



TRINITY CONTINUUM:

AEON

CREATING PSION CHARACTERS

Characters in a **Trinity Continuum: Æon** chronicle can be normal human beings — “neutrals” — or Talents. However, most campaigns will focus on psions — humans whose latent psychic powers have been awakened by one of the Prometheus Chambers controlled by the psi orders, giving them incredible abilities and preparing them to take on the terrible threats that menace humanity in this future age.

This section covers the additional rules needed for creating psion characters in **Trinity Continuum: Æon**, as well as new Paths and Edges suitable for the futuristic setting. Character generation in **Æon** follows the same process given in the **Trinity Continuum Corebook**, apart from the differences noted below.

CHARACTER GENERATION SUMMARY

STEP ONE: CONCEPT

Pick your character's name, background, and Aspirations. If they are a psion, you will also pick their psi order.

STEP TWO: PATHS

Pick your character's Origin, Role, and Society Paths. Your psi order, if any, should be reflected in your Society Path. Several new Role and Society Paths specific to **Æon** are provided on p. 129.

STEP THREE: SKILLS, SKILL TRICKS, AND SPECIALTIES

Assign your Skill dots, and pick Skill Tricks and Specialties for any Skills with a high enough rating.

STEP FOUR: ATTRIBUTES

Assign your Attribute dots and choose your character's favored approach.

STEP FIVE: APPLY PSION TEMPLATE

Choose your character's Aptitude, determine starting Psi Trait (normally 2, except for quantakinetics or teleporters), and assign your Mode dots, and also add one dot to one Attribute in her preferred Approach (Force, Finesse, or Resilience), as part of the overall enhancement provided by the Prometheus Chamber.

STEP SIX: FINISHING TOUCHES

Gain bonus traits (**Trinity Continuum Corebook**, p. 38), and calculate Health and Defense rating. Characters who are quantakinetics or teleporters or who possess a quantakinesis or teleportation Auxiliary Mode (see below) must forgo the additional Attribute dot provided in this section and instead increase their starting Psi trait to 3. Players of characters with other Aptitudes are also free to forgo the bonus Attribute dot to start play with a Psi trait of 3, but do not need to do so.

PSION ORDER

During step one of character generation, it is important to choose the **psi order** that a psion character belongs to. Each psi order favors a particular psionic aptitude due to the Prometheus Chamber

CREATING TALENTS IN TRINITY CONTINUUM: ÆON

While a neutral character would be outclassed in a campaign where the other characters are psions, Talents make excellent characters, and groups composed of a mixture of Talents and psions can work exceedingly well. See Talents in **Trinity Continuum: Æon** (p. 322) for further information.

To create Talent characters for this game, use the rules for creating Talents from the **Trinity Continuum Corebook** (pp. 151-158), but you can use any of the Paths in this book (the eight psi orders have neutrals, including Talents, as members), and characters can possess any of the Edges in this book, except for the Psionic Edges, which are only available for psions. In addition, Talents can also be Nihonjin special agents who possess extensive hardtech augmentations. See the Nihonjin Agent Path (p. 130) for details.

it possesses, but belonging to an order does not restrict a character to that particular aptitude — many of an order's psions will have originally been awakened by a different Prometheus Chamber. Each psi order also has a Path associated with it.

The psi orders are: Æsculapian Order (vitakinesis), Chitra Bhanu (quantakinesis), ISRA (clairsentience), The Legions (psychokinesis), The Ministry (telepathy), Norça (biokinesis), Orgotek (electrokinesis), Upeo wa Macho (teleportation).

Not every psion has to belong to an order; some are freelancers, some are renegades, and some hold themselves aloof from the factions and politicking of the psi orders. Every single psion has been awakened by a Prometheus Chamber, though, and that means that at some point a psion must have dealt with the particular psi order that holds the Chamber of her Aptitude.

NEW PATHS

During step two of character generation, the player chooses Origin, Role, and Society Paths for her character. **Trinity Continuum: Æon** contains one new Origin Path: Oceanian; three new Role Paths: Off-Earth Colonist, Spacer, and Space Military; as well as 12 new Society Paths: Æsculapian Order, Chitra Bhanu, ISRA, The Legions, The Ministry, Norça, Orgotek, Upeo wa Macho, Freelance Psion, Nihonjin Agent, Æon Trinity, and Æon Trinity Section Minerva. For a psion character, the Society Path must represent her relationship (or lack thereof) with the psi orders or the Æon Trinity itself. See the individual psi order or Æon Trinity entries in Chapter 5 for those Paths, except for the Chitra Bhanu Path, which is in Chapter 11 (p. 371). All of the other Paths can be found at the end of this chapter.

THE PSION TEMPLATE

A **psion** is a human being with latent psychic powers that have been awakened and brought to full strength through the transformative science of a Prometheus Chamber. Psion characters possess a number of unusual capabilities represented through their **Aptitude**, **Psi Trait**, and **Modes**.

