connecting each Founder that participates, from small groups of Changelings through to the planetary seas of the Great Link on the Founders homeworld. The Link connects all its participants in a way similar to the Vulcan Mind Meld, as all traces of individual are lost to the joy and experience of the whole. Sharing thought and memory.

One thing is clear, the Founders most definitely fear Psionics. The existence of such powers may prove a weak link in their chain of Domination, they are aware that while a Changeling in transformation will scan like the thing or being they are disguised as, they still retain sentience, and so Telepathy and Empathy are valuable tools in seeking Changeling Infiltrators. And once Dominion is exerted, these same abilities allow their subjects to discern their true motivations, and so endanger their control. It is not a surprise therefore that during the Dominion war among the first targets for capture were the planets of Betazed and started to make advances on Vulcan itself, a significant assault on the

Federation and its Psionic members.

Starfleet Intelligence Report Stardate 50199.2

In light of the recent events concerning the apparent changeling infiltration of the Alpha Quadrant, and the increased knowledge concerning known Dominion tactics and abilities, a review has been undertaken concerning the initial report of Commander Benjamin Sisko, Commanding Officer of Deep Space Nine, upon the matter of his first contact with known Dominion Agents, most specifically the Vorta agent known as Eris on Stardate 47976.5.

It was particularly noted that Eris had used a form of Telekinetic powers to break out of the holding pen that she and the Alpha Quadrant prisoners were held in, enabling their escape from Jem'Hadar captors. While this was subsequently discovered to be a ruse in order to gain the trust of a senior Starfleet Officer and enable her successful infiltration, and the plan eventually failed.

However, since that time, in many encounters with the Dominion, no other Vorta has yet demonstrated any similar ability.

It should therefore be considered that due to the Dominions obsequious infiltration method that these powers may actually have been faked rather than a true Psychic manifestation of Telekinetic ability.

This hypothesis also seems to match reports that the Vorta are a genetically constructed species, coned and created for service to the Founders.

We should not however close the book on this matter and investigations should continue to discover if such powers exist and if so amongst what percentage of the Vorta population.

The Federation

The Federation adoption of the Vulcan philosophy of IDIC plays a significant role in the factions full acceptance of Psionic species, and many different species have carved a place for themselves within the Federation, and Starfleet, pre-eminent among these are both the Vulcan's and Betazoid species, it is also the Betazoid 'Code of Sentience' that sits as a guide to how Psionics are used within the Federation. Some like the Deltan's have kept a low profile within the Federation, despite a long-standing membership, preferring instead to self-impose a limit to their contact, and yet upkeep a long-standing relationship with the Federation. However, the species that join the Federation, are often like-minded, enjoying personal freedom, and plentiful opportunity, and in these circumstances, the vast majority of Psionic beings voluntarily choosing to undertake a set of values similar if not identical to the Betazoid Code of Sentience, after all, the Betazoid's are amongst the most powerful Psionists within the Federation, and in that role are often guides and teachers for emerging Psionists among other species, so the sharing of their values is not altogether that surprising. Of course, these self same freedoms offered by the Federation also ensure any individuals rights should they choose to follow a different path entirely.

Other Psionic species, of various levels of ability, ranging from the innate through to full manifesting Psionics, with membership to the UFP are the Xenexian's, the Medusan's, even the Trill

Symbionts seem to exhibit a level of Psionic activity, a level that is speculated may also have played a part in the evolution of the Trill as a Joined species. Humans too have been undergoing a Psionic renaissance, with the ability to prove the existence of extra-sensory powers, many human attributes such as Deja Vu, intuition and empathy are being recognised as low-level Psionics. It is still early in the Human evolution, and full Human Psions are very, very rare indeed, the official statistic is gauged at 1 Psionic individual per 10,000,000 head of the population (a similar enough statistic across the board for many of the non-Psionic Species), although some others are gifted with Psionic Powers as a side effect of contact and exposure to unusual radiation, advanced technology or even through contact with powerful Psionic influence. However, enough of these gifted individuals exist to warrant the construction of The Federation Institute for Paranormal Aptitude to have been located on Earth at the foot of Mount Shasta in Northern California, although FIPA also maintains satellite establishments on the prime Federation Worlds including Andor, Alpha Centauri IV, and Bolarius IX. Again both Vulcan and Betazoid teachers play a significant role in helping to guide these individuals through their emerging powers. But perhaps this slow species advancement explains why humans such as Charlie X and Commander Gary Mitchell of Starfleet have been able to spontaneously develop strong Psionic powers under outside influences, and why Human history and Mythology refers to individuals who claim to be capable of great

deeds beyond normal Human capabilities, from Asian Indian Fakirs, through to stage magicians of the 20th century...

It is not surprising then, that with an discipline of acceptance and trust, that other Psionic capable species often come to the Federation when under threat of Persecution, species such the El-Aurian's, seeking asylum and safe-haven within the protective shell of the Federation. This is despite a rare few occasions when Psionics had been used offensively against representatives of the Federation, on the whole despite initial conflict these first contacts were often diffused by the Starfleet Crew on the scene, and while these outcomes may not have added to the Federation Family, they at least calmed a possible enemy and averted disaster.

Other Psionic species are often friendly with the Federation, unhappy (or unable) to surrender total sovereignty. But these species have made a connection with the Federation and their way of life. And even with powerful precognitive skills, nobody truly knows what the future holds. It has been noted that the USS Voyager in the Delta Quadrant encountered several Psionic Species, such as the Ocampa, the Brenari, and the Mari, were encountered among others, and that many of these species were suffering from persecution of one form or another. It has not been discovered if this high concentration of Psionic ability is by chance or a matter of geography, and far closer investigation would be required to complete this study (although parallels have been

drawn to the several species identified in the Alpha and Beta Quadrants that have achieved spontaneous self-evolution and become energy beings within that past hundred years of Starfleet Contact). And at this time, only 1 Federation representative remains in the Delta Quadrant, it is hoped that through the actions and encounters of the USS Voyager and work of Federation Ambassador Neelix that this situation might change, and with it, a new era of Psionics within the Federation could be on the verge of dawning.

The Ferengi Alliance

While the Ferengi have never developed the ability to use Psionics, this is simply a factor of Biology, caused by their 4-lobed brains. However the Alliance most defiantly recognises the value of Psionics. And envisions ways that the application of Psionic abilities could benefit their society as a whole, or simply earn a gifted individual lots and lots of profit.

The Ferengi have never been afraid of Psionics, and legend has it, that once in several generations a Ferengi is born with just such a gift...

Until such a time comes to pass however, any Ferengi that wishes to gain access to Psionic powers will have to sub-contract to a willing member of a Psionic Species... And it has been found that there are several Telepathic individuals who are more than willing to sell their talents and abilities to the highest bidder, despite the renowned Ferengi Telepathic Resistance, and thus their own

inability to gauge a Ferengi's true motives.

The Klingon Empire

The Klingons are fairly neutral towards the existence of Psionics. As a species, they do not have a great history of Psionics, and the number of those gifted with such powers are few, a similar situation to the Human Genome. Psionic Klingons may be few and far between, but their legends and culture imply that this was not always the case.

Klingon myth, like Human mythology, is full of references to great and powerful abilities, from the Kahless stories upward, and many Klingons aspire to even a fraction of these abilities. It is not uncommon for Klingons to suffer Deja Vú, or gain clarity and understanding of another being, or even to participate in a vision, and many Klingon Rituals are designed to draw forth these experiences. Some, like the Native American rituals, are simply the participants subconscious providing an insight the Klingon had not allowed themselves to see, others are uncanny visions, and even contact with other individuals that far surpasses the subconscious and can never truly be explained.

And so it seems that while Klingon Psions (called Seers) are few, there seems to be a connection with the world of the Paranormal, one that the Klingons embrace as part of their cultural standing of Honour and Strength.

Klingon Seers are few. And many choose not to follow the path of the Warrior. Unlike other Klingons, this

choice does not gain them disdain, after all, they might be a Seer, but they are also Klingons, and just because they do not become a Warrior, does not mean they cannot fight. All Klingons can fight. Instead of becoming a Warrior however, these Seers often pursue a path in the priesthood, often making pilgrimages to the monasteries on Boreth, and apprenticing to the monks there. Others become honoured travellers, selling their guidance and visions to the leaders of the noble Houses, or becoming allied to a particular family and remaining as counsel to them.

The Romulan Empire

The Romulans Vulcanoid ancestry implies that the species would remain Psionically active. However like the Vulcan's, several millennia passed with their Psionic Abilities under suppression. As the Empire grew, and their culture of Secrecy and Politics emerged, the existence of Psionics became a liability to the Romulan populace, and any Psionically Active Romulans were removed from normal society. The native Remans, also showed some minor Psionic abilities, mostly empathic-based abilities.

The Remans were a primitive people back then, and easily enslaved, they were put to work helping to build the fledgling empire, viewed as second-class citizens even on their own homeworld. Still despite the years of Slavery, the Remans have retained some vestigial powers, including a projective empathic ability, and a few work hard to develop and retain some of the more advanced Telepathic abilities

that their people used to possess.

The Romulans are acutely aware of their Psionic heritage, as they are also aware that some Romulan Psychics in the past have turned to Vulcan teachings as a source to satisfy their spiritual need and Psychic training. Such dissident activity is discouraged by the Empire, and the Military and Tal Shiar have taken to screening Romulans as they reach puberty in order to confirm Psychic ability, at which point any Psychics discovered are separated from their families and sent for retraining

However, the Empire also abhorred waste, and these Psions are also seen as a tool that could be utilised to the benefit of the Empire. And so the Psions are inducted into the Security Forces, making them a loyal and effective part of Romulan Society, and the Tal Shiar in particular. In recent years the Psionic arm of the Romulan Secret Police has become more and more individual, and some fear that it may separate entirely from its parent organisation. Especially in light of the recent losses suffered by the Empire during the Dominion War and during Shinzon's Reman uprising... There is a gap in the Romulan Hierarchy of power, with few politicians and generals left, and many fear that this may result in civil war as various groups struggle to gather the reins of control over the empire and solidify their powerbases, and the Psions seem to be a group perfectly poised to take advantage of this vacuum

The Orion Syndicate

While not amongst the great Galactic powers, the Crime Syndicate has begun exerting an increased political control, and even rules outright or covertly in several neutral systems. While only a minor threat to Peace and stability amongst the Galaxy, they have proven themselves both a continued Irritation to the other political powers across the Alpha and Beta quadrants. While they have a very secretive power structure, and wide and varied operational arms, their occasional use of Psionic members has made it difficult for any deep infiltration to succeed to any significant level. Many Starfleet Intelligence operations were discovered by the Syndicates use of Psionics...

In structure, the Orion Syndicate is more like a Terrorist movement, with small cells in operation, even multiple groups on a single planet, and each operating independently of each other. Much of the work of the Syndicate is performed on this level, with relatively minor 'jobs'... And here is where the organisation is weakest. Individual groups may or may not have Psionic members, depending solely on recruitment... Some of the Gang Leaders distrust Psions, as a means to keeping secrets within the group, while others risk the potential loss of information security over the usefulness that a Psion can add to a potential operation and group security... At this level the membership of a Psion is left solely up to the Gang leaders...

Similarly, the middleman contacts also seem to have great discretion

when choosing their associates. Although at this level, the famed secrecy of the Orion Syndicates power structure begins to become a factor. And the middleman's associates are usually far fewer and far more closely vetted than amongst the far lower level gangs. It is noted that less than 5% of the known middlemen are also known Psions, a very small number indeed. Unfortunately this is as far as any Starfleet infiltration has ever succeeded.

From here most communications are made anonymously over Communications systems, although very occasionally a meet will occur. And it is at these meets that the extent of the Syndicates Psionic potential comes into play. At this level of command there seems to be an active effort to recruit talented Psychics, often some of the more socially inept ones. They are offered good lives, great riches, and their hearts desires. But it is effectively a gilded cage. They are looked after very well to ensure the secrecy of the organisation, but are kept from interaction outside of this level; for fear of the many secrets they must absorb escaping. Starfleet is always looking to capture or 'turn' one of these powerful Psychics in their operations...

An alternative opinion is that the gilded cage is not really a cage at all. That the Orion Syndicate is actually run by a far smaller group of people than suspected, and that this selective elite are actually the Psychics that Starfleet Intelligence thinks are the syndicates Prisoners of Luxury. If this is true, the Syndicate could be far more

devious and deadly than it might first appear to be...

Other Galactic Powers

Of the various other Empires, Democracies, Hegemonies and other political forces out in the Galaxy their acceptance and opinion of Psionics and users of Psychic powers varies almost as infinitely as the various cultures out there.

Some powers are primitive, or have a holdover and outdated law system that persecutes and targets Psychics as evil. Often based on ancient mythology or even bad experience in a society's history, never the less, the result is that all Psychics can be persecuted equally, with no attempt to apply cultural distinctions...

From the sheer numbers of cultures that seem to hold a negative opinion of Psychics, including some more enlightened cultures in which their past is littered with similar persecutions (including Earth), Exo-Sociologists theorise that there is a collective cultural memory of an ancient time that many were ruled by a Psionic master species. Perhaps the Preservers, Iconian's or even the Hur'q possessed some Psionic powers, but with those lights forever lost to the universe, it seems that this theory will remain unproven.

Other Galactic powers accept and open their cultures to Telepaths, either through their own Telepathic powers or simply to profit from their abilities. Not all these cultures are as open-armed as they may first appear, with some looking to

enslave the telepath while others simply wish to provide a better place to live.

The smallest group joins the Federation in their open dealings with little or no-opinion on true telepaths either way. Either with a true sense of fairness like the Federation, ensuring that they deal with each individual contact based on its separate merits. Or simply because no previous experience, either good or bad, with Psionic individuals or cultures. The vast majority hold an opinion on the matter of Psionics and it is important for a crew to know the local cultural standing before the use of Psioncs is revealed.

Chapter Four Character Generation

Evain led the way, and Jace obediently followed. She had been under Evain's tutelage for several years now, and in that time had learnt to focus and harness her powers.

Now however she had reached the zenith of what Evain could teach her. The student was growing beyond the teacher. And so Evain had contacted a friend, a Vulcan master who worked at FIPA, the Federation Institute for Paranormal Activity. Located on Earth the Institute was developed to help talents and gifts expand and grow.

And Evain felt that her gift was truly great and worthy of further development.

So they had caught a transport and gone to Earth. The American continent. They had landed at Starfleet Command in San Francisco and caught an inland transport. Ahead of them Mount Shasta loomed. Jace's next step in her journey.

Evain would help settle her, and then return to Betazed. After all the time they had spent together, her teacher had become a surrogate father to her, she knew that she would miss him, as she would miss her family. But Evain had great expectations, and she would be happy to make him proud of her and her achievements.

The transport slowed and began a slow descent. Coming to rest on the surface with only a gentle bump. Almost immediately the passengers gathered their things and prepared to exit.

Jace looked about, her fellow

passengers were also Betazoids, they had mostly travelled together and so they had grown to know each other already. So once their mentors had left they would at least not be alone. The sense of nervous anticipation was palatable... But then, Jace considered, it should be in a room full of Telepaths.

The thought made her giggle a little. But the thought had been shared and soon all the others laughed or grinned at the thought too, so upon stepping off the transport all the new students were smiling and the negative emotions lost.

Jace took in her surroundings. The buildings looked similar to those at Starfleet, at the Command and the Academy. They were set in a lush garden and nearby a large grove of Orange Trees were laid out in orderly rows. But the people...

She saw Vulcans, Humans, Deltans, even a couple of blue-skinned Andorians, and many other species that she simply couldn't name. There seems so many of them, and general babble filled the air both audible and telepathic, along with a sense of friendly acceptance. She knew that she could be comfortable here.

Character Generation;

New or Updated Species

Deltans



The Deltan home planet of Delta IV is a lush paradise world, known for its cosmopolitan attitudes towards life and most importantly towards sex.

The planets surface is dotted with small cities and settlements, featuring full domed structures and towering spires, but all designed to blend into the surrounding nature and remain aesthetically pleasing. Many of these structures are designed around the central Deltan attitude towards social interaction, and many luxurious public palaces await locals and visitors alike with boundless hospitality.

This close and comfortable social structure of the Deltan's has been a core foundation in the preservation of the natural habitat of Delta IV, with many areas retaining a wild untamed look, carefully preserved and looked after as such.

Deltan's bear a strong physical resemblance to humans, with more delicate, lighter framed bodies, although most do not have much head or body hair, although not all are totally bald, many retain that look as a strong cultural heritage. However Deltans mature faster than humans, and tend to lead slightly shorter lifespans. Their strong connection with nature means that many also like to spend

time in the open air, which leads to darker, tanned skin tones, pigments that the Deltan's retain for a significant amount of time even without exposure to real sunlight.

The Deltan physique is far more renowned, however, for their active pheromone glands. With highly active pheromone glands, reacting to any charged emotional states, along with a broadly compatible sexuality, Deltan's have found that many species find them very attractive, becoming aroused around Deltan's without any clear understanding why.

This pheromone production along with the Deltan Touch Telepathy is a root cause as to why the Deltan's value and focus on the sexual act as a means of signifying close relationships and sensuality. It is true that the Deltan culture has raised the significance of sex almost to the point of religious spirituality.

Deltan's consider themselves a sexually evolved species, with few taboos based on nudity or sex, and they find such rules of behaviour immature and even uncivilised.

As a long-time Federation member, the Deltan's were among many of the first races to sign up to the fledgling Federation in the 22nd century, valuing its friendship, cooperation and even protection.

Although the Deltan history has been that of an idyllic paradise, the worst threats had been that of Alien interference. Upon first contact, the Deltan's welcomed their new guests in a traditional Deltan manner, at which point things began to get strained, with cultural

taboos clashing with unwitting desire. The resulting crisis nearly turned the Deltan's away from wishing contact with other species.

However Federation diplomats spent months in contact with their Deltan counterparts, straightening out any misunderstandings, and laying the groundwork for a second chance at contact, only this time with all parties involved entering with advanced warning of the others cultural standing.

This second contact went better, far better than had been expected after the initial catastrophic events, with the Deltan's working hard to accommodate their guests and so began a strong friendship that soon lead to alliance and membership.

Many Deltan's work well among Starfleet crews, once they get to know their crews and have made the cultural adjustment to allow a closer working relationship on the

Stats;**Attributes;**

Fitness 2 [5]

Vitality -1

Coordination 2 [5]

Intellect 2 [5]

Perception +1

Presence 3 [5]

Psi 2 [5]

Skills;

Athletics (Choose Specialisation) 1 (2)

Charm (Seduction 1 (2)

Culture (Deltan) 2 (3)

History (Deltan) 2 (3)

Language; Deltan 2

Language Federation Std. 1

Receptive Empathy 1

Typical Advantages/Disadvantages;

Sense of Direction +1

Sexy +2

Code of Honour (Oath of Celibacy) -2

Touch Telepath -2

cultural terms of their crewmates. Their sense of close community and teamwork lends itself well to Starfleet.

Their natural sense of direction has allowed many a Deltan in Starfleet to excel as a Pilot, although many serve equally as well as either Medical Officers or Counsellors.

Equally, their sense of fairness and strong empathy towards others allows them to serve well in a Diplomatic role too, and several Deltan's serve as Federation Diplomats and Peacemakers.

The Devore Imperium



Masters of the Devore Imperium, the Devore lead a strong interstellar community on a similar technical level to the Federation. The Devore originate from the planet Deverone located at the centre of their territory in the Delta Quadrant.

The Devore are a strong military power, and have expansionist policies, but prefer to absorb willing planets into their Imperium, offering mutual agreements for sharing Technology and Defensive capabilities.

The Devore have spread rapidly throughout their territory, with the

Devore as the senior sentient species within the Imperium, their military is manned solely by the Devore, although absorbed worlds are allowed to maintain local law enforcements and minimal planetary defence forces to supplement the Devore navy. In this their Imperium bears much resemblance to the Romulan Empire.

Although maintaining a superior attitude to their member species, the Devore do accept and understand them, treating them as lesser partners, over conquered foes. And this attitude translates into a wary acceptance of peaceful travellers through their territory. The Devore are a Humanoid species very similar in appearance to Humans.

Stats;

Attributes;

Fitness 2 [5]
Coordination 2 [5]
Intellect 3 [5]
Presence 2 [5]
Empathy -1
Willpower +1
Psi 1 [5]

Skills;

Any Science (Choose Specialisation) 1 (2)
Athletics (Choose Specialisation) 2 (3)
Culture (Devore Imperium) 2 (3)
History (Devore Imperium) 1 (2)
Language; Devore 2
World Knowledge (Deverone) 1 (2)

Typical Advantages/Disadvantages;

Intolerant (Psionics) -3
+1 Courage Point.

Authors Note; The Psi of 1 is an untrained advancement, most member of the Devore populace are even unaware of its existence, or even its use when it is used to hunt rouge Psi's. Some even do not have that advancement at all. Feel free to let players move the DP if they require.

The Devore have one major dislike. They are rabidly intolerant of Psionics, going out of their way to hunt them down and incarcerate them. However such incarceration is often directly connected to the Deaths of any who are captured, often leading to refugee's evading the Devore authorities who often search vessels at random, even multiple times to ensure that all Psionics are apprehended. This attitude even extends to Psionic capable species aboard vessels travelling through their space, whether they are citizens of the Imperium or not.

This hatred stems from recent events on the Devore homeworld, after an abortive coup by Psionic's over a century before. The small group was destroyed and in a fit of Paranoia all Psionics were declared illegal by the Devore authorities, their leaders giving the Armed Forces draconian powers resembling martial law and a free hand to enforce the laws against Psionics any way necessary. This situation is compounded by the fact that the development of Psionics is the next evolutionary step for the Devore. And slowly, over time they are developing Psionic abilities, faster even than the authorities are able to hunt them down.



The Ocampa

The Ocampa are a little known species, inhabiting the planet Ocampa, an ecologically devastated planet. This combined with a reclusive nature for generations of their

species has left the galaxy knowing little about them and visa versa. Of those that are aware of their existence, many believe them to be weaker creatures, barely able to survive, an opinion upheld by many of the Ocampa themselves.

The Ocampan's home world is Ocampa V, named for the G-type star of the Delta Quadrant and its fifth planet, home world of the namesake, short-lived humanoid race. The planet's surface was accidentally subjected to eternal dryness and an atmosphere absent any nucleogenic particles by the alien Sporocystian explorers. The aliens looked after the natives out of a sense of guilt, but both aliens differed in their approach, one moved the native Ocampan's underground for survival, while the second Sporocystian Alien took a small colony away from their home-planet and went in search of a new home.

Despite the damage to the Ocampa V's atmosphere, it's still Class-M rated, although its condition makes it a rarity, if not unique, among thousands of Class-M worlds. Later, the resource-poor Kazon-Ogla arrived on the surface in search of their water and other resources, including cormaline, camping near a dry riverbed at the north end of the foothills along an extinct volcano range on the southern continent.

Much of the Ocampan history has been lost to several hundred generations and their increasing dependency on the Caretaker for survival. However what little is known is thus;

The Ocampan home world used to be a lush paradise, populated by the Ocampa species, a short-lived, but telepathically powerful humanoid species.

However, the arrival of some inter-dimensional explorers changed all that. Their arrival had cataclysmic effects, and they accidentally removed all nucleogenic particles from the planets atmosphere. Realising their mistake, and knowing that its effects would probably destroy the Ocampan civilisation, they set-up to 'Repay the debt that can never be paid', and vowed to protect and care for the Ocampan people.

Unfortunately, after hundreds of generations relying on an extra-terrestrial that became known as 'The Caretaker', the Ocampan's have become a shadow of their former selves, having lost much of their culture and even Psionic power along the way. However the Caretakers death in 2371 left the

Ocampa with a bleak future, with only 5 years left to gather themselves for their eventual emergence back into the galaxy.

A few have tried to help, chief among these was Captain Janeway and the crew of the USS Voyager, but eventually their power reserves ran down, and the Ocampa were forced to relocate to the surface of their barren world in 2376, to share with the small groups of Kazon Raiders already there. Fortunately during the Voyagers many dealings with other friendly species, among whom were the Talaxian's, arrangements were made to offer the Ocampan's some help, and a small fleet from Talax was ready and waiting for the Ocampans to emerge. Between them work has begun to rebuild the devastated world.

The return of Kes changed much. Having outlived any known Ocampan, as well as surpassing all expected Psionic abilities. She returned to her people and began to make the changes that would help them the most... Her abilities extended to aid the terraforming already underway and helping to protect them against outsiders. She has also joined in teaching her fellow Ocampan's about the universe she had experienced encouraging them to develop their own abilities and expand their horizons. The future is looking good for the Ocampan species.

The Ocampan are very much like humans. Apart from a slightly smaller stature, there humanoid appearance is identical apart from their ears, which are shaped slightly like some shell-fish. The Ocampa are a short lived species,

Stats;**Attributes;**

Fitness 2 [4]

Vitality -2

Coordination 2 [5]

Intellect 3 [5]

Perception +1

Presence 2 [5]

Psi 2 [5]

Skills;

Athletics 1 (2)

Language (Ocampan) 1

Sciences, Life (Choose Specialisation) 2 (3)

Sciences, Medical (Choose Specialisation) 2 (3)

Theology (Choose Specialisation) 1 (2)

OR

Sciences, Social (Choose Specialisation) 1 (2)

Projective Telepathy 2

Receptive Telepathy 1

Typical Advantages/Disadvantages;

Eidetic Memory +3

rarely living to more than 9 years old, although active Ocampa are able to live as old as 20 or more.

They are a friendly and sometimes inquisitive species with a great natural capacity for learning, even if they are relatively short-lived.

The Remans



"We are a race bred for war, and conquest. We will no longer bow to anyone as slaves."

- Praetor Shinzon.

When the Vulcan dissidents arrived to colonise both Romulus and Remus, the planet Remus was already inhabited, its Tide-Locked orbit enabling only one side of the planet to remain inhabitable, albeit in permanent night, as one half of the planet always faces the sun, causing extreme temperatures that prohibit life. Over the centuries, this side of the planet is now littered with Dilithium Mines and Weapons Factories. The Remans evolved in this nocturnal existence and somehow thrived, and like many nocturnal predators developed extraordinary sensory capabilities in order to survive, even some extra-sensory capabilities. This nocturnal existence also leads to the Remans

principle weakness, their Photosensitivity, making them less able to act in direct and bright lights...

Their primitive tribes were no match for the technologically adept Vulcans, and they were soon conquered and enslaved, they were put to work helping to build the fledgling Romulan Empire, most often in the Dilithium mines of Remus in order to obtain crystals to supply the Romulans with power. As the Empire grew more powerful, its territory expanded, however the Remans remained on Remus, forced to become a second class citizen, and an undesirable caste, even on their own homeworld, suitable only as manual labourers or cannon fodder in war.

Despite all the years of Slavery and Oppression, despite suffering a forced technological advancement, ahead of their natural development, and yet kept to less advanced levels than the Romulan Empire. The Remans have retained some of their Psionic powers, Principally a projective empathic ability, an ability that allows their 'shock troops' to become all the more effective, developing a reputation for viciousness and efficiency during the Dominion War scoring successes even against the genetically superior Jem'Hadar troops. This empathic projection is often exhibited by the squad leaders, as an advanced power, with the rest of the Remans in the combat group simply 'feeling' their leaders projected emotion and

Stats;**Attributes;**

Fitness 2 [5]
Coordination 2 [5]
Intellect 3 [5]
Presence 2 [5]
Willpower +1
Psi 1 [5]

Skills;

Culture (Reman) 1 (2)
Culture (Romulan) (2)
History (Reman) 1 (2)
Language (Reman) 2
Language (Romulan) 1
Projective Empathy 1
Projective Telepathy 1
Stealth 1 (2)
World Knowledge (Remus) 1 (2)
Planetary Survival (Choose Specialisation) 1 (2)

Typical Advantages/Disadvantages;

Excellent Hearing +1
Excellent Chemoreception +1
Intolerant (Romulans) -1
Or Vengeful (towards Romulans) -1
Medical Problem (Photo-Sensitive) -1
Night Vision +2

using their lesser abilities to increase the area and effectiveness of the negative emotions.

However, recent events have taken an interesting turn, with the War over, and the Romulans forced to allow the Remans a little leeway in their existence while the Empire repaired the damage of war, the Remans took what might be their one opportunity to reclaim their ancient heritage. Under the leadership of the Reman Slave Shinzon, they bought and stole advanced technology, and the loyalty of several corrupt Romulans, and alongside the secret construction of a super battleship, they staged a coup, and assassinated the Romulan Senate. The coup eventually failed, thwarted by both Starfleet and Romulan loyalists. With the

sudden change in their relationship, and the return of the leadership of the Empire to the Romulans. Only one thing is really clear, the Remans can never be underestimated and considered a subservient race any longer...

A Humanoid race, the Reman appearance is often considered something out of a Nightmare. Their nocturnal existence has lead to a very pale skin tone, and the Reman's are naturally tall and gaunt, often with sunken and exaggerated facial features. Sunken eyes, large bat-like ears, a powerful sense of smell, and fangs and claws.

Ullians

The Ullians come from the Ullian homeworld an independent and neutral planet within the borders of the Federation. While they are not Federation members, they are advanced enough for full contact to exist between the two cultures, and a friendly state exists between the Ullians and the Federation.

Ullians are telepathic species and possess the ability to telepathically retrieve the hidden memories of other humanoids after years of specialized and intensive training.

Using this skill, the people have embarked in amassing a library of history that is researched by retrieving personal memories of many worlds' individuals. Fellow telepaths can monitor each other, and often do out of fear of what has been termed "telepathic memory intrusion," considered to be akin to rape in their culture.

It is a legacy of one of the darkest times of the Ullian history that such an abominable occurrence is linked to their ability to share memories, dating back hundreds of years when a small few Ullians took their own pleasure from committing such a heinous act.

So dreadful is it considered that the harshest penalties are used on those that commit it, effectively lobotomising the criminal. A punishment that seemed to be successful in curbing and controlling this crime. For at least three hundred years these crime died out, until Stardate 45429.3 when a similar offence was carried out against members of a Starfleet crew during transit.

The Ullans are a humanoid race, distinguished in appearance by lightly upswept eyebrows and a rough-textured membrane that covers the top of the ear and melds flush to the head along a line with their larger ears.

The Ullians are a race of Telepaths who have cultivated their natural ability for memory retrieval to help share memories, and even rebuild lost and forgotten memories. This is predominantly a learned capacity, using a combination of Psionic Stimulation and careful questioning of the subject in order

to recreate the full perfect memory rather than rebuild and extrapolate from only a glimmer of memory.

To the Ullian culture, true history is that of memory rather than written accounts and records. They see memories as personal accounts of lives touching the times they pass through. And the Ullians are attempting to recreate a historical archive of such Psionic data, gathered from their own people and anyone willing to share their lives with such an archive. Whether it be a simple memory or a recollection of a series of important encounters... And since their encounters with the interstellar community, they have expanded this archive to include memories and experiences of those on neighbouring planets or that travel the stars, with plans to expand the Archive further as required.

Stats;

Attributes;

Fitness 2 [5]
Coordination 2 [5]
Intellect 2 [5]
Perception +1
Presence 2 [5]
Willpower +1
Psi 2 [5]
Focus +1
Range -1

Skills;

Athletics (Choose Specialisation) 1 (2)
Culture (Ullian) 2 (3)
History (Ullian) 2 (3)
(Choose One Specialisation) (3)
Language; Ullian 2
Mind Meld 1
Sciences, Social (Choose Specialisation) 1 (2)
World Knowledge(Ullian Homeworld) 1 (2)

Typical Advantages/Disadvantages;

Telepathic Resistance +4
Pacifist -1

Those that show interest in pursuing the path of building this archive, undergo years of training and study, in order to properly learn how to draw a true and accurate memory and to store such a memory for later addition to the archive.

After a pre-history that seems to echo the Vulcan ancient history of violence and telepathic terror, the Ullians have only claimed a peaceful heritage within the last few hundred years, and like humanity are still trying to live down such recent violence and disaster in their history. Perhaps it is these two aspects of Ullian history that explains their kinship with both Vulcan and Human members of the Federation.

One of the key elements of their new steps of peace, seems to have been the creation of their memory archive, and solid evidence of the loss of the historical lessons allowing a direct application of the memories of those that suffered war and violence to discourage similar actions.

However one oddity of the Ullian species, especially when considering their telepathic abilities, is that the complex structure of the Ullian mind, in conjunction with their sense of discipline makes them highly resistant to the scans of other psychics, with such attempts proving difficult and taxing to the Psychic.

Xenexian

Coming from the planet Xenex, a planet that, like Bajor, has been split by war, although their planet

was occupied for hundreds of years...

Xenex is a Class-M planet in sector 221-H, home to the very proud Xenexian people.

The planet was conquered and occupied by the Danteri, a neighbouring space-faring civilisation in 2053, this occupation was shattered in 2353, with Captain Jean Luc Picard and Commander Jack Crusher of the Federation Starship USS Stargazer acting as intermediaries. After their revolution, power-loving and self-serving men such as D'ndai, brother of Mackenzie Calhoun, ruled the Xenexians.

By 2373, Xenex was free in name only, the Danteri had made many political inroads with the planets ruling citizens, and in-effect still kept a tight grip of control on the planet.

Xenexians are a bronze skinned, fiercely proud and independent people, the eyes are the biggest difference between Humans and Xenexians, as a native Xenexian will have very brightly coloured eyes. Mackenzie Calhoun himself has violet coloured eyes.

Xenexians are considered adults at the age of thirteen, when they undergo a vision-quest brought about by wandering into a barren place and going without food or water, this is said to induce a vision that will show the Xenexian youth what path their future holds. Any that wish are free to leave the planet, although it is quite rare...

To date only one Xenexian has joined Starfleet. Captain Mackenzie

Calhoun of the Starship Excalibur (Although Mackenzie Calhoun isn't his real name, merely a 'humanisation' his actual name pronunciation is; M'k'n'zy of Calhoun).

M'k'n'zy was a rebel leader, who in his teenage years led his people to freedom from their Danteri Oppressors. It is unknown what effect his exploits of on of the planets most famous citizens will have on the population as a whole, however diplomatic and trade ties have strengthened and it is hoped that Xenex will one day make the transition from Ally to member world of the UFP.

Stats;

Attributes;

Fitness 2 [5]

Vitality +1

Co-ordination 2 [5]

Intellect 2 [5]

Presence 2 [5]

Willpower +1

Psi 1 [5]

Skills;

Athletics (Choose Specialisation) 1(2)

Culture (Xenexian) 2(3)

History (Xenexian) 1(2)

Language; Xenexian 2

Planetary Survival (Choose Specialisation) 1 (2)

Unarmed Combat (Choose Specialisation) 2 (3)

World Knowledge (Xenex) 1(2)

Typical Advantages/Disadvantages;

Intolerant (Oppressors) -1

Species Enemy (Danteri) -4

+1 Courage Point

Career Templates and Overlays

Trill Guardian

The Guardians are unjoined Trills who have chosen to devote their lives to the care of the Symbionts in the subterranean caverns of Mak'ala on the Trill homeworld. Often regarded as odd and distracted by other Trills one thing defiantly seems to set them apart... The vast majority of this small group seems to posses at least rudimentary Psionic abilities, from Telepathy with which they communicate with the unjoined symbionts, through to the more advanced adepts who officiate over the Zhian'tara ritual.

Often exceptionally knowledgeable and intuitive in matters of the Symbionts and the Joined, they serve as vital members of the Symbiosis Institute.

Everything about the Guardians seems to indicate their subservience to the Trill Symbionts, as they tend to the needs and calls of the Trill in the nutrient pools of Mak'ala. However, the Guardians function as true intermediaries between the Symbionts and the Humanoid Trill, among the few Humanoid Trill with the abilities to sense and understand the symbionts without under-going the Joining. Serving in a capacity that is part Biologist, Medical Doctor, Priest and part Caretaker, they work tirelessly for the Symbionts having answered what they feel is their true calling.

None of the Guardians are joined Trill, that way of combining their destinies with only a single

symbiont seems too limiting for their lives calling, instead they serve the greater whole.

Many Guardians feel detached from the humanoid world, having formed a bond and connection with the Symbionts, they feel closer to the underground world of Mak'ala than among other trill, and so many are viewed as Strange and uncomfortable, but within their home environment and in dealing with the Symbionts they are strong, confident and single-minded of purpose.

Trill Guardians

Receptive Telepathy 2
Science, Life (Symbiology) 2 (3)
Any Sciences (Choose Specialisation) 1 (2)
Planetary Survival (Caves) 1(2)
 Administration (Choose Specialisation) 1 (2)
 Athletics (Choose Specialisation) 1 (2)
 Culture (Trill) 1 (2)
 Language; Trill 1
 Law (Symbiosis Commission) 1 (2)
 Personal Equipment (Choose) 1 (2)
 Stealth (Stealthy Movement) 1 (2)

Obligation (care of the Symbionts) -1
 Pacifism -1

Telepaths and help guide young Betazoids through the emergence of their powers, and help those who have the power from Birth.

Some Evokers even teach at the Federation FIPA School, alongside Vulcan Masters, while their Vulcan counterparts teach control and meditation, the Evoker teaches their students to embrace their powers along with understanding and acceptance of cultural differences, each style seeming to complement the other perfectly.

Betazoid Evoker

Projective Telepathy 2
Receptive Telepathy 2
Any Psi Skill 1
Any Sciences (Choose Specialisation) 1 (2)
Instruction (Choose Specialisation) 1 (2)
 Athletics (Choose Specialisation) 1 (2)
 Culture (Betazoid) 1 (2)
 Language; Betazoid 1
 Federation Standard 1
 Personal Equipment (Choose) 1 (2)
 Persuasion (Choose Specialisation) 1 (2)

Code of Honour (Code of Sentence) -3

Betazoid Evoker

The core of the Betazoid religious worship is the concept of self and the ability to achieve all you can. But even then very occasionally a spiritual leader is required to offer help and guidance...

The Evoker works as just such a spiritual leader, serving their community as guide and teacher of the young, as well as officiating over ceremonies. The Evokers are often strong Empaths and

Bajoran Mystic

"A Bajoran draws courage from his spiritual life. Our life force – our pagh – is replenished by the Prophets."
 - Kai Opaka.

The leaders of the Bajoran religion, serving as guides, advisors, companions and teachers. The Bajoran religion practices a simple spirituality, that while devoted to their Prophets in the Celestial Temple, the actual practice of the religion is often loosely defined, allowing religious worship focusing on the self and the surrounding environment through to some hard-

Bajoran Mystic

Persuasion (Oratory) 2 (3)
Receptive Empathy 1
or Empathise (Choose Specialisation 1 (2)
Social Sciences (Choose 2
Specialisations) 1 (2) (2)
Theology (Bajoran Religion) 2 (3)
Athletics (Choose Specialisation) 1 (2)
Culture (Bajoran) 1 (2)
History (Bajor) 1 (2)
Language; Bajoran 1
Federation Standard 1
Meditation (Choose Specialisation) 1 (2)
Personal Equipment (Choose) 1 (2)

Obligation -1
Pacifism -3

Bajoran Religious Ranks;

- +1 Minor Rank (Ranjen, or Village Storyteller)
- +2 Regional or National Rank (Prylar)
- +3 Planetary Rank (Vedek)
- +4 Religious Leader (Kai)
- +5 Religious Icon (The Emissary of the Prophets)

line fundamentalist religious practices.

Led by the 112 members Vedek council, and by the Kai, they hold significant sway over the ideals and beliefs of the Bajorans in their care. As a deeply religious people many look to their Kai for leadership and guidance, and their spirituality has been credited with giving many Bajorans the strength to survive the recent Cardassian occupation of their world.

Only a few Bajoran Vedeks seem to have the Psionic ability to read and interpret an individual Pagh. To do this they tightly grasp the individual's right earlobe between thumb and forefinger.

This overlay represents members of the Bajoran faith, devoted to their religious pursuits, whether they be low ranking members of the community through to the Kai.

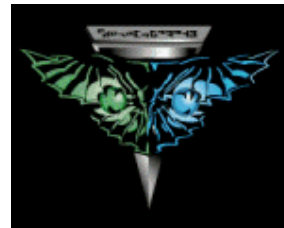
The 'Pagh'

The Bajorans believe in the Pagh, a similar spiritual concept to the human ideal of both the Soul and Destiny. It is loosely defined as their life-force from which one gains strength and courage.

Bajorans believe that their Pagh is replenished by the Prophets residing in the Celestial Temple.

To test a Pagh, a Moderate Receptive Empathy test is made (or an opposed test if the character is resisting), after which the mystic will be able to tell if a Pagh is strong and that the character involved will play a significant role in upcoming events. If successful they gain a temporary Courage Point to spend at some point during the adventure.

Romulan Psions



Psionic Individuals within the Romulan Empire are rare, far rarer than within many other species. However the Vulcanoid ancestry of the Romulans remains strongly Psionic, and the Vulcans are

Romulan Psions

Any Psi Skill 2

Any Other Psi Skill 1

Energy Weapon (Disruptor) 2 (3)

Espionage (Choose Specialisation) 1 (2)

Intimidation (Choose Specialisation) 2 (3)

Security (Choose Specialisation) 2 (3)

Athletics (Choose Specialisation) 1 (2)

Computer (Choose Specialisation) 1 (2)

Dodge 1

Personal Equipment (Choose) 1 (2)

Ships Systems (Choose Specialisation) 1 (2)

Surveillance (Choose Specialisation) 1 (2)

Unarmed Combat (Choose Style) 1 (2)

Vehicle Ops (Choose Specialisation) 1 (2)

Security Clearance +3

Obligation (To Romulan Empire) -3

or Fanatic -3

renowned touch telepaths. What reason remains to explain the missing Psionic abilities after such a short time?

The answer is simple. Psionic traits are strongly disapproved of within Romulan Society. The secretive nature of the Government and Citizenry strongly dislikes the idea that some individuals can read minds or sense emotions.

However this is a society trait alone, and the Para-Cortex remains a strong physiological part of the Romulan neural make-up. Occasionally a child is born who develops strong Psionic abilities, & under the close scrutiny of Romulan society it's never long before these isolated cases reach the ever-watchful eyes of the Romulan Security Services.

That's where the Tal Shiar step in. Taking custody of these children at a young age, these children are educated and raised by the infamous security service. Schooled to the best education and allowed to develop their Psionic abilities, tutored by older Romulan

Telepaths. Their education is also designed to condition their loyalty to the Romulan Empire and Tal Shiar, resulting in some of the most loyal servants of the Empire.

The Psions.

Note; *While Vulcans may not take empathic abilities, this is a result of a lack of understanding of emotional needs due to the ritual shunning of emotional control. Psionic Romulans are under no such constraints and may choose from Any Psionic Ability.*

Early Life (5DP)

Whilst members of Psionic Species have the ability to take any Early Life package and still retain their basic Psionic powers, those from species not normally known for their Psionic powers will need to take one of the early life packages here, or in some way purchase a point in Psi somewhere in character generation.

Psionic;

Some rare few members of non-Psionic species can be born with the gift. This early life template represents that young manifestation of powers beyond the species norm, or also represents stronger than normal Psions from other Psionic species.

+1 Psi, Any Psionic Skill 1
(Players Guide. Pg 99)

Betazoid - Advanced Paediatric Telepathic Manifestation;

Those few Betazoids who suffer their powers from Birth are often a strange group. By far the majority simply cannot handle the jumble of voices in their heads, and despite

often being among the most powerful telepaths among the Betazoid's, the early manifestation of powers brings along their own problems. All of those that suffer from this condition tend to spend time having their mental health looked after too. And as a result most find themselves unable to stand to be around others, to have to listen to their thoughts, and so they seek separation in anyway possible.

+2 Psi, Any Psionic Skills 1, Receptive Telepathy 1, Pacifism 1, Phobia (being around too many people) -2., and either Intolerant -1 and Obsessive Tendencies -3 OR Exile (Self-imposed) -4

Empathic Metamorph;

Most commonly found amongst the Kriosians and Valtese people, and then mostly in Males (female Metamorphs are very, very rare and highly prized). Occasionally Empathic Metamorphs occur amongst other natural Empathic Species, such as the Betazoids, Deltans and Centaurians.

Male Empathic Metamorphs make strong loving mates, while Female Metamorphs who are extremely rare are much prized amongst a wide variety of species, but especially to the Ferengi who value the loyalty and ability of such a creature.

Culture (Choose Specialisation), Language (Choose Language*), Sexy +2, Empathic Metamorph -3 (* These choices are only made once exposure to the Metamorph's mate has begun, and these will match those of the Mate.)*

FIPA Training;

Some young and talented Psions are brought to FIPA for training, where they encounter masters from Vulcan and Guides from Betazed. This process usually allows a young Psion to refine and focus their gifts.

Any two Psionic Skills 1, OR One Psionic Skill 2, Obligation -1, OR Rival -1, OR Pacifism -1

Vulcan Mind School;

At a young age, the characters developing Psionic abilities were recognised. And the character was sent to a specialist school, in order to nurture and develop their abilities in a safe environment. Typically the Vulcan will then go on to choose Psionic Training.