A psion's **Aptitude** is the primary psychic talent that she has manifested, and is dictated entirely by the specific Prometheus Chamber used to awaken her latent psionic powers. Even a psion who expressed strong, uncontrolled latent capability in one Aptitude will have that inclination overwritten by the power of the Chamber she is exposed to, although she may express that latent power in the form of an **Auxiliary Mode** (see below).

There are eight Aptitudes. **Biokinesis** focuses on control of the psion's own body. **Clairsentience** extends the psion's senses across the present, past, and future. **Electrokinesis** controls the energies of the electromagnetic spectrum. **Psychokinesis** affects kinetic energy. **Quantakinesis** deals with the strange relationship between energy, matter, and both psionic and Quantum powers. **Telepathy** controls and influences the psion's own mind and those of others. **Teleportation** lets the psion cross great distances in the blink of an eye, and **vitakinesis** heals, augments, and damages living beings.

A psion can only ever possess one Aptitude. She may have limited Auxiliary Modes in other Aptitudes, but her Aptitude dictates where her psychic powers are strongest. If she attempts immersion in a second Prometheus Chamber, it will not awaken a second Aptitude — it will simply kill her.

Once the psion's Aptitude is chosen, she gains a set of *basic powers* associated with that Aptitude. In addition, she gains one dot in one Attribute in her preferred Approach (Force, Finesse, or Resilience), as part of the overall enhancement provided by the Prometheus Chamber.

The character's **Psi Trait** determines her overall psychic strength, contributing directly to the dice pool she uses for activating her powers, the number of Psi points with which she fuels her powers, and a number of other effects such as attunement, psi imprints, range, etc. (see p. 203 for more details). Most psions begin with a Psi trait of 2, but the Quantakinesis and Teleportation Aptitudes *require* a starting Psi rating of 3. When generating a quantakinetic or a teleporter, increase the character's starting Psi to 3 but when generating bonus traits (see **Trinity Continuum Corebook**, p. 38), quantakinetic or teleporter characters must forgo the additional Attribute dot to pay for starting with a Psi trait of 3. Players generating psions with other Aptitudes are also free to make this same trade.

The psion's player can now allocate four dots among the character's available **Modes** (see p. 206). Modes are the actual psychic powers that the psion can control, with three Modes in each Aptitude, each of which is rated from one to six dots. Every dot assigned to a Mode unlocks new uses of that power for the psion. **At least three dots** must be allocated to Modes from the psion's Aptitude. Auxiliary Modes provide access to the basic powers of Aptitudes, but Tier 2 characters, like most psions, can never raise an Auxiliary Mode above one dot.

Prior to allocating her dots, a psion begins with zero rating in each Mode. She can assign her dots between her Modes as she sees fit, but

a Tier 2 (psion Tier) character cannot go above five dots; the sixth dot in an Aptitude and the final seventh dot in the Aptitude represent the incredible power that only Tier 3 (proxy Tier) psions can access. Note that a character who has any Mode three or more dots higher than her next-highest Mode may suffer from psionic dysfunction due to the imbalance in her psychic capabilities (see p. 208).

CREATING ADVANCED CHARACTERS

The system presented here creates capable psion characters early in their career, with significant but limited psychic power. However, it is also possible to begin a **Trinity Continuum: Aeon** campaign with more experienced psions — from psions who have spent several months practicing their skills, to veteran psi order agents who have seen a dozen battles, experienced Talents who have been active heroes for a decade or more, or even colossally talented individuals with psychic strength on par with that of the orders' proxies. Creating advanced characters is simply a matter of following the usual character generation rules, and then adding the listed Experience points to spend at the end. The Storyguide and all of the players should agree about how much additional Experience characters should start play with, and all characters should start play with the same amount of additional Experience. Unless everyone enjoys playing characters who are just beginning their career as a psion or a Talent, most campaigns should start with Experienced characters (see the table below).

The one limitation on creating an advanced character is that heroic figures must purchase at least one additional dot in an existing Path or an initial dot in a new Path, and proxies or exceptional Talents must purchase at least two additional dots in existing or new Paths, representing the ties and the connections these impressive characters have built up during their careers. In addition, a Tier 3 proxy-level psion must possess at least six dots of Psi, at least five dots in one Aptitude Mode and at least three dots in another Aptitude Mode. Characters who meet these three prerequisites automatically become Tier 3 proxy-level characters. Psions normally experience this change as a profound transformation that can include visions, sudden bursts of knowledge, and a general feeling of awakening and increased awareness over the next day or two.

ADVANTAGES FOR TIER 3 PROXY-LEVEL PSIONS

In addition to the advantages normally gained by being a Tier 3 character and possessing a Psi trait of six, Proxy-level psions gain several additional advantages. They can raise each of their Aptitude Modes to six dots, learn a special seven-dot power, raise their Psi trait up to seven, purchase up to 2 dots in any Auxiliary Mode, and recover Psi points twice as rapidly. In addition, they can raise their other Attributes as high as six dots, or seven dots if they possess the Superior Trait Edge.