+1 Focus, OR +1 Range, Psionically Gifted +4

Vulcan Monastic Training;

The character was raised in a Monastery, Religious School or tutored by a Vulcan Master on Vulcan. And as such was instilled with discipline and accustomed to the use of Vulcan Psionic powers from a young age.

Psi +1, +1 Logic, Multitasking +2, Pacifism -1

Career (10 DP)

Within the Federation, there is no bar based on personal ability that stops anyone from taking a job that they are able to fulfil. Therefore any Psychic has a full range of any career they wish to train at.

However here I present a small group of specifically Psionic based training packages that can also be made available.

Negotiator;

The character has developed their Psionic talents in a way that aids and facilitates the art of negotiation... Focusing on 'people skills' and allowing the Negotiator to read and anticipate those around him and respond as required. This training is remarkably similar no matter what form the negotiations take, from Commercial Telepaths monitoring business dealings, to Psionic Diplomats using their powers as an advantage to broker a treaty even Security specialists negotiating Hostage releases... The art of reading the individual and tailoring your approach to suit remains remarkably similar.

Culture (Choose Specialisation) 1 (2), Diplomacy (Negotiation) 1 (2), Projective Empathy 1, Bold +1.

Psi-Cop;

This Law Enforcer is trained to utilise their Psionic Powers to aid in crime detection and enforcement. While many societies do not allow 'thoughts' as admissible evidence, some societies choose to, and these are often the same civilisations that support Psionic Law Enforcers. However those Officers from more enlightened cultures such as the Federation, often have to undertake to support a code of behaviour similar to the Code of Sentience in order to ensure that their Psionic powers are not abused in the course of their job.

Law (Choose Specialisation) 1 (2), Receptive Telepathy 1, Security (Choose 2 Specialisations) 1 (2) and (2).

Psychologist/Counsellor;

Much like the negotiator, the councillor has trained to utilise their powers to help guide and heal those in need. Most often found amongst Starfleet Crews, the councillor is a beacon and friend to all, offering support and guidance when it is needed most.

Empathy +1, Receptive Empathy 1, Projective Empathy 1, Persuasion (Counselling) 1 (2), Sciences, Medical (Psychology) 1 (2), Code of Honour (Code of Sentience) -3.

Scientist;

The scientist is a student and teacher both. Focussed on the ability to use and develop their psychic powers to support and help their chosen field of science. For example an Archaeologist might learn and develop Psychometry while a Neurologist

might learn elements of the Vulcan Mind Meld in order to better understand their chosen fields and subjects encountered in the course of their work...

Any Science (Choose Specialisation) 1 (2), Any Psi Skill 2, Curious +1

Spy;

These individuals are few, and rightly so. Many Psionic Spies are immensely powerful. Often morally flexible, they can prove dangerous and deadly as they use and abuse their powers to the ends of getting their job done, often subscribing to the 'ends justifying the means' school of thought.

Mind Shield 1, Projective Telepathy 1, Receptive Telepathy 1, Any other Psionic Skill +1, Obligation (Parent Organisation) -2.

New Advantages;

Focused Mind (+4)

The character possesses a calm, disciplined mind. More so than the usual maximum Edge level (+2), and is able to effect greater focus and control over the use of Psionic Powers. Naturally increasing their ability beyond the norm. While this holds little game effect outside of Psionics, other telepaths and Psychics may be able to determine the character as a powerful source of Psionic energy.

Imzadi (+3)

The Empathic Bonding that Betazoids and other species undergo. Such an empathic bonding is possible amongst other Psionic species, but only the Betazoids have linked it into a vital part of their courtship rituals and named it. Linking people (usually lovers) together connecting them soul-to-soul. Only one of the partner need to be Psionic, It links their emotions and thoughts, allowing each to communicate and understand each other instinctively until death. Rarely shared with

others, and while a Betazoid can choose who they bond with, others must be more careful...

Both partners must take this Advantage, and will also commonly take the 'Romantic Attachment' disadvantage.

Powerful Mind (+4)

The Character is a strong telepath and has a further reach than others. The Powerful Mind advantage, like the Focused Mind allows a +2 bonus to the Range Edge beyond the standard Edge maximums.

Rare Talent +4

Although the character comes from a species that does not normally manifest any Psionic talent, this character does possess such a talent. Amongst species with no known ability or closed minds, such as the Ferengi or Dopterian, this means that they may develop limited Psionic abilities (Psi potential of 3), but their minds are no longer closed to other Psions.

This is very rare ability indeed and cannot be taken without Narrator approval, as a Narrator can rule that this ability simply does not exist in their own universe. But even as a rarity, it only shows once in 1000 generations, and as the old Human saying goes, "in the land of the blind the one eyed man is king", and the thought of how a Psionic Ferengi could prove a useful business skill is not lost on the Ferengi, in fact the children's tales of 'Marauder Mo' feature a character who is indeed a Psychic Ferengi businessman...

Existing Advantages;

Psionically Gifted (+3)

As a telepath you exude unusually high levels of supernatural power, allowing the telepath in question to roll an extra die when using any Psionic Abilities.

Sixth Sense (+4)

This character possesses an innate sense of danger, unusual or threatening situations as well as trickery and deceit, bordering on precognition. Functions just like the **Alertness** advantage but covers any 'odd' situation not just danger.

Strong Will (+2)

The character has a strong, disciplined mind and their mind is like a locked box. The character gains one extra die when attempting to resist attempts to influence and Coerce them. This advantage also offers a degree of protection against Telepathic readings, allowing the character to conceal 1 important thought per point of Presence and Willpower.

These techniques can be learned although it takes strict discipline, commonly found amongst Clergy and Psionic spies.

Telepathic Resistance (+4)

For some reason the character's mind is closed to other telepaths, whether it be a fact of Alien Biology (such as the 4-lobed brains of Ferengi and Dopterians) or simply an uncommonly strong/advanced mind. The fact is that no telepath can get a reading on the character either with Telepathy or Empathy. This does not necessarily

New Disadvantages;

Empathic Metamorph (-3)

The flip side of Imzadi. The Metamorph will bond either at random or with the first person they meet upon maturation. They will begin to change slowly becoming that person's ideal mate/other half (almost literally) due to various levels of involuntary Personation...

Once bonded, they gain the Romantic Attachment (-2) disadvantage at no extra points, no matter what the partner's opinion of the relationship.

No Ability (-1)

The character may never develop their Psionic ability. Ever. Whether through steadfast disbelief, brain chemistry, or for whatever other reason (i.e.; most Vulcan's until the mid 22nd Century) the character may never attempt to raise his Psi ability beyond zero, nor purchase any Psi based skills or edges.

This disadvantage is not available to characters from species with a Psi max of zero, and Characters from Psi-active species, may re-allocate the points during character generation.

Open Book (-3)

Your mind is an open book, and easily visible to a Telepath, it takes real effort to conceal anything. It also costs an extra XP to learn each level of Mind Shield (to a maximum level of 3), and +1 difficulty level in use, and when trying to mind shield the Psion is likely to be aware that the individual is attempting to hide his thoughts.

Touch Telepath (-1)

You have no range to your telepathic abilities, and may never develop your Range Edge beyond base Zero. Your telepathic abilities are limited to touch alone, unable to use Psionic ability beyond that. Most commonly found amongst Vulcan's and Deltan's.

Un-Coordinated (-2)

Your Psychic talent is raw and control over its effects is difficult for you. You may never develop the Focus edge, and your use of your Psychic abilities will often have an unpredictable effect... possibly causing harm to others when unintended or simply not performing as expected. Your Narrator may adjust the effects of your Psionic skill checks as he sees fit, either with a secret +/- dice roll in addition to your own, or simply to suit the plot...

Existing Disadvantages;

Arrogant (-1)

Commonly found amongst Psychics, who find that the constant knowledge of the thoughts of those around them makes them feel far more superior rather than humbled.

Codes of Honour;

Code of Sentience (-3)

The Betazoid code of Sentience is developed alongside the Betazoid love of Freedom of the individual. On the whole, most Betazoids prefer to converse telepathically, so many that first time visitors to Betazed often remark about the sheer silence of the planet, and many find it uncomfortable. Yet despite their total comfort of talking mind-to-mind, and the ease of access to surface thoughts, they

remain acutely aware of the rights of individual privacy. A Betazoid would never take a non-psions surface thought as a full statement of intent, nor would they reveal their knowledge of what the individual's thoughts were (at least not to a stranger or casual friend, closer friends and those more 'intimate' are another matter).

- To preserve the rights of Individual.
- To Never probe another's mind without Permission.
- To respect another's privacy of thought.

Oath of Celibacy (-2)

The Deltan pheromones have historically caused them problems in dealing with less sexually mature species, and so Deltans that serve in Starfleet have an option to either take medication that suppresses their bodies pheromone production, and makes it easier for them to fit into a group without affecting others performance. While the medication is an option, and some consider it to be a better option for those serving in the contained environment of a Starship or Starbase, The Federation is philosophically opposed to forcing its standards over the users right to choose. And so the Deltan World Council suggested the Oath as an alternative.

Basically the Oath of celibacy is far more for the Deltan in question, a reminder that not every species is as sexually mature, and while they might not realise it, close and intimate contact could take advantage of those less mature. And simply put the Deltan undertaking the Oath will remain celibate for an undertaken length of time, usually the length of a tour of

service (not counting leave time) aboard a Starfleet vessel or facility. The oath does not however impede on a Deltan undertaking a serious relationship, nor does it impede on the act of procreation, simply that the Deltan does not undertake to worship sex and freedom as easily as others of their species.

Pacifism (-1 to -5)

Its easy to understand why many Empath's who feel the emotions and pain of those around them might prefer to voluntarily avoid activity that might result in harm being done, and thus avoiding the resulting backlash of negative emotion and pain...

Weak-Willed (-2)

The character is easily controlled and influenced. Suffering a -1 Die penalty on all attempts to resist Fast Talk, Persuade or intimidate the character.

Furthermore, the character finds it far more difficult to shield his mind from Telepathy, and may not purchase the Mind Shield ability past level 3.

Expanded Early Life History (5 points);

The character receives 5 Development Points to spend during early life.

Psionic; +1Psi, Any Psionic Skill 1

Advanced Paediatric Telepathic Manifestation; +2 Psi, Any Psionic Skill 1, Receptive Telepathy 1, Phobia -2, Intolerant -1, Obsessive Tendencies -3 (or Exile -4)

Empathic Metamorph; Culture (Choose Specialisation) 1 (2), Receptive Empathy 1, Sexy +2, Empathic Metamorph -3

FIPA Training; Any two Psi Skills 1 (or one Psi Skill 2), Obligation -1 (or Rival -1, or Pacifism -1)

The character receives 5 Development Points to spend during early life.

Vulcan Mind School; +1 Focus (or +1 Range), Psionically Gifted +4

Vulcan Monastic Training; Psi +1, +1 Logic, Multitasking +2, Pacifism -1

Career Training (10 points);

The character receives 10 Development Points to spend during their Career Training.

Negotiator; Culture (Choose Specialisation) 1 (2), Diplomacy (Negotiation) 1 (2), Projective Empathy 1, Bold +1.

Psi-Cop; Law (Choose Specialisation) 1 (2), Receptive Telepathy 1, Security (Choose 2 Specialisations) 1 (2) and (2).

Psychologist/Counsellor; Empathy +1, Receptive Empathy 1, Projective Empathy 1, Persuasion (Counselling) 1 (2), Sciences, Medical (Psychology) 1 (2), Code of Honour (Code of Sentience) -3.

Scientist; Any Science (Choose Specialisation) 1 (2), Any Psi Skill 2, Curious +1

Spy; Mind Shield 1, Projective Telepathy 1, Receptive Telepathy 1, Any other Psionic Skill +1, Obligation (Parent Organisation) -2.

Advantages;

Focused Mind +4

Imzadi +3

Powerful Mind +4

Psionically Gifted +3

Rare Talent +4

Sixth Sense +4

Strong Will +2

Telepathic Resistance +4

Disadvantages;

Arrogant -1

Code of Honour (Varies)

Empathic Metamorph -3

No Ability -1

Open Book -3

Pacifism (Varies)

Touch Telepath -1

Un-Coordinated -2

Weak-Willed -2

Skills;

Mundane Skills

Culture

Empathise

History

Law

Meditation

Sciences (All)

Psionic Skills

Intrude

Medium

Mind Meld

Mind Shield

Projective Empathy

Projective Telepathy

Psi Blast

Receptive Empathy

Receptive Telepathy

Teleportation

Trans-Dimensional Telepathy

Chapter Five

Psionic Powers

The group sat in a meditative silence. Relaxed and eyes closed they listened to the Vulcan Master T'Varr intone a meditative chant designed to induce relaxation and meditation. And an aid to those that had not yet mastered their inner self.

T'Varr was a touch Telepath and so she spoke aloud as she drew on her students.

"... And breathe deeply, remain focused on your contact to the ground and air around you. Acceptance of all you know and the focus of your mind is the aim..."
Her voice was calm, steady and emotionless. Word around the FIPA campus was that T'Varr was more than a Psychic Master, but also a disciple of Kohlinar, and had successfully destroyed all her emotions.

Idly Jace wondered what that might be like?

"The instruction was to clear your mind Young One." T'Varr's voice surprised Jace coming so close. Somehow the Master had known that her thoughts had wandered...

Jace tried to clear her mind and refocus on the meditation.

This went on for a few minutes, Jace was unsure, as she found herself losing track of time. But eventually T'Varr's tone changed. Becoming instructive.

"Now, I wish you to extend yourselves through your senses. Without moving to see if you are able to touch the mind nearest you. To refocus your energies and to attempt to extend your powers. Success is irrelevant. Your attempts are what are important..."

Jace focused and concentrated. Attempting to visualise the tendrils of power as she reached out Psychically to touch the mind of the person nearest. She was rewarded with a warm glow, a sense of success and the definite feel of another mind, one that was also reaching back...

Jace smiled at this simple success.

New Powers;

A selection of new Psionic Powers to be introduced into your game. Not all of these will suit most games, and so Narrator discretion is advised.

Medium

An ability linked to the **Clairvoyance** family of powers, but not a cascade ability. The character has developed the ability to see and even interact with beings on the spirit plane. Whether this is truly a supernatural state, or the character is simply sensitive to sub-space or inter-phasic activity and interprets such as the realm of the dead is down to individual narrators and players... If you even choose to include a spirit plane at all.

Note; On the whole Star Trek has never really dealt with the spirit world. And on the few occasions it has, such 'ghosts' often end up with a scientific explanation, and do not match the traditional definition of ghosts. Therefore this skill is included more for completeness and for those that wish to use the spirit world in their games, and like the rest of the new additions in this book should be checked with your Narrator and cleared for use before purchasing the skill.

Routine; Sensing the presence of restless spirits nearby.

Moderate; Able to Communicate with nearby spirits that are willing to communicate.

Challenging; Able to force communication with relatively hostile spirits, and channel the communication to living being nearby.

Difficult; Get a friendly spirit to do your bidding.

Nearly Impossible; Forcing a hostile or unwilling spirit to do your bidding.

Psi-Blast.

A **Telekinesis** Cascade ability, allowing a Psionist to strike a physical blow using telekinesis at range, using Psionic power to send invisible 'punches' at a target, the number of successes tells how much damage is delivered, but such strikes are next to impossible to dodge or parry, only to counter psionically. This is a very rare ability indeed.

Targeting such assaults use the standard ranged combat difficulty and modifiers and each level of difficulty translates as a level of strength that the blow strikes damage, under standard hand to hand combat rules, therefore;

Routine; 1 point of damage.

Moderate; 2 points of damage.

Challenging; 3 points of damage.

Difficult; 4 points of damage.

Nearly Impossible; 5 points of damage.

Teleportation

The Psionic ability to undertake a physical dislocation and to travel instantaneously between locations powered only by the mind.

Effectively duplicating the ability of the Transporters, but without any machinery. Or without any known targeting scanners and emitters apart from the human mind. The closest known power to this ability is the catalogued occurrence of Kes aboard the USS Voyager, who seemed to teleport physically

through time, although only a temporal dislocation was encountered and so no true teleportation was achieved...

Such a power is rare, but somewhat less powerful than a temporal dislocation, and no known instance has yet been catalogued, although it is theorised that such a power could conceivably exist, although the danger to the user would be extreme, either draining their life energy with the sheer power that such an ability could need or simply depositing the teleport within a solid structure and killing the teleporting Psychic instantly...

Without cataloguing and examination, it is unknown if this power can possibly exceed the range of a mechanical transporter unit or even if the Psychics memory is sufficient as a targeting method.

Routine; Teleporting a short distance, within sight of your originating point.

Moderate; Teleporting a short distance but through a wall, or otherwise out of sight of your originating point, or teleporting a long distance to a well-known location

Challenging; Teleporting a fair planetary distance to a location that is known to a character.

Difficult; Teleporting from orbit or teleporting a planetary distance with some small knowledge of the target location.

Nearly Impossible; Teleporting a long distance including orbit with little or no knowledge of the target area, Or attempting inter-planetary teleporting between well-known locations

Trans Dimensional Telepathy

A cascade ability of Projective Telepathy, this power allows a telepath to commence telepathic contact across the boundaries of Trans-dimensional barriers and to contact creatures in another parallel dimension or universe.

Such a power could conceivably be made easier if the sub-space barriers in a physical location were worn down, or easier still if a direct connection between dimensions existed.

Such a contact occurred on Stardate 51003.7 when Species 8472 sent a telepathic message to the crew of the USS Voyager declaring war against known space in retribution for the Borg attacks on their own dimension

Routine; Sending a message to the nearest Psychic/Receptive mind through an open rift between dimensions. Or Communicating with a well-known mind/individual

Moderate; Sending a message through an open rift and targeting it to a particular individual unknown to the message sender. Or sending a message to an unknown mind across a weakened dimensional barrier.

Challenging; Sending a message to a known mind across a dimensional barrier. But to all parallel universe versions of that mind.

Difficult; As above, but specifically targeting which dimensional individual the message is intended for. Or simply sending a message to the closest mind through a full dimensional barrier.

Nearly Impossible; Allowing a Telepath to initiate and upkeep a full 2-way communication across a dimensional barrier.

Romulan Powers

Concepts by Aedh Rua

Romulan Psions are as rare as that of Vulcan Melders during the 2150's... However after the initial loss of Psionics, the expanding Empire saw the unique possibilities, and began a program to try and resurrect their lost abilities. A program that has seen only limited success.

Amongst Romulan Psions only the skills of mind meld, projective telepathy, receptive telepathy, mind shield, receptive empathy, and projective empathy are commonly found, the Romulan Psionic ability is often simply too weak for much more.

The Path of Khat:

Sharing the same name as the Vulcan path, and sharing the same nature. Two disciplines are available to students of this path:

Mind Shield - exactly as the Vulcan discipline of the same name.

Mind Bar - exactly as the Vulcan discipline of the same name.

The Path of Lesh:

Like the Vulcan path of Lis, this one aims to confuse the senses. While not illegal as it is on Vulcan, Lesh is still just as rare:

Projective Telepathy - more intrusive than Vulcan version, can send messages to an unwilling subject.

Leshтана - just like Vulcan Lisjana.

Leshfata - as Lispata

Leshkhaltu - as Liskel'tu.

The Path of Plat:

Much like the Vulcan path of the same name, but more specialized for Romulan needs.

Mind Meld - this comes in two varieties. There is the invasive "mental rape" type of mind meld, in which the Psion forces his or her way into a mind looking for information. But there is also another type of mind meld, which is much less invasive, but which often cannot be detected by the recipient. This type can be used to gain information or plant very simple suggestions without detection.

Platvhokh - Essentially, this is a sort of mental hitchhiking for Romulans. The Psion can gain access to the sensory input and thoughts of the recipient, and so can trace his or her movements. Considered a useful ability for espionage purposes.

Platrha - This is exchanging minds, just like the Vulcan discipline of the same name. Extremely good for infiltrating resistance cells.

The Path of Tash:

Just like the Vulcan Path of Tas. Incredibly useful against normal crime.

The Path of Vhakh:

This is a purely Romulan path, used for brainwashing and interrogations. There are four disciplines:

Receptive Telepathy - much like the Vulcan version, but can be used more intrusively, and against a resistant subject. Also, note that Romulan receptive telepathy is not

necessarily detected by all recipients.

Projective Telepathy - as in the Path of Lesh above.

Mind Control - a cascade of Projective Telepathy, this skill allows the Psion to implant thoughts, emotions, fairly complex commands, and even simple beliefs. In essence, this is intrusive, but a good Psion with a high skill level can emplace a 'block' removing the memory of the attack. However too many uses can erode the personality of a victim, and a carelessly emplaced 'mental block' could be easily apparent to another Psychic.

Brainwash - a very powerful skill, but it takes weeks or months to use properly. This skill allows the Psion to alter the entire personality of a victim. Memories, deeply held beliefs, and the entire structure of the self can be altered if one has enough time, and enough skill. This skill can also be used to implant very complex commands without altering the victim's basic personality. This ability has been found to be very useful for creating deep cover "Manchurian Candidate" agents.

The Path of Khavh:

This means the "Path of Blood", and it was developed by the Romulans themselves, and only rarely shared with senior Reman squad leaders:

Receptive Empathy - Normally undetectable, and very much like that of the Betazoids, this skill allows the Psion to read basic emotions.

Projective Empathy - Allows the psion to implant emotions, normally without detection. Good for

manipulating someone, or as a means of punishment, say, during an interrogation. A similar ability is also used by Remans, who project an aura of Fear and negative emotions enhancing their abilities as shock troops...

Empathic Attack - a cascade of projective empathy, the attacker builds up a mass of hatred against the victim, and then unleashes it in a massive assault, which does actual physical damage.

Reman Abilities

The Remans are not particularly powerful empaths. A significant reason why the fledgling Romulan Empire was easily able to subdue and enslave them. However their success as shock troops is partly explained by the limited projective empathy powers that they do use, as the Remans use their Projective Empathy to exude a strong negative emotion of fear and anger at their enemies.

Intrude

A more advanced power, Cascade power of Projective Telepathy and Projective Empathy, and only really available to higher ranking Remans. It is far closer to standard telepathy, allowing a Reman to seek and enter another mind. Easily completed in the Victims sleep, and implant dreams, often used as a weapon, or to implant a mortal terror when the subjects eventually are forced to face the creatures of their own nightmares.

Routine; Allowing a Reman to enter their chosen victim and understand the range of emotions

their victim is currently experiencing.

Moderate; With a moderate success the Reman is able to begin controlling the Victims emotions, like projective Empathy, but able to know what emotional state that his control is leading too, allowing a greater degree of control. At this level, the Reman can only draw from emotion states previously experienced by the victim.

Challenging; At this level a Reman is able to induce an emotional hallucination, focusing on the Victim. This hallucination must be drawn from the Victims experience and can further affect their emotional state.

Difficult; The Reman is now able to introduce elements into the Victims hallucination that the Victim may not have experienced. Likewise they are also able to force the victim to suffer new emotions that they may not have previously experienced.

Nearly Impossible; Now the Reman has so much sway over the victim, that they are able to force an hallucination of their own creation that will feel ultra real and may even begin to have psychosomatic effects upon the victim.

Other Reman Powers;

Many Reman Pshychic abilities were lost to them, forced out by centuries of Romulan oppression, of those that remain, only those that helped the Romulans were permitted and only in small numbers. Many Reman Shock Troops serving in the Romulan Star Navy are likely to have been allowed to follow the Path of Khavh, with the most common power being that of Projective

Empathy... During a boarding action the Reman boarding party will all project their negative emotions at their enemy striking fear into their hearts even before a single shot has been fired...

The Vulcans Other Mind Meld Powers.

The Mind Meld is a powerful tool, but it also forms the basis of several other Vulcan Rituals and Psionic Powers. Use the standard difficulties from the mind meld. If using these powers untrained, increase the difficulty level.

Plat-Var ("Multiple Mind Meld"). A **Mind Meld** Cascade Ability. A powerful Melder may be able to accomplish this effect. An advanced mind-meld technique, that allows the Vulcan to serve as a Psychic bridge between two individuals. Due to its nature, it is most often used between non-telepathic species, and as such can cause immense strain on all three participants. Luckily the very nature of the power means that it is seen irregular usage, if at all, after all it is very rare to need to connect the minds of two non- psychics.

It allows the two non-telepaths to undergo and achieve the exact same effects as if using a Mind Meld, using the Vulcans abilities to achieve this.

Katra ("Soul")
A **Mind Meld** Cascade Ability. A Vulcan can place a segment of his consciousness within another individual, or even within a prepared receptacle. In ancient times these Katra Souls were either placed in a hall of Ancestors, where

they could co-exist in eternal peace and logic, or the Katra would be reconnected to the body during the Fal-Tor-Pan ritual.

However, this is unusual, and the power can simply be used to leave the Vulcan's last few thoughts, to intone a simple message through one that might be present, to ensure that a final message gets out to those that need to hear it.

Fal-Tor-Pan

A **Plat-Var** Cascade Ability. This ancient ritual closely resembles the Vulcan Bridging of Minds. It is used to remove a Katra from a host and place it into a suitable body via Synaptic Pattern Displacement. In recent centuries only one individual is ever taught the secret, and of all of this small group only **T'Lar**, the High Priestess of the Mount Seyla monastery has ever had cause to use this ability within the last thousand years or so. It is a secret that was nearly lost to the mists of time, but its fairly recent use, and Ambassador Spock's continued second life has offered an opportunity for the ritual power to be re-examined and studied by a new generation of the Vulcan priesthood...

Pon Farr - Possibly the most commonly associated ritual aspect of the Mind Meld. Not only are Vulcan mates bonded as children, tying their fates when the adolescent Vulcan undergoes Pon Farr, but also while mating. It is not uncommon for the fires of emotion to be shared between male and female via the Meld. Linking the lover's body and soul and stripping them down to the barest frame of they're mating. It is ironic that a species devoted to the suppression

of emotion, also seems to have developed one of the purest methods of sharing intimacy during love-making.

New Skills;

Empathise (Non-Psi) (Presence)

Some people are naturally receptive to the needs of others, and as such they can gauge how a person they are talking to might be feeling. Not all of Starfleet's councillors are Psionic, some are simply good listeners, can understand body language and aspects of Psychology and have a strong grasp of another beings emotional standing.

This skill works exactly the same as the Psionic 'Receptive Empathy' skill, but can only be applied in a face to face meeting (whether in person or in Comm) or to established relationships as it has no basis in Psionic power.

Routine; Understanding the emotions of a friend or workmate.

Moderate; Understanding the emotional level of another member of your species. Predicting what a known person would be likely to do.

Challenging; Understanding the emotional levels of someone trying to hide their emotions, or of a similar alien species. Predicting the possible actions of an unknown member of your own species.

Difficult; Getting a handle on the emotions of a truly alien species.

Nearly Impossible; Predicting the potential actions of the truly alien species, or understanding the emotions of the really strange (eg; picking up on the Guardian of Forever's emotions... etc.)

Used By; Psychologists, Councillors, Priests, Friends.

Specialisations; Body-Language, Prediction, Specific Species.

Meditation (Intellect)

Listed by convenience rather than as a regular skill. Meditation shows a calming focus common amongst deeply spiritual people. Use of this skill helps to calm and relax a character often allowing benefits of rest over shorter periods of time, and perhaps enabling a stronger focus for some Psionics.

The following abilities from meditation, are merely examples and are all at Narrator Approval, simply use them as guidelines for how Meditation can aide in the use of Psionics and enhance its abilities.

Routine; Entering a deep calming and relaxing trance.

Moderate; A deep, relaxing trance, that while the character remains fully conscious allows the character to rest and gain the benefits of 'power-naps' during times of Fatigue. Also needed to achieve a 'Spirit Quest', where you can gain insight from your own subconscious.

Challenging; Entering a deep cleansing meditation that might have beneficial effects on a characters healing (Enables an additional natural healing check).

Difficult; A Strong, focused trance that enhances the characters mind and increases Psionic ability (temporary +1 Focus).

Nearly Impossible; A death-like trance, with slowed breathing and respiratory levels making the character appear, and sometimes even scan as dead.

Used By; Vulcans, Bajorans,
American Indians, (Spiritual
Cultures), etc.

Specialisations; Resting, Focus,
Healing, Specific Religion.

Chapter Six Aliens

Their meeting was imminent. The bridge had just hailed him to let him know that they had arrived at their destination. But Captain Davii Ral was still studying the history files.

Ever since the USS Intrepid had encountered the Refugees alongside the Neutral zone, he had asked for this assignment. It had been little work to back-track the freighters logs to their journey's source, and judging by the stories the refugees had told the whole planet was on the cusp of a Psychic evolution, one that might easily lead to a near genocide.

The only problem was the Prime Directive. The Federation could not alter the course of the planets evolution.

However Ral was less than enthused with the idea that an entire species might devolve into civil war and eradicate an evolutionary trait simply out of fear.

Commander Savar had swung the argument. He had interjected and raised the issue of the Romulans. They too had intercepted the freighter and may triangulate their point of origin if they had not already hacked into the Freighters navigational computer over the open comm. Frequency.

And so Command had authorised the mission. A First Contact with a new species. Their rules of contact were clear, avoid cultural contamination and protect the inhabitants from Romulan hostilities, and make a simple communication. If they could convince the leaders of the planet to accept their Psionic population

and avoid war, that was to be a bonus.

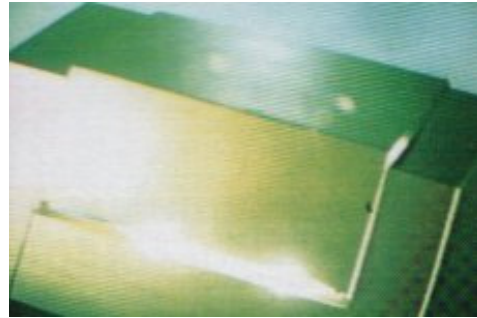
In order to facilitate this the leader of the refugees had been sent along as a Civilian mission specialist and advisor, and had so far proven himself invaluable.

But Davii was simply crossing his t's and dotting his i's. Taking a final opportunity to study the mission logs from other First Contact's, especially those with Psionic Species. Careful to note the nuances and peculiar events that went on...

The Turbolift slowed, and Ral finally dropped his Padd to his side. He was as ready as he could be as he walked to the centre of his bridge.

"Put them on-screen."

Medusans



Homeworld

The Medusan Home World is within Federation borders on the Beta Quadrant side of the Federation. First contact was initiated in 2196 by the USS Venture which had been lost due to a gravitic anomaly... First contact resulted in the accidental insanity and deaths of the Ventures First Officer and Medusan Diplomat. However peaceful contact was resumed with a better understanding of the situation both parties found themselves in, and the Medusans helped their new friends by giving them the navigational data required to return the aging Deadelus Class vessel back to Earth.

Suggested Attribute and Edge Ranges

Fitness	N/A
Coordination	N/A
Intellect	3
Logic	+1
Presence	3
Psi	3
Focus	+1

Typical Advantages/ Disadvantages

Medusans are Non-Corporeal, possessing no physical body. This allows them to travel freely and unrestricted in their natural form. However the mere sight of a Medusan would cause any

onlookers to go insane... It is for this reason that many Medusans seek to isolate themselves from other species, or use some form of barrier or container to avoid causing problems with others when forced to interact with other species.

Special or Unique Abilities

The Medusans are a non-corporeal species and as such are not bound by some of the natural laws... Able to float and swirl about in the air, they seem able to direct their forms at will, but are unable to physically interact with the world around them

Special or Unique Skills

Some element of the Medusan being makes them natural navigators, they seem to be able to sense their direction and course instinctively.

Size

The Medusans are non-corporeal and thus do not possess an average body size.

Story Notes

Medusans are natural navigators and so may be found aboard a Starship serving in their capacity as master navigators... At least with understanding crews that are willing to take the risk of accidental exposure over the benefits of having a willing Medusan among their number... But understanding or not, accidents do happen, and occasionally some poor soul may find themselves exposed to a Medusan and thus insanity ensues. Forcing the players to contain the situation and rectify any problems while containing both the Medusan and the patient neither of whom are totally to blame.

Alternatively some Starfleet vessels make space for Medusan crew in specialised areas of the ship. However, should something happen to the vessel a Medusan crew may find themselves trapped on a planet with no environment suit, exposed to locals and thus causing insanity in its wake... The players may form a rescue team sent to pick up the lost crewman, and repair the damage done, while trying to preserve the prime directive.

Description

A species of highly intelligent non-corporeal beings. The Medusan species are Federation members, whose sensory systems differ radically from humanoid sensory systems, which makes the Medusans particularly well suited for space travel.

While non-corporeal, Medusans still have a physical form, which when viewed by humanoids, is said to be so entrancing, that it will cause madness unless that humanoid has the protection of a specially designed visor. In contrast, for those with Psionic capabilities, the Medusan mind is said to be remarkably beautiful.

During the 23rd century, Medusan's were often separated from humanoids in order to preserve society, and co-existence often placed the Medusan in a transportation box. However recent advances in robotics and artificial intelligence have enabled some steps towards 'encounter suits', Robotic beings that carry and are fully controlled by a Medusan within. Only a few prototypes exist as yet, but both Starfleet and the Medusans are

field testing the units with a hope to allow a full integration of this intelligent and worthy species.

The Prophets/ Pah Wraiths



Homeworld

Both the Prophets and the Pah Wraiths claim Bajor as their home planet, however only the Pah Wraiths remain on the planets surface, within the famed Fire Caves. The Prophets exist within the nearby stable wormhole known to followers of the Bajoran Religion as 'The Celestial Temple'.

Suggested Attribute and Edge Ranges

Fitness	N/A
Coordination	N/A
Intellect	4
Presence	4
	Willpower +1
	Empathy -1
Psi	5
	Range +2

Typical Advantages/ Disadvantages

Non Corporeal

Special or Unique Abilities

The Prophets seem to exist outside of normal Space/Time. Theoretically existing at all points in time at the same moment, indeed

the concept of 'Past, Present and Future' was only introduced to them during their first contact with 'The Emissary', Starfleet Commander Ben Sisko in 2368. They appear to be very powerful beings capable of immense Psionic Acts, to date total possession of a body, time and dimension travel, and even the total disappearance of a Dominion fleet has been attributed to the Psionic abilities of the Prophets and the Pah Wraiths.

Special or Unique Skills

Both the Prophets and Pah Wraiths seem to exert a tremendous amount of Psionic power, and seem quite happy to use this power. Capable of possessing a physical body, either willing or an unwilling host, they are even capable of channelling their power through such a host and cause tremendous damage to the corporeal world around them.

Size

Both the Prophets and the Pah-Wraiths are non-corporeal and thus do not possess an average body size.

Story Notes

Most likely to affect a story based in and around Bajor, the Prophets have worked to defend the Bajoran people in their way, as have the Pah Wraiths, albeit in opposition to the Prophets.

Most likely encountered during an Orb experience, the prophets are likely to help a character in some way through this communication, although the guidance is most often cryptic and open to interpretation.

The Pah-Wraiths are more direct and overt, although far rarer,

however when encountered they have possessed and inhabited a host body and forced it to do their will, usually aiming to harm or cut off the Prophets in some fashion, until the entity was forced out of the host body.

Description

In the Bajoran religion, the aliens that inhabit the Bajoran Wormhole are deified as gods, called the prophets. These beings are sentient life-forms that exist outside of linear time and appear to possess great powers ranging from personal possession through to extremely accurate prophecies. These abilities and their protection of the nearby Bajoran people have blurred the line between advanced life-form and god, and even Starfleet Officers that have served aboard Deep Space Nine often have difficulty in defining the Prophets under their official Federation definition as 'Wormhole Aliens'.

Just as the Prophets exist inside the Wormhole (or Celestial temple), so the arch nemesis also exist, in the Fire Caves on the surface of Bajor. The Pah-Wraiths are said to posses' equal power to the Prophets, but offer easier access and less devotion. This is seen in opposition to the Prophet worship on Bajor, and yet the Cult of the Pah-Wraiths is allowed to exist by the secular Bajorans, even if it is viewed as a negative and evil organisation.

Many theories are hypothesised about the Prophets (and equally their opposition the Pah-Wraiths) existence, some even feel that they may be the full evolution of the Bajoran People that is yet to

happen, explaining their protection of the planet and its people. And yet a Starfleet Officer, Captain Benjamin Sisko appeared to draw great favour and was recognised as the 'Emissary of the Prophets by representatives of the Bajoran Religion.

Species 8472

Home Region or Sovereign Territory

Little is known about the home-territory of Species 8472, what is known is that they occupy a fluidic dimension parallel to ours. One that was discovered by the Borg only a few short years ago, prompting a Borg invasion and attempted assimilation of the Species, and commencing hostilities between Species 8472 and this dimension.



Species 8472 appear to be either the only or the dominant sentient life in their dimension, although they have mastered Biotechnology to a degree to be able to manufacture or grow Bio-Organic Starship's, these do not appear to be sentient, and in the few

encounters within Fluidic space gathered by both Starfleet and the Borg, no other significant Species was encountered.

Suggested Attribute and Edge Ranges

Fitness 5
 Strength +2
 Vitality +2
Coordination 4
 Reaction +1
Intellect 3
 Logic +1
 Perception +1
Presence 2
 Willpower +2
 Empathy -1
Psi 3
 Range +1
 Focus +1

Typical Advantages/ Disadvantages

Members of Species 8472 appear to be particularly xenophobic. A trait gained through their initial introduction to our universe via the Borg invasion, and not helped by Janeway's subsequent alliance with the Borg. Many remain distrustful.

Special or Unique Abilities

Species 8472 has shown that they have a mastery over Biotechnology, not only are their Starships fully Biological beings in their own right, but they have also shown that they have the ability to create a substance that allows them to morph their own bodies and enable them to take a new shape, disguised as a member of another species.

Special or Unique Skills

High levels of knowledge over Biotechnical sciences along with powerful telepathic abilities.

Size

In their natural form, members of Species 8472 are over 2m tall and a Triped. They possess a great natural strength.

Traits Common to the Species

Species 8472 is among the few particularly powerful Psionic Species encountered by Starfleet capable of sending telepathic messages across dimensional barriers. Although these powerful Psionics are lessened when they are forced to disguise themselves as another species.

Story Notes

These Psionic creatures from a Fluidic dimension are not native, nor common to this dimension, however since the Borg assaulted their space and began the war, they have discovered and retained the ability to travel between dimensions, as has the Borg. And through Captain Janeway's alliance, so have the Federation.

However the relations between Species 8472 and this dimension remain in flux. They still regard the Borg as mortal enemies, but have been forced to re-evaluate their views on this dimension.

Having originally assumed that this dimension was populated only by a single species, as theirs is, they declared war on the Dimension, however their attempts to infiltrate and manipulate the Federation have revealed to them a new way of thinking... And the subsequent

diplomatic steps initiated between their infiltration teams and the USS *Voyager* have forced them to rethink their views. Whether this will lead to peace and contact has yet to be seen, as does Species 8472's views on the eradication of all life in this dimension.

Therefore Species 8472 could yet become dear friends or deadly enemies, just as some of the infiltrating members of the Species have assumed their 'Starfleet' personas too well and begun to develop an affinity for both this dimension and for Starfleet... Who knows, one day there may even be a member of Species 8472 passing through the academy, perhaps with Admiral Janeway's sponsorship?

Description

A sophisticated lifeform native to a realm of fluidic space a dimension apart from our universe, known only by its Borg designation because its self-ascribed name is unknown. Species 8472 has an extremely dense genetic structure and an extraordinarily powerful immune system; almost anything that penetrates their cells is instantly destroyed, including chemical, biological or technological intruders. In 2373 the Borg somehow discovered fluidic space and learned that Species 8472 possesses organic spacecraft and a biogenically engineered weapons technology that was superior to anything known to the Borg. Seeking to assimilate this civilization and its technology, the Borg launched an attack on the fluidic space realm, only to be repulsed. Shortly thereafter, Species 8472 launched a retaliatory strike, sending hundreds

of powerful bioships into the Delta Quadrant with the goal of eliminating all lifeforms from this galaxy, destroying entire planets and fleets in Borg-occupied space. The 8472 assaults were halted when the *U.S.S. Voyager* collaborated with the Borg to use new nanoprobe technology the crew had developed, a weapon against which the species had no effective defence. It was in the midst of the 8472 battle that Seven of Nine came aboard *Voyager* and was later severed from the Hive.

Species 8472 considered humanoid genetics to be impure and felt deeply threatened by the violent tendencies of many humanoid cultures. Taking *Voyager's* alliance with the Borg in 2374 as evidence that Alpha Quadrant powers were planning a devastating attack into fluidic space, Species 8472 sought to infiltrate Starfleet in order gather detailed intelligence and monitor military installations. In preparation for this reconnaissance mission, they constructed a series of "terraspheres" containing elaborate re-creations of key Alpha Quadrant locales, including Starfleet Headquarters, in order to train their operatives in humanoid culture, values and biology. Some of their fears were allayed in 2375 when *Voyager's* Captain Janeway conducted negotiations with 8472 representatives, the first real talks between the two cultures. Janeway agreed to share her nanoprobe weapons technology with them, in exchange for some of their own technology and a promise to drop their infiltration plans and return to fluidic space.

Starfleet Infiltration Group.

Members of Species 8472 who maintained these infiltration Training bases were deeply encouraged to submerge their personalities into that of the Starfleet and Federation members they posed as. In the vast majority of cases this was a simple role they took on, never forgetting their true purpose. However, a few began to deeply empathise with their roles, among which was 'Boothby'.

It is not inconceivable that the infiltration plan has continued, and is gathering intelligence to support Janeway's claims of peace, or perhaps some members of Species 8472 empathised so much that they might seek to join Starfleet.

If they attempt to infiltrate they will retain the Physical attributes related to their chosen role, and have trained on their roles job skills, allowing them to take an appropriate template.

They will also have gained a basic grounding in skills and abilities that they would know and so will gain the following skills;

Language; Federation Std. 2
(Or Federation Std. and Native
Language at 1 each)
World Knowledge (Roles Home Planet)
1 (2)
Culture (Roles Home Species) 1 (2)
Deep Cover +2
Addiction (Shape Changing Drugs) -3
Dark Secret -3

A member of Species 8472 sent on a mission to infiltrate our universe, by a complex plan of infiltration and deception. Changing shape and taking on humanoid form. The plan was to infiltrate Starfleet, to dispose

of the danger they perceived after Starfleet Captain Janeway's actions swung the balance of a war between Species 8472 and the Borg. Although Species 8472 are from an alternate 'fluid' universe, the assumption of humanoid form allowed them to perceive our universe from our own point of view. And after a second, more diplomatic, encounter with Janeway and the crew of Voyager relations seemed to calm. It helped greatly that the subterfuge of Species 8472 was almost too good, and those in their infiltration program had spent so much time as Humanoids, living humanoid ways that much of the groundwork for peace had been done before Starfleet stumbled across the replica of San Francisco

Campus that they had created. The long-term effects of these encounters have yet to be seen. But it seems that the genocidal plans of Species 8472 are no longer an issue, and it is hoped that further contact can be established now that a common point of reference has been reached, and the fact that it was Species 8472 who breached the universal differences can only prove a promising sign.

Talosians



“Starfleet General Order 7: No Starfleet vessel shall visit the planet Talos IV under any circumstances, emergency or otherwise. This order supersedes General Order 6. Any transgression of this general order shall be punishable by death, however there is a movement by some Admirals to commute this sentence to one of life imprisonment.”

Homeworld

Natives of Talos IV, a once beautiful planet, now a ravaged wreck with the ruins of the ancient Talosian Civilisation strewn across the planets surface.

Home Region or Sovereign Territory

None, the Talosians have been without means of physical interplanetary travel for thousands of years, and the Starfleet Quarantine emplaced on the Talos system means that few opportunities exist for the Talosians to move to other planets, should they choose.

Suggested Attribute and Edge Ranges

Fitness 1
 Strength -1
 Vitality -1
Coordination 1
 Reaction -1
Intellect 3
 Logic -1
Presence 2
 Empathy -1
Psi 4
 Range 2
 Focus 2

Typical Advantages/ Disadvantages

Few Talosians possess any physical attributes and many are easily injured or hurt.

Special or Unique Abilities

The Talosians also possess an immensely powerful Psionic talent. To an extreme degree that few other abilities are known or practiced.

Special or Unique Skills

The Talosian talent for illusion is unrivalled, and once caught, even when one is aware of the possibility that all is an illusion... telling the difference remains impossible unless the Talosian wishes you to see and hear the truth.

Size

The remaining Talosians are small statured, standing just over 1m tall. They are humanoids with an enlarged bulbous head. Having developed their minds over their bodies over the centuries.

Story Notes

Due to the quarantine Starfleet has imposed on Talos IV it is unlikely that they would feature within a standard Trek game. However they remain strong Psychics, and a small human colony/family does exist on their planet, and so they could attempt to use their power to draw new colonists to Talos IV, albeit innocently, they would still be protecting their charges... And their power could hold sway over a member of the crew of your players assigned ship, or perhaps the players are assigned to intercept and stop such an unauthorised colony. And are then faced with enforcing the only Death Penalty that Starfleet imposes.