PSI ORDERS

THE ÆSCULAPIAN ORDER PATH (SOCIETY)

The character is closely affiliated with the Æsculapian Order, the vitakinetic psi order. She is aligned with the Order's mission of helping the sick and injured, providing aid, and protecting humanity from disasters. She is likely either a medical professional or other first responder, or she works closely with those who are. She is likely familiar with the organization and provision of aid and emergency services to those in need across the world — and beyond.

PATH CONCEPTS

First responder, medical researcher, medical relief worker, search-and-rescue specialist

Example Connections: Æon Trinity, Emergency Service Personnel, Health Ministry, Medical Specialist

Skills: Athletics, Empathy, Medicine, Science

Edges: Adrenaline Spike, Danger Sense, Enhanced Attunement, Favored Mode, Hardy, Keen Sense, Library, Rapid Response Protocols, Trained Memory

SPECIAL EDGE: RAPID RESPONSE PROTOCOLS (•)

Prerequisite: Æsculapian Order

As a member of the Æsculapian Order, your character can take advantage of the organization's emergency resources. As long as your character has access to an Æsculapian clinic or station, she can receive free medical treatment with top-level equipment providing 2 Enhancement or greater. Additionally, she can always request analysis of a disease, pathogen, toxin, or injury; the Order's staff will perform the equivalent of a research action with a three-dot Library specializing in Medicine, using a base dice pool of 8 and taking no more than a few hours.

THE CHITRA BHANU PATH (SOCIETY)

The character is — or was — closely affiliated with Chitra Bhanu, the quantakinetic psi order. She survived the purge of the order. She may be on the run, a fugitive who sided with Dr. Bhurano and who aches for revenge on those who destroyed her order; or she may want no part of the conflict that consumed her former comrades. If she is a quantakinetic psion then she is either a survivor of the quantakinetic purge or became a quantakinetic within the past few months. She is also very likely to be a scientist or some other type of academic.

PATH CONCEPTS

Aberrant hunter, interstellar archeologist, noetic scientist, Quantum Flux researcher

Example Connections: Æon Trinity, Criminal Organization, Fellow Chitra Bhanu Survivor, Quantum Flux Victim

Skills: Humanities, Integrity, Larceny, Science

Edges: Alternate Identity, Covert, Enhanced Attunement, Enhanced Psi Cloak, Favored Mode, Hair Trigger Reflexes, Skilled Liar, Superior Trait, Trained Memory

SPECIAL EDGE: ENHANCED PSI CLOAK (•)

Prerequisites: Chitra Bhanu, Quantakinetic Aptitude

After years of hiding her nature, your character has developed an incredibly fine level of control over her quantakinetic psi cloak ability. She can use psi powers even when her noetic field appears to be shut down entirely due to her psi cloak, but doing so places a level 2 Complication on the action; failing to buy off the Complication results in her psi cloak immediately dropping for the remainder of the scene.

THE ISRA PATH (SOCIETY)

The character is closely affiliated with the Interplanetary School of Research and Advancement, the clairsentient order. She is aligned with this sprawling, spiritual organization and may well be a counselor or spiritual adviser herself. If she is a psion, she may be part of ISRA's network of "neighbors." Whether part of a response team, an associate member, or some other affiliate to the order, she is likely to have experienced the strange and often mysterious aid that the society of clairsentients provides to its members.

PATH CONCEPTS

Leviathan jump ship pilot, spiritual counselor, troubleshooting drifter, wandering mystic

Example Connections: Æon Trinity, Local Community Organizer, Respected Priest, Seemingly Random Individual Clairsentience Indicated to Be Significant

Skills: Culture, Empathy, Humanities, Integrity

Edges: Artistic Talent, Danger Sense, Direction Sense, Enhanced Attunement, Favored Mode, Keen Sense, Mysterious Aid, Patron, Weak Spots

SPECIAL EDGE: MYSTERIOUS AID (••)

Prerequisite: ISRA (required Edge)

Your character is occasionally the recipient of unexpected help due to the clairsentient capabilities of her patron organization. Once per session, you may choose to have a source of aid occur in the form of a two-dot Ally, 2 Enhancement to a single roll, or a clue for an information-gathering action. It could even take the form of between one and half a dozen devices with a cost of no more than •• each. You must explain what form this aid takes. It might be a handily placed cache of gear that is precisely where the character needs it to be, a seemingly bizarre instruction from ISRA that reveals a clue, or the sudden appearance of a contact who was advised to be in a certain place at a certain time. It also must be reasonable for the aid to be able to appear in the circumstances. The Storyguide is also free to use this Edge for the characters once per session if they are about to encounter unexpected difficulties or the players are becoming frustrated. All characters who select this Path must purchase this Edge

THE LEGIONS PATH (SOCIETY)

The character is closely affiliated with the Legions, the psychokinetic order. She may be an actual ranking member of the Legions and thus part of the UNMC, or she may be a closely aligned