Perhaps the game is based during the Dominion war, when defeat looms, and Starfleet is forced to

consider all the weapons they could possibly draw upon. Perhaps it is felt that contact should be re-established with Talos IV, and the crew is assigned to convince them to use their immense power against the Dominion and turn the tide of war back in favour of the Federation.

Description

The Talosians are amongst the most powerful (known) Psionic races in the Galaxy. Known to have developed a thriving culture, dating back hundreds of thousands of years, they developed a culture that served the self and allowed personal growth, leading to immensely powerful Psionic talents. However their advancement was devastated by war, ravaging the planets surface and nearly wiping out the Talosians. A small few survived, clinging to a meagre existence underground, within the older fallout shelters and command bunkers, they slowly built a new civilisation for themselves.

During the time in these caves, the Talosians became dependent upon creating illusions using mind as well as technology from their ancestors. And as time went on it became apparent that too few Talosians had survived, and that their genetic diversity not enough. The Talosians were a dying species, although their naturally long lives and current genetic diversity would allow them centuries before they would die out. Plenty of time to try and arrest the decline and regain their civilisation.

By the mid-23rd century, the

Talosians had resorted to capturing passing travellers to serve as a new source for illusions, and to help re-populate their planet. Often drawing these travellers to them with strong illusions stretching out light years and encompassing entire ship crews. The Talosians enjoyed sharing the experiences of those aliens they had collected prior to the war, but this became a dangerous narcotic for them, eventually they began to exist within their Fantasy realm, losing almost all touch with reality. While about them, their technology crumbled and decayed effectively leaving them all but helpless. Starfleet has encountered the Talosians twice, both contacts were by the USS Enterprise, NCC-1701, and two humans now exist on the planet Talos IV, including Commodore Christopher Pike. Due to the continued upkeep of the Federation Quarantine on the planet, the exact state of the Talosian civilisation is unknown, but the presence of a human couple co-existing with the Talosians might mean that a lost family of Humans continues to live there.

Chapter Seven

Mind Games; Some brief discussions on Psionics and their place in the Star Trek Universe.

Jace tugged down the front of her tunic and turned to the mirror. As she pulled her long hair back into a tidy bun, she smiled at the image, at the young woman that she had become.

Starfleet Cadet.

She was following her dream now. Having graduated from FIPA, she had applied and been accepted to the academy.

That was nearly 3 years ago now. Next year she would graduate and get her first posting. Like her fellow students, she hoped for something prestigious, like the Enterprise. A posting on the Enterprise could jump-start anyone's career.

LATE!

She realised the time... That she had none remaining as she dashed out of the Dormitory and across the Campus. The Exam was being held in Jim Kirk hall, and she was only just going to make it.

She slowed to a brisk walk and regained her breath and composure before she reached the door to the exam hall

1... 2...

She stepped through. All bar one desk had been filled. She was not too late. But she was late.

"Apologies for my tardiness." She thought at Commander Duff, the lecturer of Interstellar Politics and Ethics. The Commander looked at her, as only a teacher can. A withering look that reminded her of her place on campus.

"Sorry." She added verbally.

Commander Duff nodded. "That's OK Miss Ral. Take your seat and see to it that you are not late again."

Jace felt colour rise to her cheeks, and wore an embarrassed smile as she took her place, as the exam began.

Rare Psychic Species

Trill Symbiont Psi Communication;

The Trill also seems to be a Psionic Species, although the powers appear to be restricted to that of the Trill Symbiont. Unjoined Symbionts within the Nutrient Pools of the Caves of Mak'ala, are able to communicate with each other and their Guardians. These communications are even visible appearing as a slight electrical disturbance above the water line of the Nutrient Pools within the cave. By this fashion they are able to communicate in great detail with each other and with their Guardians... Such communication seems to be aided within the location, with the Guardians seemingly able to identify a host's symbiont even upon a first meeting, and the pools are often used in the diagnosis and treatment of the symbionts. However whether this communication is truly telepathic is unknown, although some of the rituals that Joined Trill occasionally undertake seems to imply that some levels of latent psychic ability rest with the symbiont.

The Ritual of the Zhian-Tara is also performed by the Guardians in the Caves, the ritual allows the symbiont to temporarily remove the personalities of its previous hosts, and imprint these hosts personalities upon family, friends and colleagues, enabling the Trill to gain a sense of self-history as each new host has an opportunity to meet with and talk to the previous hosts. The ritual effectively expels the host personality, imprinting it over that of the volunteer that the Trill has chosen would best

embody the previous host. Only 1 personality is transferred at a time, and is purely voluntary, it is not unknown for the individual personalities to decide to cut their time short, returning to the symbiont.

While the Zhian-Tara is most often performed on Trill it is possible to conduct the ritual anywhere of the joined Trills choosing, as comfortable surroundings are also important. Although these more distant ceremonies often require an equally skilled guardian, to help guide the path of the Ceremony and ensure all goes well.

However other than the Zhian-Tara ritual, Trill Psionics seems to be rare, and no manifestation seems to occur even amongst the joined. Amongst the host species, only the Guardians seem to display any level of Psionic sensitivity with their ability to commune and understand the Symbionts...

Another ritual, the Rite of Emergence, allows a joined host to gain insight and wisdom from their previous hosts. Unlike the Zhian-Tara, they draw a manifestation of the previous host to consult with. Unlike the Zhian-Tara, this manifestation is a simple vision, non-corporeal and visible only to the Trill Host. It is however intensely aware of its surroundings and able to guide and teach the host. This is a little known and rarely encountered ritual, and many feel it a closer relative of the Trill subconscious, linked with an hallucination, rather than a true psychic power. After all, after multiple joining's a Trill symbiont bring many lifetimes experience

with it, and many personality quirks and subconsciouses ...

Other 'Rare' Psionics;

While some species are well known for their Psionic talents, such as the Vulcan's, Deltan's and Betazoid's, amongst others. There are many species, which do not seem to manifest Psionic abilities as normal. But of these a rare few are born with some little Psychic talent, such as among the Human or Alpha Centurian populations. These rare individuals are often quite powerful sometimes exceeding the society norm amongst the Psionic Species in ability and sheer Psionic Power. They also seem to be capable of further developing their powers and achieving new abilities relatively unknown to the more established Psions. Whether this is simply an indication of the Psions power or the removal of a subconscious cultural taboo, which many Psionic species have evolved in order to coexist with their powers and each other, is not yet known.

A prime example of these rare Psions is Dr Miranda Jones, a Human. Blind from birth, she uses her talents to increase her worth in the art of diplomacy, leading her to become quite an accomplished negotiator in her own right. Her blindness serving her role for many years as companion and assistant to the Medusan ambassador Kollos.

There are some that believe that these rare births are not defects, but are becoming increasingly common and that this trait is both a side effect of the increased contact between Psions and Normal's, along with acceptance of the

existence of the Paranormal. And possibly an evolutionary step forward with wider ranging Psionic powers and an increase in the known and accepted Psionic species. Especially within the Federation.

However, just as some rare examples of some species seem to develop Psionic powers seemingly against their own cultural evolution. It is also not unknown for members of Psionic species to be born with no Psychic ability at all. In the case of Betazoids, they would simply not manifest their powers at puberty, or a Vulcan may simply not develop their Psychic abilities. While not unknown, these few instances are equally as rare as those born with Psionic ability to other species.

Accidental Activation of Psionics;

Far rarer, but more concerning are the few occasions where Psionic powers have been activated by either design, by accident or through contact with stellar phenomena. In many cases the sudden ability bestowed upon an individual is simply too much for them to bear without a cultural understanding of the responsibilities of their powers. And even those able to remain uncorrupted by the absolute power at their command are sometimes rarely able to apply its use, despite their best intentions.

These 'awakenings' as they have been termed by Parapsychologists have so far proven rare, but offer an unusual danger to the unwitting space traveller.

In 2265 the USS Enterprise NCC-1701 crossed the great galactic barrier, and as a side effect of which, Lt. Commander Gary Mitchell and Dr Elizabeth Dehner spontaneously developed an incredible level of Psionic ability, including highly focused telekinetic ability. Despite his initial intentions, Gary Mitchell was quite rapidly corrupted by the power with which he was imbued, and great efforts were taken to isolate him from the universe at large and maroon him on Delta Vega. The attempts failed, and mortal combat ensued between Mitchell and his closest friend Captain James T Kirk, who was only able to stop Mitchell with the help of Dr Dehner.

There can be no doubt that by the end Mitchell was insane with an emerging god-complex, and it remains a possibility that this imbalance was caused by the neurological changes that his brain underwent. Just as it is likely that only Dr Dehner's training as a Psychologist and her intellectualisation of their situation that saved her from the same insanity that had gripped Gary Mitchell.

Infrequently similar awakenings have occurred since that time. Some abilities sparked by a neuro-chemical reaction to an odd radiation effect, others after encounters with some advanced aliens. In many cases these Psionic effects were temporary, and either a cure was found, or they simply decreased in intensity, but always leaving a mark on the patient. In a few cases the Psychic alteration was permanent and sometimes a temporary effect left

the patient able to redevelop Psychic abilities beyond the norm, and a few people have managed to retain their inherent humanity, and with the help of both councillors and Psychic Masters from both Vulcan and Betazed have grown to fine tune and develop their powers. Some have even retained their Starfleet commission.

The Powers of the Q;

Equally the Powers of the Q can be a challenge and corruptive influence on the unwary, whether granted as a gift/ test of by Birthright. The massive powers at the disposal of the Q seem to be linked to both the conscious and subconscious, enabling their spontaneous use even when (or because) the individual is attempting to not use the powers. In both cases, the powers of the Q have proven too much. And in response, Commander William T Riker choose to remove his own powers, while Amanda Rogers accepted her birthright as a Q and chose instead to follow that destiny rather than her chosen career path of joining Starfleet.

Temporary Psionic Experiences

Still further it is not unknown for some individuals to experience a one-off event akin to a Psychic experience... Ranging from a premonition of danger, a vision of the afterlife, deja-vu or even the Klingon *tova'dok*, the moment of clarity when warriors lock eyes and can understand each other without words. By definition these short experiences only occur amongst the non-Psionic species, and it is interesting to note that specific words and phrases are allocated to

these instances by the Humans and Klingons, two commonly non-Psionic species.

Thus there seems to be an indication that all is not what it seems and their cultural significance is enough to require this addition to the language. Something that Parapsychologists have been researching for years. Adding credibility to the theory that a Psychic evolution is gradually approaching.

The Darwin Institute;

During the 2350's a group of Federation geneticists discovered a peculiarity in the Homo-Sapiens genome, finding an activation within Human DNA that would enable humans to become more advanced, increasing the potential of the human genome and bypassing several steps of evolution. The hypothesis was posed that the resulting DNA would be stronger, faster, possess a more potential immune system and live longer, and possibly even develop Psionic ability as the norm. Unable to complete these experiments under Federation Law, they setup a program and once they found a suitable planet near to Federation territory Gagarin IV to settle their Institute, they set out a decent and humane experiment to test their hypothesis. The experiment worked well, rather too well, and rather than a DNA sample that proved their hypothesis, they ended up with multiple fertilised embryos that developed fast, even at this stage their Psionic abilities were developed enough for rudimentary communications to prove the consciousness of the embryos, a very unexpected side-effect. Aborting the foetus's and

experiment was no longer an option, and so these children came to term and the experiment advanced several levels beyond its intentions. It was only this situation and the proof that the termination of the Experiment was also tantamount to the murder of innocent children that saved the scientists from a very long sentence in Federation prisons...

These children exhibited strong psychic abilities from birth, from full, unbound telepathic communication through to extremely fine controlled telekinetic ability. This immense power came at a cost, the highly aggressive immune systems also developed for the genetic enhancements was so aggressive that it caused a forced aging in normal humans around them, effectively killing all weaker standard humans that came into contact with them.

It was at this point that the Darwin Institute was forced to contact the Federation Starship, the USS Enterprise NCC-1701-D for help. And it took the combined efforts of the ships doctor, Dr Katherine Pulaski and Lieutenant Commander Data to find a cure for this aggressive reaction to the children's immune system. By recombining an un-mutated DNA sample through a transporter beam and effectively resetting the patients DNA, thus sparking an alternate scientific enquiry on some medical uses for Transporter technology.

To this day no cure has been found for this, and the children, now growing into adulthood remain secluded in a sealed compound in the Darwin Institute with the full

understanding that this separation is permanent. In the 10 years since their last contact with the Federation, several of the children have grown to adulthood, and begun to continue the experiments of their 'parents', and extending their habitat, in order to make their captivity as comfortable as possible. After all, until a cure can be found for the effect their immune systems pose on less advanced beings, their quarantine is taken in order to save the galaxy from harm.

Psionics and Technology;

Another prominent theme of Star Trek is the gradual blurring of the lines of distinction between Technology and Mythology, rather than debunking Myths and the Occult, Star Trek attempts to embrace and explain it. Such explanations may not always be available, and occasionally a mystery should remain just that. But it is important to correctly judge when to apply such definitions. On the whole the majority of situations should easily be explained as technology, from a visiting con man posing as a powerful god or demon, through to the existence of magic and witchcraft. Even ghostly apparitions are often explained as a sub-space echo, non-corporeal sentient or Psionic Echo. It would simply be a case of applying a credible explanation just beyond our own scientific ability to prove.

This shouldn't mean that a scientific explanation should always be applied to any unnatural circumstances...

Technological Effects;

This shouldn't mean that a scientific explanation should always be applied to any unnatural circumstances. After all a good mystery can always be mined for material, and can even set the mood. But many times what might at first appear to be Paranormal will simply be a reinterpretation of advanced technology. After all *"Any sufficiently advanced technology will be indistinguishable from magic."* as Arthur C Clarke;s 3rd law once stated.

Some technologies appear to mimic effects that are similar to some Psionic abilities, sometimes these abilities are designed, while others are purely coincidental side effects. Their technological grounding often limiting them and allowing their ultimate detection far easier than with Psionics, but it worth a brief discussion of some of the major appearances that would give a guideline and thoughts towards.

Faking Psionic Powers;

With sufficiently advanced technology it is possible to convince others of your superior Psionic mastery. Whether it be an opening salvo in a Propaganda 'Shock and Awe' campaign, designed to demoralise an enemy prior to an attack or take-over bid. Or simply an attempt to utilise a local custom, tradition or mythology to serve the users own ends, from the Squire Trelane, through to the Con-artist Ardra. At the end of the day, this is all a trick, a high tech act of presdigation, attempting to con others into believing in your desired effect.

Direct Neural Communication

Simulating telepathy, a direct communication system is one of the more common technological effects created and put into use, with many requirements for a covert communications system, both legal and illegal, easily cited.

Most common using standard comm. Systems, miniaturised and implanted. Using sub-vocal microphones and implanted receivers on the mastoid bone, even Starfleet has taken to using such covert communications systems when required, such as during a direct (but covert) observation of a planet where the presence of technology might breach the Prime Directive.

Far rarer however, but not impossible is that of direct neural communication. Allowing communications over radio or sub-space frequencies, mind-to-mind.

This is far closer to the concept of Telepathy, with communications initiated and controlled by thought alone. Whilst the majority of species have been unable to manufacture and produce such a device, only a few have been created. Such as the Borg Hive Mind, or the Bynar binary/digital communications system...

In both cases the result is a non-standard communications system, more like a computer download, able of dealing with complex memories and images, along with detailed instruction... Rather than the standard 'voice in your head' as described by most Telepaths.

Memory Transmissions;

The transmission of memory has also been a technology encountered by Starfleet in recent years. Again, with many other powerful technologies the ability to download a memory from a central computer direct into a host brain seems to be rare.

In 2369 the USS Enterprise encountered a probe that was sent by a long dead race. A message in a bottle built and sent as a memorial to ensure that their civilisation would not go unremembered. As a result Captain Jean Luc Picard lived over 40 years of a life among the Kataan civilisation (during the Earth year 1370). The entire memory downloading in just a few minutes, leaving him with the knowledge gained during his extra life experience. After the probe shut down, and was retrieved where the last few artefacts of the lost Kataan civilisation were recovered

Meanwhile the USS Voyager encountered a Tarakis War Memorial, a tribute to the horrors of war, and to ensure that an atrocity and war crime committed long before was never forgotten. The memorial also served as a Synaptic Transmitter, transmitting the memories of the atrocity to any in near proximity to the memorial. An unfortunate side effect was that those exposed to the memories also suffered the same post traumatic stress undergone by the initial perpetrators, having experienced the horrors of war or even taking the lives of innocent. When given a choice the Voyager crew decided that in the end they had no right to shut the memorials

function down, although they do construct and leave message beacons advising any future traffic what lays beyond, at least offering the choice to experience the memorial and an understanding of what the experience means...

Some species use Memory implantation as a means of punishment. Such as the Argathi in the Alpha quadrant, or the Baneans in the Delta quadrant. Rather than upkeep an expensive prison system, they have discovered that they are able to cheaply implant the memories of a lengthy jail term or the memories of the victim of the perpetrated crime in order to enforce understanding and repentance for the crime. Such memories can often have a dangerously damaging effect on the mental health of the individual concerned, and many take their own lives. A justifiable outcome under the individual justice systems.

One thing is common. In all cases the implanted memories become a permanent feature and for good or ill the individual must come to terms with the new experiences that they have acquired, and take the opportunity to learn from them.

Consciousness Transferral and Body Possession

Over the last 100 years several technological devices have been discovered or created that are capable of transferring an individuals consciousness or simply send a copy of a neural engram, and then overlaying this over a host mind in order to recreate a persons mind, memories and all.

Technologically this has proven to be a possibility, although not without risk. Legally such an act has not yet been considered, and theologically such an action is simply opening a spiritual can of worms that many simply do not wish to address. However these events have become increasingly common, and so such a consideration is both possible and likely.

Among these technological accomplishments, is that of possession or the transferral of a consciousness from one body to another.

While it could be said that assimilation into the Borg Hive acts as a level of possession, submerging the individual and turning the host body into a tool for the collective. Indeed the rescue and subsequent separation of both Jean-Luc Picard, Seven of Nine and Icheb from the Borg hive, and their re-integration into society does seem to imply that the individual survives within the drone.

In the case of the Borg this is all a simple matter of implanting mechanical devices and the rewiring of the drones body and nervous system via the Nano-Probes. And is a direct technological effect. Leaving the host drone as much a victim as those the Borg destroy in their path.

However other, more direct methods of Body Possession have also recently been discovered, by individual researchers in both the Alpha and Delta quadrants, Starfleet crews have come up against an unpleasant little device

that an unscrupulous individual can use to download their consciousness upon death and implant this on the closest person, often by touch. Both Starfleet Doctor Bashir on DS9, and Kes of the USS Voyager

In both cases the technology was flawed, and either only allowed possession when the host mind was asleep, or simply submerged the host mind but was then faced with a contest of wills to control the body. However these glitches could simply be explained away as a newly emerging technology and it is likely that such devices are likely to be refined as some look for reliable and safe alternatives to immortality.

Far older in fact seems to be full consciousness transferral. A device discovered in an archaeological dig on Camus II nearly 100 years previously proved that some of the universes ancient civilisations were truly advanced, as one of the artefacts discovered was a working device that switched consciousness between bodies, however this device too seemed to fail when used between unwilling parties... Although whether its initial creation was an early form of the search for immortality is a secret that died with its creators, as the research since has uncovered few clues.

Chapter Eight

Fitting Psionics Into Your Game

The exchange of Phaser fire took out the room's light, and as a shower of electrical sparks fell to the floor the room was plunged into Darkness. Ral risked a quick glimpse around the Bulkhead. The darkness was total and utter pitch. He couldn't even see the Phaser in front of his face. At this rate they would never find the Cardassian's...

Hell's Teeth, he had as much chance of catching one of his own away team as he did hitting the enemy. And a palm beacon would not help matters much, it would simply draw attention and weapons fire to him.

Slowly, Carefully, Quietly, he shifted position. Loosing his cover behind the bulkhead in order to gain some ground. It was possible that someone had Night Vision goggles, but more likely that they would instead use a Tricorder. However the glow from that device would give a position away just as quickly. That meant that unless someone was in good cover, they were all equally blinded in this darkness.

Well, not quite equally.

Ral hunkered down, and reached out with his mind. As his physical body assumed a defensive posture, Phaser gripped tightly, he let his thoughts loose into the room. Probing, and touching the minds around him. He recognised some familiar minds.

Commander Savar was frozen in place, he had found cover and was awaiting instruction and movement. It was after all, illogical to waste both energy and

resources until needed.

Ensign Royce was also frozen, but in fear. The Science officer was on her first away team, and had not expected to come under fire. This was in fact her first combat situation, and so far she had performed exactly as trained, found cover, assessed the situation and awaited orders. She had fought through despite her fears, which were understandable. Ral took a moment or two to try and reinforce the Ensign with some positive emotions, to ease her fear...

Lt. Howard was nearby. The Security officer was somewhere between the Cardassians and the rest of the away team. It had been his charge and grappling with a Cardassian that had blown the lights. Now he had possession of the Cardassians Phaser Rifle and had managed to cuff and bind the Cardassian that he had knocked unconscious, even in darkness. But he was hit, a light wound that caused him pain. They had a few moments to deal with the situation, but would need to get some medical attention for the Lieutenant soon.

His team identified, Ral continued to scan the room, there were at least 2 more minds out there, both hostile, Ral needed to find out where they were.

He sensed the hatred and hostility first, before he was able to focus on its source... Far closer than he had thought. Moving swiftly towards Howard. Silently, in the Darkness. Ral let his mind's eye show him the scene, as his arm swung about, Phaser outstretched. The Orange glow of the Phaser beam lit the

room hellishly for a moment as it lanced out and struck the Cardassian. Instinctively Ral tucked and rolled forward, altering position so that any incoming fire missed him.

One down. Ral began to reach out with his mind again...

Fitting In

You may be wondering how to include Psionic powers in your games... Maybe you do not have any players from the established Psionic races in your crew, or perhaps those that do play Betazoids or Vulcans (or any of the others) simply do not use their Psionics to any great effect?

It is surprising how many times that Psionic powers have been a focus of Star Trek episodes, a quick glance at the bibliography reveals only the episodes where a core plot component was Psionic based. But as we all know there are countless other times that Spock or Tuvok performed the Mind Meld, that Deanna Troi shared her empathic insights on an issue with Captain Picard, or Tuvok helped someone focus and meditate. And so it seem clear that Psychic abilities are a core component of the Star Trek genre and should remain so.

However, you should not feel pressured into including them if you do not wish to, and you can choose to underplay them too. While many Psionic Species exist within the Trek Genre, the inclusion of such powers for player characters is up to you, equally the skills and abilities available to your players is also up to you. Its your game and you are best placed to judge what best suits your level of game. If you wish to keep the bare minimum, then follow the example set by the series, and make Telepathy and Empathy the norm, and other powers far more difficult to develop and come by.

And the ICON rules system that classes Psionic abilities as a direct comparable ability to normal skills does indeed make their inclusion into a Role-playing Game fairly easy. And so, for those that may choose to include any of the Psychic Powers available to them, more specific advice is available below;

Clairvoyant Abilities;

Perhaps the most difficult power to include in a Role-playing setting, Clairvoyant powers allow some characters a glimpse of the future, and in the fluid nature of a Role-playing Game it seems quite a daunting task to provide visions of a future that may not occur. But remember that from the initial core set of rules some minor precognitive powers were always available to characters.

Some Advantages, such as Sixth Sense and Awareness, imply some degree of intuition and perhaps could even be linked to Psychic ability. In fact as referee, you should monitor players with these Advantages, sometimes an early indication that they will want to develop such talents, or perhaps some raw ability that can be developed in the cause of plot...

However full pre-cognitive visions are another matter, but never fear Star Trek has also shown us through many time-travel episodes that the future is equally fluid. That the actions of just one being can easily alter the shape and outcome of the future. Simply try to apply some of the saving graces below;

The Ever-changing Future - Allow your players see visions of events that should happen if the plot or campaign runs the way you plan it. After all, if the future reshapes due to the actions of the primaries involved then changes the players make as they don't conform to your planned out universe are equally likely to alter the game direction away from the initial clairvoyant vision.

Perhaps the players see a worst-case scenario, and as they work to avoid such an cataclysmic fate they can check clairvoyant visions to see what effects their actions have taken, and work towards a best case scenario.

Vague Hints - If in doubt, keep things vague, after all a clairvoyant vision of an ever-changing future may well be less than focused, keep enemies in shadow, hide the facts and generally confuse the senses...

Facing A Generic Peril - This is a role-playing game, and one constant is true, the events of a game are likely to be those that involve action, and so you can easily offer visions of peril, of Starships in combat, explosions, away teams on the run. Or if you have an upcoming plot or campaign due, drop them a hint. If the Borg are on their way, have them witness an assimilation, or hear the collective, they may think that the vision was from their future self's point of view, but perhaps this isn't the case?

Red Herrings and Future Plot Hooks - Just because the clairvoyant is trying to seek wisdom from the future, does not mean that

they will be successful, or perhaps it will be, but they may even misunderstand the messages. Perhaps a clairvoyant player will instead see a future romance instead of the source of their impending peril. Sure the player may well take advantage of this vision and see their character have some fun... But imagine the surprise when this love interest turns out to be a spy, or a jealous type, and the source of some future plotline...

No Relation to Current Events - A vision of the future may have absolutely no relation to the current situation; perhaps they will see a promotion ceremony, or a new ship bearing their vessels name. If they choose to misunderstand these visions, it's not your fault, and who knows... Perhaps they will come true as the player sees something they like and decides to fight for a future they have only glimpsed.

Empathic Abilities;

Possibly the easiest power to write for, but also easiest for your players to abuse. Empathic powers range from among the lightest abilities, that of sensing the emotions of others, through to some of the harshest, with the ability to heal and do harm. Players will often use this to converse with NPC's to gauge their emotional level, in some cases they will do this for every NPC they meet, and try to avoid ever being lied too.

However its worth remembering that empathic powers are not a precise tool, they gauge another's emotional state, and it could be very easy to misjudge discomfort at

the thought of lying to an adversary, to discomfort at having to wear dress uniform for first contact situations. If you find players abusing this power like this, simply remember that an NPC is always going to have an emotional state, even the harmless ones. Perhaps they have a choice of 2 characters, one is worried and nervous about his wife's kidnap and being coerced into this action, the other is glad that finally he will get a chance at revenge, remaining calm and calculating. But remember that the player would only sense that the first NPC was worried and nervous, while the second would be sensed as calm, collected and happy about something...

Maybe they deal with Vulcans regularly, known for submerging their emotions, an Empath would have a hard time reading the emotional state of one. Not impossible, but most certainly not an easy task. Or perhaps the individual is trained or tries to fight their emotions... The volatile nature of just the Human species is a variable monster, ever changing...

So how could an Empath get a solid grip on the emotional states of others, ranging from the emotion suppressing Vulcans through to the highly volatile emotions of the Klingons...

Focus Abilities;

The abilities of Self-Focus are possibly the easiest to learn, and most can be used without any Psionic ability at all. Again, such an occurrence should be noted as the player may well be looking into

ways to bring Psionics to the character.

With self-focus, their effect on game play is often negligible; they offer the ability for healing and defence, and even the chance to increase characters ability temporarily. But the overall effect will be unlikely to alter the layout of a game or the way you run it.

Telekinetic Abilities;

One of the two most powerful abilities available to a character, and likely the second most tightly controlled by a narrator. This power is unlikely to be abused as much as become a primary skill of a character. Its intrusion into a plotline however can be fatal, giving a creative player the permanent addition of such invisible equipment useful as a weapon, a lockpick or simply as a diversion... All these uses should be promoted, but a Narrator should be aware that once applied such a skill could easily unbalance various other plotlines if unchecked.

Please do not let this discourage you from allowing a powerful Psychic character from developing these abilities, but it pays to be aware of how such powers could unbalance your future plotlines and try to consider the various ways of thwarting such powers for dramatic effect.

Telepathic Abilities;

On the surface Telepathy appears to be almost a mundane power, and simply offering the ability to communicate mind to mind, sharing thoughts, memories and even experiences. However it goes

deeper than that, using receptive telepathy a Teep is able to scan the thoughts of all those around them discerning fact from fiction, lies from the truth. Under this provision it would be difficult to sneak spies and traitors into a group with a Telepath scanning everyone around them.

While this seems a perfect skill for a Security officer, it should be noted that Sci-Fi is littered with controls to stop the abuse of such power, even in the dominant Psionic world of B5, licensed Teeps are only allowed to scan individuals with their permission, while in Trek, issues such as the rights of the individual or the Betazoid code of sentience allow a persons thoughts to remain private. While Sci-Fi does not always follow its own rules, and all bad guys are allowed to break any rules they can get away with, these concepts seem to remain, and should at least receive some lip-service from your players.

Its also worth noting that if a player persists in scanning everyone they come into contact with, that such scans are not always unobtrusive, some individuals guard their thoughts, others may be equally powerful Teeps, and some mundane's may even be aware of such a scan, although usually only deeply invasive scans are so obvious... But if the scan is detected during an inopportune moment, players may find themselves facing a complaint and a reprimand, even if their actions had saved the day...

Temporal Abilities;

Another very powerful Psionic talent, but also a particularly rare

one. The ability to travel through time either Mentally or Physically is going to be a rare talent indeed. And unless your characters face Time Travel on a regular basis is unlikely to play a major role in a game. the vast majority of temporal psionics will be slaved to a plot, and rarely affect the game in the normal course of events, as longer ranged time travel is far more likely to be used as a plot device and thus favour the continuation and movement of a Time Travel plot rather than be open to abuse as a game mechanic.

Where these abilities may get interesting or suffer abuse is the short-term uses, with time travel over a matter of minutes or hours.

Imagine a player with the ability to stop time like Wesley Crusher, and that during every combat round they use this ability to stop time and move is comrades around in addition to the normal actions... Such casual uses should be deterred, although the same trick used just once when saving the President of the UFP would be rewarded... Or perhaps a creative player has the ability to jump through time, and uses such power to correct any combat or challenge that did not go the way the players wished... And is now able to make the corrections. While the one time would be to travel back and save a friend from being vaporised in combat.

As a Narrator you will need to remember what actions took place, and only apply changes as determined by the actions of that player for the rest of the round. After that round, the game

continues as normal, with the time travellers actions altering the shape of the newly unfolding future. In this way it offers a chance for the narrator to control the use of these powerful abilities without unbalancing things too much. However casual use of these powers should be discouraged, while a dramatic use as a last ditch attempt is less of a problem, a fine line to be walking for sure...

Troubleshooting for Psionics

Should you find yourself faced with an unbalanced game due to Psionic characters, there are ways to address the issue without banning the powers and abilities outright. Some ideas for consideration as methods of either controlling the abuse of these powers or offering a reasonable opposition to a powerful character are as follows;

Evenly Matched – One of the chief foes is also telekinetic, effectively applying an escalating case of one-upmanship or an opposed situation, where a characters use of telekinetic powers is matched in kind. Smart players will of course use the characters telekinesis as a diversion while they find another more mundane way to tackle the situation.

Anti-Psi – One of your enemies is a strong Psychic or there is some technological device that is nullifying the Psion's power, leaving them as a normal human with no super-powers and will affect all Psionic characters fairly.

Take it Away – As in the TNG episode 'The Loss', if a character begins to rely on Psionic Skills too

much simply have them come into contact with a strange form of Radiation that alters their body chemistry enough to remove their powers, such a loss could be temporary or permanent, depending on the narrator and style of play. Such an event would force a character to come to terms with their loss of power and should they have focused on Psionics to the detriment of their rounded abilities they may find that this causes them some problems that should be addressed.

Simply not good enough – Even the most powerful Psion can be overwhelmed by sheer numbers or by betrayal. We might all agree that such a occurrence is unlikely, but if the betrayer can conceal his thoughts for just long enough, or if a large group decide that a mass assault is their best chance of survival, then a powerful TK could find themselves beaten despite their sheer power.

Turn it into a Plot – If your player is over-using his abilities, discuss this with the character, and perhaps turn it into a plot point. Maybe the player has been having less fun with such a powerful character, with few challenges... Or maybe you are having concerns about the ease of which the Psionic abilities shred the plots and challenges that go the group's way. At this point the plot could take an interesting turn, allowing the player to slowly face the corruption of power their character faces. Maybe they will go the whole way and become a bad guy, a super threat that is all the more memorable for the earlier comradeship. Perhaps the character will find redemption,

sacrificing themselves or their power for the greater good... And remember this is based on a TV show... Going through a death scene does not necessarily write a character out of the series...

Its all a Test – The last ditch assault, and generally not recommended. This is simply a Deux Ex Machina, and while it fits with the Star Trek universe, it does not satisfactorily deal with a long term Psionic development plot. Although it could make a nice one-off plot with a good group of players. Have a Q show up, revealing the powerful Psionic abilities as another test of humanity, one that may have passed or failed depending on the actions the player took, and whether the inscrutable Q wants humanity to be more like the Q or prove their self-control.

However as a narrator it is important that you do not rely on these controlling tools too much in the first place, as this can only breed antagonism between player and narrator, these are tools that can help focus and control Psionics out of control, but as even Jim Kirk found in 'Where No Man Has Gone Before' such powers can be decidedly unbalancing and excessively powerful. It is advisable that you try to avoid a 'Deux Ex Machina' situation, as this can only upset players unless particularly well handled. And the very best advice for a player that has developed a very powerful Psionic talent and begun to abuse such powers is to absorb these events into your games meta-plot as the character begins to be corrupted by absolute power.

Chapter Nine

Dramatis Personae

The applause echoed around the arena, as one by one the Cadets approached the podium and Admiral Brandt, commandant of Starfleet Academy, for their Graduation. After today, they would become commissioned officers and receive their posting. A few were even receiving their posting along with their Graduation.

It was a beautiful summers day, and the sun beat down on San Francisco harbour. And the ceremony was drawing to close.

Jace already knew that she was graduating as Class Valedictorian, and had her closing address prepared. but she felt a nervousness beyond that of public speaking. The last few honours were being given out... She glanced around... but there was still no sign.

*Admiral Brandt once again approached the Podium.
"Ladies and Gentlemen of the class of 2367. I have the pleasure and the honour in introducing a special guest speaker who wished to hand out our final Graduation personally. It is my pleasure to introduce Ambassador Laxwana Troi!"*

Another round of applause shook the stadium, as the richly dressed Betazoid took to the stand. Her smile was broad and encompassing and she radiated warmth and compassion. Jace was nervous, and not ready... Not yet, but she steeled herself, and tried to block her emotions, afraid that Troi might sense them and misunderstand... Her self focus caused her to miss Troi's opening words.

"... And so it is with great pleasure that I present to you, Class Valedictorian for 2367. Cadet Jace Ral!"

If it were possible, the applause and cheers from her fellow students seemed louder. Jace found herself nearly floating, light-headed as she approached the Podium, and Ambassador Troi. The Ambassador shook her hand customarily, and then in her own way, embraced the Cadet in a warm hug, as she handed over Jace's graduation certificate, and Padd with her posting.

Do not be nervous Little One. You have earned this honour.

Jace heard Laxwana's voice in her mind. She had been less successful about blocking the Ambassadors senses than she had thought. Forcing a smile to hide her nerves, she took the podium, she had a few words prepared for the customary speech. Her eyes and mind scanned the crowd. She still wasn't ready... She was missing...

But then she saw and felt. An older Officer stepped forward, a Starfleet Captain. Their eyes looked, and Jace felt a tear of joy form. He had made it. Captain Davii Ral. Her father. Her smile was broad and as true as the joy in her heart as she began her speech.

NPC's;

'Boothby' Infiltrator

Species;

Species 8472

Occupation;

Infiltrator/Spy

'Boothby' is an impostor. A member of Species 8472 sent on a mission to infiltrate our universe, by a complex plan of infiltration and deception.

Changing shape, and assuming humanoid form. The plan was to infiltrate Starfleet, to dispose of the danger they perceived after Starfleet Captain Janeway's actions swung the balance of a war between Species 8472 and the Borg. Assuming the identities of real people, the infiltration was too good, and the group not only began perceiving the universe from the alternate point of view, but also began taking on personality traits of the originals.

'Boothby' unlike his human original is the clear leader of the group, his seniority amongst Species 8472 superseding the authority even of admirals amongst the infiltration group, although many would argue that this is exactly like the original Boothby. Although he retains the originals gruff persona, he also retains the deep humanity and understanding of those around him, an ideal composite of humanity and command.



It is likely that if this member of Species 8472 has any influence that the infiltration plan will be withdrawn, and that future connections can be built between dimensions...

Attributes;

Fitness 4, *Vitality* +2, *Strength* +2
 Coordination 2, *Reaction* +1
 Intellect 3, *Perception* +1
 Presence 4, *Empathy* +1, *Willpower* +2
 Psi 3, *Focus* +1, *Range* +1

Skills;

Artistic Expression (Gardening) 1 (5)
 Athletics (Boxing) 1 (2)
 Command (Military Training) 2 (4)
 Culture (Human) 2 (3), (Species 8472) (4)
 Diplomacy (Intergalactic Affairs) 1 (3)
 Espionage (Intelligence Techniques) 2 (3)
 Gaming (3D Chess) 2 (3)
 Intimidation (Bluster) 3 (5)
 Language; Federation Standard 3
 Mind Shield 2
 Persuasion (Storytelling) 3 (4)
 Projective Telepathy 4
 Receptive Telepathy 4
 Sciences, Life (Botany) 2 (3)
 Strategic Operations (Invasion Strategy) 2 (4)
 Tactics, Planetary (Small Unit Tactics) 2 (3)
 Vehicle Operations (Ground) 1 (2)
 World Knowledge (Earth) 2 (3)

Advantages/Disadvantages;

Argumentative -1, Obsessive Tendencies (Grounds keeping) -3, Contacts (Starfleet) +10, Deep Cover +2, Eidetic Memory +3, Rank +3, Toughness +2

Courage; 2
Resistance; 6
Renown; 4
 Initiative +1, Openness +3

Devinoni Ral



Species;
 Human/Betazoid
Occupation;
 Freelance
 Negotiator

“The rules of the game change to fit the moment.”

Dev is a half human negotiator; selling

out the Federation utopia he exists on the fringes, a fierce independent, selling his services as a Negotiator and Diplomat for hire. Allowing his status as human to offer the front of impartial fairness, and playing on the ‘Peacemaker’ reputation that Humanity and Starfleet has carefully fostered for over 2 centuries. In reality Dev is part Betazoid, and while he has only developed rudimentary Psionic powers he has no scruples over using his Empathic abilities to control and coordinate any negotiations the he is involved in, in order to benefit his employers the most, and therefore by terms of contract, himself.

Devinoni has done a significant amount of work with the Ferengi using their lack of Psionic ability to his financial advantage.

Attributes;

Fitness 3, *Vitality* +2
 Coordination 3,
 Intellect 3, *Perception* +2
 Presence 3, *Empathy* +1, *Willpower* +1
 Psi 2

Skills;

Admin (Bureaucratic Manipulation) 3 (4)
 Bargain (Haggling) 4 (5)
 Charm (Seduction) 3 (4)
 Computer (Research) 3 (4)
 Diplomacy (Commercial Treaties) 3 (5)
 Espionage (Observe) 2 (3)
 Fast Talk 3
 History (Betazoid) 2 (4), (Federation) (3)
 Language; Federation Standard 3
 Language; Betazoid 3
 Law (Interstellar Law) 2 (3)
 Mediation (Commercial) 3 (4)
 Personal Equipment (Communicator) 2 (3)
 Persuasion (Oratory) 3 (4)
 Receptive Empathy 2
 Sciences, Social (Economics) 2 (4), (Political Science) (3)

Advantages/Disadvantages;

Arrogant -1, Contact +2 (Liquidator Brunt), Cultural Flexibility +1, Dark Secret (Empathic Ability) -1, Greedy -1, Sexy +1, Wealth +2

Courage; 6
Resistance; 5
Renown; 10

Aggression +1, Initiative +3, Openness +1, Skill +5

Eris



Species;
Vorta
Occupation;
Infiltrator/Diplomat

Eris is a Vorta trained in first contact. Like many other Vorta she has a squad of elite Jem'Hadar troops at her disposal, but her abilities lay beyond that of simple military prowess. Instead her genetic make-up excels in subterfuge and diplomacy. Unlike many other Vorta, she also possesses a form of Telekinetic ability, a genetic mutation that her Founder masters have chosen to retain.

Her mission is simple, she and her Jem'Hadar are charged with making contact with other species, and to determine their potential as traders, opponents or as a conquered people, using whatever means are required, from straight forward diplomatic introduction through to other, more devious means of contact.

She was Starfleet's first contact with the Dominion in 2368, when she posed as a prisoner of her own Jem'Hadar squad in order to infiltrate Deep Space Nine. Although her infiltration was soon spotted and failed, she escaped back to the Founders to report her findings and opinions. Eris's opinions of Starfleet and the Alpha Quadrant may have been a significant contribution towards the War that followed years after.

Eris's fate during the war is unknown, but it seems clear that she is particularly well suited to her task, and likely still serves the Changelings after the Cease Fire.

Attributes;
Fitness 3, *Strength* -1, *Vitality* +1
Coordination 3
Intellect 4, *Perception* +1
Presence 3, *Willpower* +1
Psi 2, *Focus* +1

Skills;
Administration (Intelligence) 2 (4)
Athletics (Running) 3 (4)
Bargain (Bribery) 3 (4)
Computer (Data Alteration/Hacking) 3 (4)
Dodge 3
Energy Weapon (Disruptor) 1 (3)
Espionage (Covert Communications) 3 (4),
(Observation) (5), (Intelligence Techniques) (4)
Fast Talk 4
Language; Dominionese 4
Mind Shield 4
Personal Equipment (UT) 3 (4),
(Communicator) (4)
Sciences, Social (Anthropology) 2 (3)
Sciences, Space (Astrogation) 2 (3)
Search 3
Security (Security Systems) 3 (4)
Stealth (Stealthy Movement) 3 (4)
Strategic Operations (Analysis) 3 (5)
Telekinesis 3
Unarmed Combat (Wrestling) 2 (3)

Advantages/Disadvantages;
Bold +1, Excellent Hearing +2, Language Ability +2, Fanatic (Dominion) -3, Poison Resistant +12, Strong Will +2, Poor Sight -2

Courage; 5
Resistance; 4
Renown; 18
Aggression +4, Discipline +6, Initiative +3, Skill +5

Inspector Kashyk

Species; Devorian
Occupation; Security Inspector

"Do you trust me? Of course not. And why should you?"



One of many Devore soldiers, the Inspectors job is to patrol Devore Imperium space and arrest any trespassing Psionics. Kashyk is a distrustful rogue who has managed to carve a niche within the military, truly an oddity.

On the one hand, he has the ability to be charming, seemingly honest, pleasant company, while at the same time lying through his teeth, and implying danger. A very attractive combination, and something Kashyk is far more than willing to use to his advantage.

His loyalty is to the Devore Imperium, although he is often willing to mix business with pleasure should the opportunity present itself.

Unlike many other Devore, he harbours no great hatred for Psions, but simply tries to do his duty. It doesn't matter to him that each arrest he makes effectively consigns the prisoner to death, neither does he care enough to fanatically pursue a target blindly. To him it is simply a job, a job he enjoys and intends to perform to the best of his abilities. However he is still part of a greater Imperium involved in a general witch-hunt, and persecution of Psychics.

Attributes;

Fitness 3, *Vitality* +1
Coordination 3, *Reaction* +1
Intellect 3, *Perception* +2
Presence 3, *Willpower* +2
Psi 1, *Focus* -1, *Range* -1

Skills;

Administration (Military) 2 (4)
Athletics (Running) 2 (3)
Charm (Seduction) 3 (4)
Command (Starship Command) 2 (4)
Culture (Devore Imperium) 2 (3)
Diplomacy (Negotiation) 1 (3)
Dodge 2
Energy Weapon (Phaser) 2 (3)
Fast Talk 2
History (Devore Imperium) 1 (2)
Language; Devore 4
Law (Devore Imperium) 2 (4)
Personal Equipment (Scanner) 2 (3)
Sciences, Physical (Physics) 2 (3)
Sciences, Space (Astrophysics) 2 (3),
(Astrogation) (3)
Search 2
Ships Systems (Helm) 2 (3), (Command) (4),
(Tactical) (3)
Starship Tactics (Interdiction) 2 (4), (Patrol) (3)
Unarmed Combat (Martial Arts) 2 (3)
Vehicle Operation (Shuttlecraft) 2 (4)
World Knowledge (Deverone) 1 (2)

Advantages/Disadvantages;

Alertness +2, Bold +2, Rank (Inspector) +3,
Sexy +2, Shrewd +1, Strong Will +2,
Toughness +2, Impulsive -1, Intolerant
(Psychics) -1, Power-Hungry -1, Rival -1

Courage; 5

Resistance; 6

Renown; 9

Aggression +3, Discipline +2, Initiative +3,
Openness -2, Skill +3

Kes

Species; Ocampan

Occupation; Ocampan Leader

Kes spent nearly four years aboard the USS Voyager, working closely with Starfleet members lost in her native Delta Quadrant. During that time she discovered more about her people and herself than she had ever managed in her life up until that point.



Coming from the short lived Ocampan species, she underwent a personal voyage of discovery, along with her travels in the universe, going further than any member of her species had ever gone before. And along the route she unlocked several abilities that had all but become latent in the Ocampan species.

Eventually her powers overtook her, and she evolved, a most unusual thing to happen within one lifetime. Joining others she had never met, such as John Doe or the Organians, she became a being of energy. She remained able to retain her humanoid form, but was equally able to exist as a being of energy and thought.

Three years later she returned, confused and angry, her anger was misplaced and aimed at Janeway and Crew, but after the situation was resolved, she realised that she was homesick and concerned for the fate of her people, long since forced to the surface of Ocampa despite its difficulties. However Kes had displayed powers beyond that ever seen before, including the ability to travel in time. And she left for Ocampa, sure in the knowledge that she would be able to help, to change things for the better, and help her Ocampan people take

steps into the bigger universe, safe in the knowledge that she has friends, and powers, to help protect the Ocampan against their many enemies.

Attributes;

Fitness 3, *Strength* -1
 Coordination 3, *Dexterity* +1
 Intellect 4, *Logic* +1, *Perception* +1
 Presence 4, *Willpower* +2, *Empathy* +1
 Psi 4, *Focus* +2, *Range* +1

Skills;

Computer (Research) 2 (3)
 Culture (Ocampan) 2 (3), Starfleet (4)
 Dodge 2
 Languages; Federation Standard 3, Ocampan 3
 Meditation (Vulcan Meditation Techniques) 3 (4)
 Personal Equipment (Medical Tricorder) 2 (4)
 Projective Telepathy 5
 Receptive Empathy 3
 Receptive Telepathy 5
 Sciences, Life (Botany) 4 (5)
 Sciences, Medical (Exoanatomy) 2 (3),
 (General Medicine) (4)
 Ships Systems (Communications) 2 (3),
 (Medical) (4)
 Telekinesis 3
 Telekinetic Manipulation 2
 ThermoKinesis 1
 Time Shift 2
 Vehicle Operation (Shuttlecraft) 1 (3)
 World Knowledge (Ocampa) 1 (2)

Advantages/Disadvantages;

Bold +1, Curious +1, Cultural Flexibility +1,
 Eidetic Memory +3, (Exile -4)*, Impulsive -1,
 Pacifist -1, Psionically Gifted +3

Courage; 9

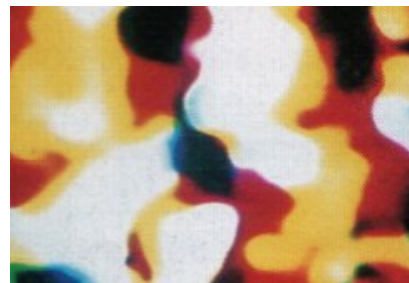
Resistance; 3

Renown; 35

Aggression -5, Discipline +5, Initiative +5,
 Openness +10, Skill +10

* - This flaw only applies during Kes's time aboard the USS Voyager until her return.

Ambassador Kolloos



Species; Medusan
Occupation; Ambassador

The Medusan ambassador has been in Federation service for over a Century. One of the few Medusans to travel from their homeworld, despite the danger their presence poses to others. Kollos has been very careful in his choice of assistants. Ensuring that they would be able to survive any encounter they might have the ambassador. The accidental exposure to humans aboard the USS Enterprise under Captain Kirk is still fresh in its memory. But equally so one of Kollos's fondest memories is that of his temporary inhabit of Spock's corporeal body.

Attributes;

Fitness N/A
Coordination N/A
Intellect 4, *Logic* +1
Presence 4, *Willpower* +1, *Empathy* +1
Psi 2, *Focus* +1

Skills;

Administration (Bureaucratic Manipulation) 2 (3), (Diplomatic Corps) (4)
Computer (Simulation/Modelling) 3 (4)
Culture (Medusan) 2 (4), (Federation) (3)
Diplomacy (Negotiation) 3 (5)
History (Federation) 3 (4), (Medusan) (5)
Intimidation (Bluster) 2 (3)
Language; Federation Standard 3, Medusan 5
Law (Federation Law) 3 (4)
Mediation (Political) 3 (5)
Mind Meld 3
Mind Shield 3
Personal Equipment (Encounter Suit) 3 (4)
Persuasion (Oratory) 3 (4), (Debate) (5)
Politics (Manoeuvre) 3 (4)
Projective Telepathy 3
Receptive Empathy 2
Receptive Telepathy 3
Sciences, Social (Political Science) 4 (5)
Sciences, Space (Astronavigation) 3 (5)
Ships Systems (Flight Control) 2 (4)

Advantages/Disadvantages;

Contact +3 (Dr Miranda Jones)
Non-Corporeal +5, Pacifism -3, Political Rank +2, Sense of Direction +1, Strong Will +2,

Courage; 8
Resistance; N/A
Renown; 20

Aggression -3, Discipline -3, Initiative +4,
Openness +3, Skill +7

Dr Miranda Jones

Species; Human
Occupation; Diplomatic Assistant



Dr Jones is one of a very few human telepaths. However she was born blind, and while her disability seemed lessened by her telepathic gifts, it did help her serve the Medusan Ambassador Kollos enabling her to avoid insanity by being unable to view the Ambassadors incorporeal form.

She serves as interface for the Ambassador, allowing his colleagues and compatriots to deal with an individual, revealing a shrewd understanding of humanoid psychology.

After over 100 years, Dr Jones is starting to show the signs of her advanced age, but so far she has not let that stop her from fulfilling her duties. Serving her role, and her closest friend.

Attributes;

Fitness 3, *Vitality* -1
Coordination 3, *Dexterity* -1, *Reaction* -1
Intellect 5, *Logic* +1
Presence, *Willpower* +2
Psi 3, *Focus* +1, *Range* +1

Skills;

Administration (Bureaucratic Manipulation) 3 (4)
Computer (Research) 4 (5)
Culture (Human) 3 (5), (Federation) (5), (Medusan) (4)
Dodge 3

History (Human) 3 (4)
 Diplomacy (Intergalactic Affairs) 3 (5),
 (Negotiation) (4)
 Language; Federation Standard 4
 Law (Federation Law) 3 (4)
 Mediation (Political) 2 (4)
 Mind Shield 5
 Personal Equipment (Sensor Web) 3(4)
 Persuasion (Debate) 3 (4)
 Projective Telepathy 4
 Receptive Telepathy 3
 Sciences, Social (Political Science) 3 (4)
 Security (Security Procedures) 2 (3)

Advantages/Disadvantages;

Contact +3 (Ambassador Kollos), Medical
 remedy +3 (Sensor Web Clothing)
 Argumentative -1, Medical Problem -3 (Blind),
 Slow Healing -2

Courage; 7

Resistance; 2

Renown; 20

Discipline +4, Initiative +8, Openness +3,
 Skill +5

Laxwana Troi

Species; Betazoid

Occupation; Ambassador



Laxwana projects an air of arrogant nobility and hedonism, as befits her status. And to a great many, that is as far as they see. Only a select few see the true persona underneath, that of a strong, compassionate woman, strongly aware of the universe around her. Besides, sometimes it's nice to have the most powerful captain in Starfleet fear your arrival.

However the last few years have been especially hard on Mrs Troi, as she fulfilled her duties as a Federation Ambassador, she has been faced with her own mortality, that of her children, lost love, and the invasion of her homeworld. Trapped on Betazed while the Dominion pillaged her planet, Laxwana found new reserves of strength and was an instrumental part of the Betazoid resistances leadership, keeping her peoples minds free until her daughter and her crewmates aboard the Enterprise could effect the liberation of her homeworld.

Attributes;

Fitness 3, Vitality +2
 Coordination 3,
 Intellect 4, Perception +2
 Presence 4, Empathy +2, Willpower +2
 Psi 4, Focus +1, Range +2

Skills;

Administration (Bureaucratic Manipulation) 3 (4)
 Charm (Seduction) 3 (4)
 Command (Nobility) 3 (4)
 Culture (Betazoid) 4 (6)
 Diplomacy (Commercial Treaties) 2 (3)
 Fast Talk 3
 History (Betazoid) 3 (5)
 Intimidation (Bluster) 3 (4)
 Law (Betazoid) 3 (5), (Federation) (4)
 Mind Shield 5
 Persuasion (Oratory) 3 (4)
 Projective Telepathy 5
 Receptive Empathy 4
 Receptive Telepathy 5
 Search 3
 Sciences, Social (Political Science) 3 (4)

Advantages/Disadvantages;

Allies +4 (Many and Varied), Ally +2 (Mr Homm), Arrogant -1, Bold +1, Code of Honour (Code of Sentience) -3, Contacts +3 (Many and Varied), Curious +1, Dependant -2, Great House +3, Impulsive -1, Political Rank +4 (Betazed), Political Rank +3 (Federation Diplomat), Rapid Healing +1, Romantic Attachment -2 (Many and Varied), Shrewd +1, Strong Will +2, Wealth +3,

Courage; 9

Resistance; 5

Renown; 40

Aggression +3, Discipline -4, Initiative +10, Openness +15, Skill +13

Sabin Genestra



Species; Betazoid

Occupation; Federation Investigator

Genestra is a civilian security specialist who has a long working relationship with Starfleet Admiral Norah Satie. His role as investigator is undertaken with the help of his Betazoid Telepathic talents, aiding with the cross examination of suspects during tribunals and interviews.

His first loyalties are to Starfleet and his Boss, and in this he has few qualms against the use of his powers to breach mental privacy, and will use his sense of a persons own guilt to push them, until they

reveal whatever it is they are hiding.

While good at his job, his liberal use of his abilities have made him unpopular amongst the rank and file of Starfleet, even if he is considered somewhat of a legend by Starfleet Security.

Attributes;

Fitness 3, Strength +1, Vitality +1

Coordination 2, Reaction +2

Intellect 3, Logic +1, Perception +2

Presence 2, Willpower +1

Psi 3, *Focus* +1, *Range* -1

Skills;

Administration (Bureaucratic Manipulation) 2 (3)

Bargain (Haggling) 2 (3)

Behaviour Modification (Resistance) 2 (4)

Computer (Simulation/Modelling) 3 (4)

Diplomacy (Intergalactic Law) 2 (4)

Energy Weapon (Phaser) 2 (3)

Espionage (Observation) 3 (4)

History (Federation) 3 (4)

Intimidation (Cross Examination) 3 (4), (Interrogation) (4)

Law (Federation Law) 3 (4), (Starfleet Regs) (4)

Mind Shield 4

Personal Equipment (Communicator) 2 (3)

Persuasion (Oratory) 2 (3)

Projective Telepathy 2

Receptive Empathy 4

Receptive Telepathy 3

Search 3

Security (Security Procedures) 3 (4)

Sciences, Medical (Forensics) 2 (3)

Sciences, Social (Political Science) 2 (4)

Advantages/Disadvantages;

Argumentative -1, Arrogant -1, Fanatic -2 (Seek and Expose Guilt in Others), Patron +2, (Admiral Norah Satie), Resolute +3, Security Clearance +3, Shrewd +1

Courage; 5

Resistance; 4

Renown; 17

Aggression +3, Discipline +3, Initiative +4, Openness +2, Skill +5

T'Lar

Species; Vulcan

Occupation; High Priestess

"Your request is not Logical."

A Vulcan religious leader and philosopher of great standing amongst her species. T'Lar serves as the High-Priestess at the temple on Vulcan's Mount Seleya towards the end of the 23rd century, and continues to serve through the 24th century.



One of only a very small number of Vulcan Priests able to perform the Fal-Tor-Pan ceremony.

T'Lar now spends her days in quiet solitude and contemplation, with her trusted students taking over her duties in the temple. Many feel that this venerated Vulcan is aware of her impending death and is offering her students a chance to find her replacement for when she has gone... Others don't feel that T'Lar could ever die, no matter how illogical such an assumption should be.

Attributes;

Fitness 3, *Strength* +1, *Vitality* +1
Coordination 3
Intellect 4, *Logic* +2
Presence 4, *Willpower* +2
Psi 5, *Focus* +2, *Range* -1

Skills;

Artistic Expression (Logic Sculpture) 2 (4)
Culture (Vulcan) 3 (5)
History (Vulcan) 3 (5)
Language; Vulcan 4
Language; Federation Standard 2
Law (Vulcan Religious Law) 3 (5), (Vulcan Law) (4)
Meditation (Focus) 3 (4)
Mind Meld 5
Persuasion (Oratory) 3 (5), (Debate) (4)
Planetary Survival (Desert) 2 (4)
Projective Telepathy 1
Receptive Telepathy 2

Sciences, Medical (Vulcan Medicine) 2 (4)
Sciences, Social (Sociology) 3 (4)
Theology (Logic) 4 (5)
Unarmed Combat (Nerve Pinch) 1 (4)
World Knowledge (Vulcan) 2 (4)

Advantages/Disadvantages;

Famous Incident +10, Kolinahr +4, Multitasking +2, Religious Rank +4, Toughness +2
Code of Honour (Vulcan) -3, Hides Emotions -2, Pacifism -1

Courage; 7

Resistance; 6

Renown; 35

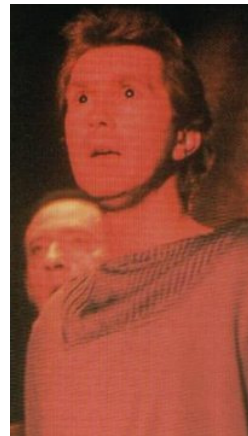
Aggression -5, Discipline +10, Initiative +5,
Openness +5, Skill +10

Tam Elbrun

Species; Betazoid

Occupation; First Contact
Specialist

"I can hear everything and everyone on this ship, I can't shut them out."



Tam was born with his full Psionic gift, unlike many Betazoids, who develop in adolescence. The constant intrusion of other minds was both unwelcome and constant.

And unlike other Betazoids who grow into their powers, and are able to prepare for them, Tam was forced to listen, even when he was too young to learn how to control his abilities. As with his rare compatriots, Tam had a difficult time adjusting to this, and spent much of his youth in the care of medical facilities for the re-occurring mental problems this condition has caused. Leading to a phobia of being around sentient beings, but unable to do anything

about it, he constantly faced his own fears and tried to serve the Federation as best he could, using his powerful gift as a First Contact Specialist.

Fortunately for Tam, he discovered sanctuary on one of the missions he was sent on. Making contact with an Entity dubbed 'Tin Man', it was discovered that Tin Man was actually a sentient ship, bereft of crew and alone.

Before he knew it, Tam had bonded with the ship, forming a telepathic link between them, and suddenly his mind was not filled with a cacophony of voices, but suddenly only one, after all the years, a pleasant change. Tam eventually disappeared with Tin Man, to explore the universe anew.

Attributes;

Fitness 3
Coordination 3, Reaction +1
Intellect 4, Perception +1
Presence 3, Empathy +1, Willpower -1
Psi 5, *Focus* -1, *Range* +2

Skills;

Admin (Bureaucratic Manipulation) 2 (3)
Command (Starship Command) 2 (3)
Computer (Research) 3 (4)
Diplomacy (Negotiations) 3 (4), (Federation Law) (4)
Dodge 2
Fast Talk 2
History (Betazoid) 3 (4)
Languages; Federation Standard 3, Betazoid 4
Law (Federation Law) 2 (4)
Personal Equipment (Tricorder) 2 (4)
Projective Telepathy 5
Receptive Empathy 3
Receptive Telepathy 5
Sciences, Medical (Psychology) 2 (3)
Sciences, Social (Anthropology) 3 (5)
Sciences Space (Stellar Cartography) 1 (2)
Security (Security Procedures) 2 (3)
Ships Systems (Gomtuu) 2 (4)

Advantages/Disadvantages;

Ally (Gomtuu) +3, Arrogant -1, Exile (self Exile) -4, Intolerant (around people) -2, Psionically Gifted +3, Toughness +2

Courage; 4
Resistance; 5

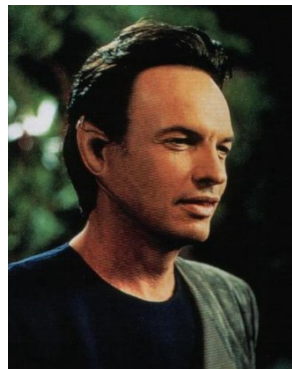
Renown; 18
Aggression +3, Discipline -4, Initiative +2,
Openness -7, Skill +12

Tanis

Species; Ocampan

Occupation; Faction Leader

"Hurt people... help them... give life... kill. Its all the same."



Tanis is the leader of a group of over 2000 dissident Ocampan. Instead of remaining behind to be looked after by the Caretaker, his ancestor's

left with the Caretakers mate Suspira. The departure led to a schism in the species. While the native Ocampan lost their ability to use many of their powers, and led lifespans of 9 years, Tanis's group upkeep the use of Psionics, and it is not unusual for members of his group to live greater life-spans of 12 or more years.

When last encountered Tanis claimed to be 12 years old, outliving any known Ocampan, but he claimed that many in his group, including his father were able to live lifespans up to 20 years.

Tanis has a fanatical loyalty and psychic connection to Suspira, the Nacine that saved him and his kind so many generations before, allowing them to communicate with her and call on her. And in return they serve as Suspira's presence in the universe. However Tanis's loyalties are conflicted with his

personal loyalty to the Ocampan species.

It was this conflict that led to the Ocampan colonies downfall, as Tanis tried to recruit Kes from the crew of the USS Voyager while fulfilling Suspira's intent on taking revenge for the death of her mate against the crew of the Federation Starship. While it is certain that Tanis's intentions towards Kes and her advancement were honourable, his actions were not, and upon the discovery of his plan he was forced into a Psionic Combat against Kes, one in which he lost, and was forced along with the rest of the Ocampan Colony to join Suspira in her own realm of Exosia.

Tanis and his group disappeared in 2369, but Kes also seeks to find them and persuade them to rejoin the Ocampan and re-integrate their powers amongst the whole advancing the whole species. While it is unlikely that Tanis still lives, with the Psionic Power he displayed it does not seem an unreasonable assumption.

Attributes;

Fitness 3, *Vitality* +1
Coordination 3
Intellect 4, *Perception* +2
Presence 3, *Willpower* +2
Psi 3, *Focus* +1

Skills;

Admin (Colony) 2 (4)
Charm (Personable) 3 (5)
Command (Colony Leadership) 3 (4)
Computer (Research) 2 (3)
Diplomacy (Intergalactic Affairs) 2 (4)
Espionage (Observation) 3 (4)
Fast Talk 4
History (Ocampan) 2 (4)
Instruction (Teaching) 2 (3)
Language; Ocampan 4
Law (Intergalactic law) 1 (3)
Meditation (Focus) 2 (3)
Mind Shield 3
Persuasion (Oratory) 3 (4)
Projective Telepathy 4
Trans Dimensional Telepathy 2

Receptive Telepathy 3
Sciences, Life (Biology) 3 (4)
Sciences, Social (Political Science) 2 (3),
(Sociology) (4)
Sciences, Space (Subspace Field Dynamics) 2
(3), Alternate Dimensional Theory (4)
Telekinesis 3

Advantages/Disadvantages;

Ally +3 (Suspira), Arrogant -1, Bloodlust -2,
Fanatic (Loyalty to Suspira) -3, Innovative +1,
Psionically Gifted +3

Courage; 4
Resistance; 4
Renown; 30
Aggression +8
Discipline +8
Initiative +2
Openness -4
Skill +6

The Viceroy



Species; Reman

Occupation; Leader

"In Darkness, there is strength."

The Viceroy is the natural leader of the Reman people, a direct descendant of the tribal chieftains enslaved centuries ago by the Romulans. And as such, retains just the barest smattering of his position in relation to the other Reman slaves, the deaths of other noble lines along the way setting

the example of obedience or death. However the Viceroy longs to free his people.

The opportunity arose when a young human child was sentenced to the Dilithium mines of Remus, a child that exhibited great intelligence beyond his years and yet one that the guards seemed wary of, as if he were important to someone in the Romulan Command structure. Sensing an opportunity, the Viceroy protected and nurtured the young Shinzon and sought the answers to the puzzle laid before him, and looked at ways of making them serve Reman freedom.

However as Shinzon grew, two things became apparent, Shinzon, and as his guardian, The Viceroy had an unknown benefactor, someone in the Romulan Command Structure, and that Shinzon was a natural leader and warrior. The pieces began to fall into place as Shinzon began working out a deep, convoluted plan to take revenge on all those that had wronged him, and the Viceroy pledged himself to Shinzon's cause...

Attributes;

Fitness 3, *Vitality* +1
Coordination 3
Intellect 4, *Perception* +2
Presence 3, *Willpower* +2
Psi 3, *Focus* +1

Skills;

Admin (Logistics) 2 (4)
Athletics (Running) 2 (3), (Climbing) (4)
Command (Combat Leadership) 3 (4)
Computer (Romulan Computers) 2 (3)
Diplomacy (Intergalactic Affairs) 2 (4)
Energy Weapon (Disruptor) 2 (3)
Espionage (Counterintelligence) 3 (5)
Fast Talk 3
History (Reman) 3 (4), (Romulan) (4)
Languages; Reman 4, Romulan 4

Law (Romulan) 3 (4), (Romulan Navy Regulations) (5)
Personal Equipment (Tricorder) 3 (4)
Primitive Weaponry (Knife) 3 (4)
Projective Empathy 4
Projective Telepathy 4
Science, Life (Genetics) 2 (3)
Science, Planetary (Geology) 3 (4)
Stealth (Shadows) 3 (5)
Strategic Operations (Romulan) 2 (3)
Tactics, Starship (Romulan) 2 (3)

Advantages/Disadvantages;

Ally (Shinzon) +3, Benefactor (unknown) +2, Bold +1, Excellent Hearing +1, Excellent Chemoreception +1, Intolerant (Romulans) -3, Medical Problem (Photo-Sensitive) -1, Night Vision +2, Political Rank +3, Promotion +2, Species Enemy (Romulans) -3, Toughness +2, Vengeful (towards Romulans) -1

Courage; 6

Resistance; 6

Renown; 28

Aggression +5, Discipline +10, Initiative +5, Openness +4, Skill +4

Chapter Ten Adventure Seeds

The graduation ceremony was over and the two Starfleet officers sat in a Restaurant, a celebration meal before them. Father and Daughter.

"You were wonderful out there today." Davii told his beloved daughter. "Very inspiring!"

They ate in silence for a few more moments. A bond shared, despite the years of separation, and the promise of more to come courtesy of their respective roles within Starfleet. Neither cared, they simply enjoyed the companionable silence that hung between them.

Eventually Davii broke the silence again. "So where were you posted?"

Jace blushed. Reaching back for her Padd. She had been scared, just a little. Just enough to not want to see. No words were needed, the thoughts were open and shared. Davii smiled benignly at her daughter, and reached out to hold her offered hand the gesture and thoughts were equally clear.

I am here for you.

Jace nodded, she understood and activated the Padd as she took a look at her orders, at her first assignment.

*Jace smiled broadly
"It's the Enterprise!"*

Excited and happy, she almost squealed in delight as she grabbed her father and hugged him. "I got the Enterprise!"

"You know." Davii spoke his pride filling his voice while hugging his Daughter close.

"There is a whole universe that's been waiting for you. I know the two of you Will get along just fine..."

Adventures;

So follows a small number of Adventure seeds that involve Psionics. The details are left sketchy to allow you the Narrator to fill out the blanks as required...

I have also attempted to leave the Scenarios as open as possible (with one exception), to allow them to fit whether you are running an Enterprise era, TOS era, TNG era or Post Dominion War Campaign.

Just an Illusion;

The crew are assigned the task of transporting a Betazoid Diplomat to a peace conference, and the players are assigned to look after the Ambassador for the duration of the journey. The Ambassador is pleasant and friendly enough, and the task seems far less onerous than is usually the case for such a duty. Unfortunately the Diplomat happens to be suffering from the early stages of a feverish disorder, an illness that is about to reach full bloom...

That night the players are off duty and while each is sleeping, they find their consciousness drawn into a group hallucination, created by the Ambassadors own fevered dreams in conjunction with his projective telepathy, the Ambassador having drawn the characters in sub-consciously.

Trapped in a fevered hallucination, the players must negotiate a dream-like maze and hallucinogenic nightmares in order to reach the ambassador and help him awake...

Open Your Mind;

One of the non-Psionic characters suddenly begins manifesting Psionic powers. These powers are relatively minor at first, but slightly uncoordinated, so sometimes embarrassing. But soon the powers increase ten-fold, as the powers spiral, the control does not, still occasionally acting beyond the characters control (*listen to the player for clues about sub-conscious use of the powers, keep pressing the player for immediate thoughts, and what he wants to do/to happen, then make it happen*).

Is this a new evolution? A test from the Q? Or simply an unknown Psionic alien trying to make contact?

Meanwhile as the powers increase exponentially, the player is inadvertently exposing his friends and crewmates to danger.

Note; This is a good opportunity to allow a player to begin their use of Psionics when such powers would not normally be available amongst the group, especially if a player has expressed an interest in developing a Psionic side to an established character.

A Touch of Magic;

While on a standard Away Team on a more primitive planet, a Psionic member of your Player Character group is separated from the Away Team, and discovered by locals who witness the Psychic gifts in action.

Trapping the Psion and accusing them of witchcraft/mind-control or similar,

the crew are now faced with the dilemma of how to negotiate their crewmates freedom while attempting to preserve the prime directive (of course transporters are right out as a Psion that disappears into thin air could easily make matters worse)...

Unfair Advantage;

Whilst negotiating a planetary peace treaty, a previously unknown third party comes forward, and claims a staked interest. Their claims are proved valid, and so they are invited to the negotiations.

Their negotiations team is fronted by a Telepath, who seemingly uses his abilities to destabilise the negotiations. There-by causing more harm than good. Is this simply a ploy, or unfair negotiations technique, or is something a little more sinister on the horizon?

The Hunt;

Crash-Landing on a planet a small shuttle crew find themselves being hunted by a Psionic creature. And are forced to defend themselves with rapidly dwindling resources until a rescue can be effected by their crew-mates aboard their ship.

Perhaps the creature is fully Psionic and Pseudo-Intelligent, and is able to avoid their traps set to catch it. Perhaps it simply senses the presence of a Psionic member of the downed crew and is reacting to an intrusion into its territory. The full background is up to you, but remember to make the creature big and scary enough to worry the survivors of the crash.

After-Shocks;

While on leave on Betazed, after the Dominion War, the characters are enjoying a much-deserved R&R, and the renowned hospitality of the Betazoid people.

This situation changes fast however, when a number of grizzly Murders are committed, each victim seems frozen in a horrific tableau of fear, but no other obvious means of death.

A lone investigator believes that this is all connected to the use of Empathic abilities against the Dominion occupational forces and that the culprit is a Betazoid mad with fear and post-traumatic stress?

A murder investigation ensues, one that needs to be kept very low-key and away from the population at large, and so the Crew are assigned to the Investigator to seek out the killer and hopefully conclude this dark episode peacefully...

Breaking the Chains;

The vacancy in the Romulan powerbase after Shinzon's death has caused serious problems with the Romulan Empire. They are attempting to withdraw the Empire into isolation again, to make a chance to rebuild and grow strong, and lick the wounds caused by their fleet losses in war and the loss of the Senate. However Starfleet and the Federation are trying to retain their political and diplomatic ties, and push the links forged during the wartime alliance. Aid ships have been sent to Romulus to help rebuild the

damage there and feed the people, and thus the Players find themselves assigned an older escort ship and the task of bringing this relief convoy into Romulus.

With a group comprising of Starfleet, Federation Merchant Marine and even Romulans, they find themselves drawn into a power-struggle as the Romulan Psions use the opportunity to distance themselves from the Tal Shiar and emplace themselves as the new leaders of an empire to forge in their image.

Can the crew bring this dangerous uprising to a halt or will the changes in the Empire begin a new and deadly chapter for Interstellar Politics, undoing so many advances in relations...

Ghost of Echo's;

While on an away team a Psychic member of the crew begins to hear whisperings and see things out of the corner of his eye. And yet no Tricorder readings or witnesses can back their story up.

While the rest of the mission goes smoothly, this crew-member is getting more spooked as they go.

But as the Away Team attempts to leave events transpire to stop this from occurring as an Ion storm blows up around their location. It would be a simple task to hold up and out-wait the storm.

Sooner or later they will have to look into the outlandish claims of ghosts, and will eventually discover some ancient Psionic based technology from an older

civilisation, that was reactivated by the presence of a Psychic.

Now they just need to deactivate the machine to allow the Ion Storm it created to dissipate, or negotiate with its lonely AI? Alternatively it may even be a bona-fide ghost story.

Note; Would suit a Halloween special game. So play up the spook value and paranoia... Would also suit a 'practical joker' character, allowing the rest of the players/crew to enjoy a little light-hearted revenge.

Appendix i

Psionic Lexicon

Anti-psi: defined as psychic talents that (for the most part) serve to frustrate, avoid, confuse, destroy or otherwise interfere with the operation of normal psi; they can affect the power and/or information content and/or vector of psi fields within range. v They can moderate the abilities of others.

Apportation: a gift or phenomenon where matter-through-matter is made possible by changing the phase relationships in the materials involved.

Astral Projection: the projection of the conscious mind via the etheric double or energy body. This is what happens during "out-of body" experiences (O.B.E.s).

Astralportation: the [physical] transportation of an object by the astral or etheric body.

Awakings: The awakening of Psionic power or potential in an individual who has had no previous history of Psionic ability.

Bilocation: the ability or phenomenon of being in two different places at the same.

Biopsychokinesis: The ability to communicate with and control plants and / or micro-organisms. Also known as Bio-PK.

Catalyst Telepathy: the ability to awaken latent and/or dormant psychic abilities in others.

Cellular Psychokinesis: the ability to psychokinetically manipulate biological materials on the cellular, gene, chromosome, and DNA levels.

Clairaudience: the ability to hear voices that convey useful information (not schizophrenia); the psychic faculty that corresponds with the physical sense of hearing.

Claircognizance: A psi ability where a person "just knows" of a fact, an impending accident, etc.

Clair empathy: the ability to sense the emotional and physical condition of others from a distance (see also Empathy and Telempathy).

Clairgustance: psychic faculty that

corresponds with the physical sense of taste.

Clairolfactance: psychic faculty that corresponds with the physical sense of smell.

Clairsentience: psychic faculty for sensing energy and conditions pertaining to communicating entities; the ability to read auras. This is the ability associated with mediumship.

Clairtangency: psychic faculty that corresponds with the physical sense of touch.

Clairvoyance: psychic faculty that corresponds with the physical sense of sight.

Conjoined Dreaming: A state of Dreaming that is shared by multiple participants. Easily mistaken for mass hallucinations or simple coincidence, this state is very difficult to prove and study.

Command Voice: a form of telepathic hypnosis where psi is superimposed upon verbal commands, speech.

Cryokinesis: The psi ability to cool or freeze things by slowing molecular action.

Déjà vu: The unnatural feeling that one has been at a place before.

Dermo-optical perception: the ability to differentiate colours and symbols through the skin; especially the fingertips.

Dream Clairvoyance: clairvoyant images received in or during dreaming.

El-sike: (pronounced "el-see-kay") a variant of storm control (see below) wherein electrical, electronic, and electro-mechanical devices can be controlled through psi processes. 2) The ability to communicate with machine intelligences; 3) The ability to access information directly from magnetic media and computer systems— in essence, the linking of human nervous system to. "machine "nervous system."

Electrical Psychokinesis (EPK): the variant of storm control. Where street lights, [electrical] clocks, computers, and

any /or all electrical appliances are affected; usually negatively.

Empath: A person with a strong degree or a high level of empathy, clair empathy, telempathy, or all of them together.

Empathy: the general ability to sense the emotional and physical states of others and perceiving them as one's own feelings and sensations.

Esper: Generic name for any person with ESP or Psi abilities. See also psi.

Extraretinal vision: eyeless sight.

Extratemporal perception: the ability to perceive events that take place outside our normal space/time continuum or in the time vortex.

Forced Rapport: the ability to force telepathic contact on those who either don't want it or can't handle it.

Geas: ancient term that is used to describe a form of telepathic hypnosis (see below) wherein some outside force impels a person to perform a given act or task; such a command cannot be ignored since both physical and psychological stresses are involved that can cause severe discomfort, even death, unless the command is acted upon.

Illusion: the ability to change the surface appearance of reality by introducing a non-existent objects into the scene, or negatively, by making an existing object invisible.

Imzadi: A Betazoid term, meaning 'beloved', although it actually transcends its use as a term of endearment, instead it has come to describe the voluntary linking of souls, and a level of closeness between individuals that is more than a mere love affair.

Jinx Ability: an aspect of telekinesis that negatively affects the "laws" of probability so that things go wrong, the strangest and most unlikely things happen, etc. Usually this is a subconscious aspect of telekinesis.

Katra: The Vulcan concept of the soul. Just prior to death, the Vulcan custom has it, that said Vulcan should mind-meld with

an individual close to them. This can result in leaving their Katra for safekeeping and return to Vulcan, or even something as simple as sending a farewell message in the event of their death...

Latent Telepath: Someone who has telepathic abilities but who is not aware of them or can consciously use them.

Lethal Forced Rapport: an even more rare variant of telepathy and forced rapport is the ability to kill with a single thought.

Levitation: the ability to neutralize gravity locally through psi processes in a controlled fashion, thus enabling an object to rise.

Melders: A slang term for Vulcans participating in the 'Mind Meld'. Originally used as a derogatory term, since it has come to refer to Vulcans in the act of the mind-meld.

Mental Projection: the ability to project one's mind any distance while keeping the integrity between mind and physical body.

Mind-Meld: The ancient act of Vulcan Touch Telepathy, where two individuals join minds. Enabling both parties to communicate telepathically, and also share experiences and memories. Mind melding is an intense and deeply personal and intimate experience.

Multiple-future precognition: The ability to see not only the future but also a number of probable future events presented "side-by-side" like the pages in a book; the most probable future will be the one most prominently outlined.

Namapathy: true psychic healing.

Nimpathy: a sharing of sensation; a community of feeling. This is an actual transmission of physical sensation and is not related to empathy or telesthesia (see below).

Objective Clairvoyance: the ability to "see" people, events that are taking place on spiritual planes or alternate dimensions.

Occipital Lobe: See **Para-Cortex**. Another name for the part of the Mid-

Brain, commonly associated with Psionic activity.

Ocular Hypnosis: a variant of telepathic hypnosis where psi commands are generated along the optic nerves and through the eyes

Oneiromancy: the telepathic ability to enter into another person's dreams and alter their content or even affect the health of the person through their dreams.

Para-Cortex: A Telepathic lobe in the mid-brain of most sentient species. Telepathic Species have strong active Paracortex, while species with no Psionic ability it seems to lay redundant. See also the **Occipital Lobe**.

Parakinesis: the ability to locally neutralize inertia, thus enabling a very small amount of force to produce a disproportionate amount of movement in an object.

Personation: the ability to take on the mental characteristics and personality traits of others.

Personification: the ability to take on the physical characteristics and features of others.

Precognition: the ability to see the future either while awake or in dreams.

Precognitive Telepathy: the ability to telepathically "read" thoughts that have yet to have been generated.

Preja Vu: The opposite of deja vu: the preternatural feeling that a person will be at a place at some future time.

Premonition: an indistinct "hunch" or feeling of impending danger to ones self or others.

Presentiment: a feeling of danger to one's self only.

Psi: This word can either mean the unique energy involved with all psychic phenomena, but it also is the descriptive general term for a person with any psychic abilities. This term is interchangeable with esper.

Psion (i): A seldom-used alternate name for a *psi*. (See above).

Psion (ii): The term used by the Tal Shiar to describe one of their rare Psionic operatives. A name that inspires fear, even within the ranks of the Tal Shiar.

Psychic: This word mostly denotes a person who may or may not have any psi abilities but usually for money, makes predictions, does "psychic" surgery, tells people about their past lives, etc.

This word can also be used loosely to describe a renowned person of considerable psi ability e.g. the Russian psychic, Wolf Messing.

Psycholuminescence: the ability to produce cold light by a psi-to-light conversion process; such light is sometimes called "witch light."

Psychometry: the ability to, and technique for, gathering information on people and events by touching some object that was present at the time.

Psychoprojective Telepathy: Literally, the ability to create solid forms from the power of one's mind. Often projected during extreme emotional stress, and feeding of the Psions life energy, often leading to unconsciousness and even death, if sustained for more than an hour or two. More than one distinct projection can be created.

Psychopyresis: The ability to start and/or control fires.

Psychosomatic: The often used for the development of medical symptoms based on Neurosis, it has expanded to include other phenomena where personal belief has led to the development of a personal attribute (negative or positive) that did not previously exhibit.

Radiesthesia: the ability to locate water, minerals, etc. from a distance; dowsing.

Reciprocal Clairvoyance: during telepathic contact over great distances the parties involved can see each other as if face-to-face.

Retrocognition: the ability to perceive or see events that have taken place in the

past.

Retrocognitive Telepathy: the ability to pickup thoughts generated in the past.

Scanner: Slang name for a person with a wide range of strong psi abilities.

Seer: Generic term for someone with the gift(s) of prophecy (**precognition**), **clairvoyance**, and **extratemporal perception**.

Snooper: Slang name for a person with well-defined **clairvoyance** or any general sense of perception; a **seer**.

Storm control: the ability to 1) convert the planetary magnetic field into high-tension electricity or lightning, and; 2) the ability to influence those factors that create [electrical] storms.

Subjective Clairvoyance: the reception of images by communicating entities while the subject is in a trance.

Teek: Slang name for a person with **telekinetic** abilities.

Teep: Slang name for a person with **telepathic** abilities; a telepath, often used as a 'catch-all' term for all Psionic Individuals, and often used offensively.

Telekinesis: defined as the ability to move objects or affect matter from a distance; mind-over-matter. Also known as TK and psycho-kinesis (PK). See also *biopsychokinesis*, *cryokinesis*, *psychopyresis*, and *electrical psychokinesis (EPK)* — a variant of storm control.

Telempathy: the ability to communicate by way of emotions rather than thought as in telepathy (below); communication with animals is usually telempathic in nature.

Telepath: A person with strong telepathic abilities. In this context, it is a person who not only has the abilities but is also aware of them and can use them to varying degrees.

Telepathy: mind-to-mind communication; mind reading.

Telepathic Clairvoyance: the reception of a visual image from a telepathic sender.

Telepathic Hypnosis: the ability to control and manipulate others telepathically.

Teleportation: the transition of a person or object from one place to another via a jump through Rieman space and is therefore instantaneous.

Telesthesia: the transmission of such sensations as fear, sensuality, etc.

Time Search: the practice of astrally projecting one's consciousness to a level, or dimensional plane, where past time can take on an objective reality to such a traveller.

Time Shift: the ability to control the flow of time; the ability to travel (shift) through time.

Time Stasis: the ability to stop all motion on the molecular, atomic, and sub-atomic levels without any loss of heat; hence, a complete stasis of time.

Touch Telepathy: a limited form of telepathy accomplished through physical touch; e.g. the "Vulcan mind-meld."

Tracking/homing gift: A variant of radiesthesia and is 1) the ability to track virtually anything, and; 2) the ability to find one's way back to a given starting point no matter how shifting or confusing the route may be.

Transfiguration: the ability to change the external shape of matter; shape shifting.

Transmutation: the rare ability to rearrange the atomic and/or molecular structure of matter to change one material or element into another.

Travelling Clairvoyance: the ability to see events taking place some distance away.

Witch: A word used to describe people, who practice witchcraft. Also, generally, a derogatory term for anyone who has certain psi or supernatural abilities.

Note; in this context, witchcraft is defined as the practice of manipulating people, the world, etc. by the use of spells and other practices. This is not "Wicca,"— a religious belief-system— but a technique, a

discipline, and a science for utilizing psi as well as paranormal and/or supernatural forces.

X-ray Clairvoyance: the ability to "see" through solid objects.

Xenoglossy: the ability to speak and/or understand any language; known as the "gift of tongues."

Xenotelepathy: the ability to understand foreign thoughts, alien symbols; not to be confused with xenoglossy (see below).

Appendix ii
ICON Psionic Ability
Listings

Name	Ability/Cascade	Pre-Req?	Source	Attribute
Visions	Clairvoyance		TNG Players Guide	Psi
Far Seeing	Cascade	Clairvoyance @ 3	TNG Players Guide	Psi
Precognition	Cascade	Clairvoyance @ 3	TNG Players Guide/All Our Yesterdays	Psi
Mind Meld	Telepathy		TNG/DS9 Core	Psi
Plat-Vok/Platvhokh (Share Mind)	Cascade	Mind Meld @ 3	Way of Kolinhar	Psi
Plat-Var (Multiple Meld)	Cascade	Mind Meld @ 3	N/A	Psi
Plat-Ra/Platrha (Switch Minds)	Cascade	Mind Meld @ 3	Way of Kolinhar	Psi
Mind Shield/Khat-Kutha	Focus		TNG/DS9 Core/Way of Kolinhar	Psi/Presence
Khat-Kel (Mind Bar)	Cascade	Mind Shield @ 3	Way of Kolinhar	Psi/Presence
Khat-T'Kel (Mind Preservation)	Cascade	Mind Shield @ 3	All Our Yesterdays	Psi
Psionic Negation	Cascade	Mind Shield @ 3 and Human	TNG Players Guide	Psi
Reflective Mind Shield	Cascade	Mind Shield @ 3	TNG Players Guide	Psi
Projective Empathy	Empathy		TNG/DS9 Core	Psi
Empathic Attack	Cascade	Projective Empathy @ 3	TNG Players Guide	Psi
Intrude	Cascade	Projective Empathy @ 3	N/A	Psi
Projective Telepathy	Telepathy		TNG/DS9 Core	Psi
Illusion Creation	Cascade	Projective Telepathy @ 3	TNG Players Guide	Psi
Lisjana/Leshtana (Confuse the Senses)	Cascade	Projective Telepathy @ 3	Way of Kolinhar	Psi
Lispata/Leshfata (Mislead the Senses)	Cascade	Lisjana @ 3	Way of Kolinhar	Psi
Liskel'Tu/Leshkhaltu (Blind Senses)	Cascade	Lispata @ 3	Way of Kolinhar	Psi
Mind Control	Cascade	Projective Telepathy @ 3	TNG/DS9 Core/TNG Players Guide	Psi
Induce Trance	Cascade	Projective Telepathy @ 3	TNG Players Guide	Psi
Tans-Dimensional Telepathy	Cascade	Projective Telepathy @ 3	N/A	Psi
Receptive Empathy	Empathy		TNG/DS9 Core	Psi
Empathic Healing	Cascade	Receptive Empathy @ 3	TNG Players Guide	Psi
Receptive Telepathy	Telepathy		TNG/DS9 Core	Psi
Psychometry	Cascade	Receptive Telepathy @ 3	TNG Players Guide	Psi
Psychosense *	Cascade	Receptive Telepathy @ 3	TNG Players Guide	Psi
Tashaka (Detect Psionic Traces)	Cascade	Receptive Telepathy @ 3	Way of Kolinhar	Psi
Taskefa (Read Psionic Traces)	Cascade	Tashaka @ 3 and Mind Meld @ 3	Way of Kolinhar	Psi
Vhakhnar (Brainwash)	Cascade	Mind Control @ 3 and Mind Meld @ 3	N/A	Psi
Rha-Tel (Control Body) *	Focus		Way of Kolinhar	Presence
Rha-Tel-Pan (Master Body)	Cascade	Rha-Tel @ 3	Way of Kolinhar	Presence
Rha-Fak (Enhance Fitness)	Focus		Way of Kolinhar	Presence
Rha-Fak-Pan	Cascade	Rha-Tel @ 3 and Rha-Fak @ 3	Way of Kolinhar	Presence
Shantip (Healing Trance)	Focus		Way of Kolinhar	Psi
Shan-Laka (Healing Touch)	Cascade	Shantip @ 3 and Mind Meld @ 3	Way of Kolinhar	Psi
Telekinesis	Telekinesis		TNG Players Guide	Psi
Electromanipulation	Cascade	Telekinesis @ 3	TNG Players Guide	Psi
Psi Blast	Cascade	Telekinesis @ 3	N/A	Psi
Telekinetic Manipulation	Cascade	Telekinesis @ 3	TNG Players Guide	Psi
Thermokinesis	Cascade	Telekinesis @ 3	TNG Players Guide	Psi
Temporal Projection	Temporal		All Our Yesterdays	Psi
Temporal Sense	Clairvoyance		All Our Yesterdays	Psi
Time Shift	Temporal	Temporal Projection @3	All Our Yesterdays	Psi
Time Stop	Temporal		All Our Yesterdays	Psi
Vhoshanta (Body Reading)			Way of Kolinhar	Intellect
Vhoslan (Body Knowledge)	Cascade	Vhoshanta @ 3	Way of Kolinhar	Intellect

Appendix iii

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#563 – Field of Fire

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#133 – Meld
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