

# LUNA RISING™

PSI ORDER ISRA & LUNA SOURCEBOOK



A Sourcebook For Trinity™

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&gt;&gt;&gt; ARCHIVE UPDATE &lt;&lt;&lt;

## GREETINGS, COLLEAGUE

The Moon has captured humanity's imagination for millennia. Only within the last 100 years have we realized our ages-old dream of conquering the Lunar frontier. And conquer it we have. Although Lunar development is still relatively recent, focusing on the areas surrounding the Moon's south pole, mankind has made a great impact on our closest stellar neighbor.

Luna has likewise made a strong impression on human society. The Moon is now home to the highest levels of world government, commerce and exploration. The United Nations monitors the events of Earth from on high, gigantic metanational corporations vie for dominance in extraterrestrial ventures, and dozens of nations and private groups mount expeditions for mining, research and colonization elsewhere on the Moon and in the solar system.

This place, our first home off planet Earth, is truly a marvel of human achievement.

The Moon is made all the more special since the clairsentience order has adopted it as their home. Members of the ISRA psi order — clears, seers or eyes as they're generally known — are well-suited to stellar pursuits due to their far-seeing clairsentient abilities. Still, ISRAnS seem to share an almost parental concern over the Moon's development and safety that is out of proportion to Luna's usefulness as a staging point for space travel.

From what we understand, the clears see the Moon as some kind of focal point of galactic events in the near future. They view themselves as Luna's caretakers through this impending situation.

It seems likely that the clairsentients have perceived an approaching Aberrant threat to Luna. These psions are normally quite forthcoming, if cryptic, about such things. It is out of character for them to hold back information.

For this reason, the Æon Trinity has compiled the information we have on both the psi order ISRA and on Luna itself. It is our goal that, by sharing this information with all Æon operatives, we can be sure of the true importance clairsentience and the Moon play in human events.

Regards,  
Giorgios Alekandros Gamamenos  
Deputy Director, Extraterrestrial Office  
Æon Trinity

Hope, Sacrifice, Unity

## PSI ORDER ISRA PROFILE

### >>> Æon Trinity Dossier <<<

These texts were collected for the instruction of operatives in the field. Æon has previously underestimated the role that clairsentients play in events. Because the ISRAs place such a high value on sincerity, we misled ourselves into believing that they had no ulterior ambitions. Because their powers are subtle, we disregarded them and preferred to concentrate on the more blatantly obvious powers of photokinesis and electrokinesis, and the more disturbing ones of biokinesis and telepathy.

Neptune Division cannot emphasize enough that such attitudes are unproductive and dangerous. It appears true that the clairsentients — “clairs,” “clears,” “seers,” or “eyes,” whatever the term one uses — aren’t hiding any secrets comparable to the inner agendas of the Ministry or the Norça (or even the Æsculapians or Orgotek, as we’re coming to suspect). However, this is not just cause for letting our guard down around ISRA. Rather, we must observe these “seers” even more closely, considering they are beyond the need for keeping secrets or telling lies. ISRA is keyed into the subquantum universe in ways that no noeticist fully understands, ways that not even the Trinity can plan against or even react to. Clairsentients see across distances and even through time, noting ramifications, causes and effects from the minute to the vast.

Having seen aspects of the future, ISRAs are confident enough to be almost completely open about their methods, policies and goals. Since Æon began assembling this dossier, ISRA has voluntarily provided us with membership rolls, recruiting figures, financial statements and other privileged materials, often without even being asked. Proxy Herzog and his inner circle (called the Mashriqi) have been cooperative, both arranging for extensive interviews with representative ISRAs and agreeing to be interviewed themselves.

The implication, of course, is that while ISRA is confident that it has nothing to hide, the clairsentients are also aware that no one — not even Æon — has anything that can possibly be hidden from them. By pursuing its policy of honesty and plain communication, the School subtly

### • TRITON ARCHIVE •

#### FROM THE DESK OF OTHA HERZOG

Greetings and Peace to the Æon Trinity! Do not worry about your mail drop being compromised; I see it was scheduled for change soon anyway. I initially considered such a method of information transfer charmingly archaic, but it must be effective. As I imagine you know, the OpNet has not yet broken completely free from Kuwasha’s influence, eh?

Congratulations on the progress of your new research project. I can assure you that your speculations on the nature of our humble School and its role in the holographic destiny of humankind are commendably accurate, given your perspective. There are a few misapprehensions, of course, but these are minor and should prove to be no more than a slight inconvenience to your operatives when the time comes.

Meanwhile, as one human to another, I beseech you who read this: Reconsider your course before it is too late. You must change your life.

Your friend,  
Otha Herzog



reminds us that clairsentients exist in a world stripped bare of illusions and deceit. To paraphrase their most ubiquitous slogan, “There is no place where ISRA cannot see.” The seers already know our secrets and that makes them, as a group, invulnerable.

Remember that the eyes already know more about Æon than most, probably including you. Our secrets presumably do not displease the clairsentients (or they would have done something to rectify the situation before now), but there is

no telling whether this will always be the case. Therefore, study this material carefully. Attempt to understand the School, even when its policies appear eccentric, esoteric or even nonsensical. Above all, learn to think like the clairsentients do; learn to see all the vectors of a situation and then plot the best of all possible strategies.

Even the ISRAns assure us that it will come in handy some day.

Hope, Sacrifice, Unity

Neville Archer

Director, Neptune Division

## ISRA: NINE-SIDED SPHERE

— holotape conversion of William Kaige Miller meeting with a new clairsentient

Welcome to ISRA, the Interplanetary School for Research and Advancement. I'm sure you'll find your life in the company of seers to be very rewarding.

*I — there's some kind of buzzing, murmuring all around me. Images, flashes, like when you see something out of the corner of your eye—*

That's perfectly natural; you'll quickly learn to tune out most of it. Please relax and listen carefully to what I'll tell you. Don't worry — despite what the media says, I won't talk to you about "predestination" or your function within the School, not for a while at least.

Such topics can be distracting or even frightening, especially when you're still disoriented from your stay in the Prometheus chamber. I remember how unsettling that can feel, with your eyes newly opened — *truly* opened — and your mind darting from viewpoint to viewpoint. It's easy to panic, but don't worry. We're all here to help you.

As I'm sure you're aware, ISRA is one of six organizations — the psi "orders" — established to explore and effectively use humanity's psionic aptitudes. We are the clairsentients, those whose psi talent is the ability to perceive the greater universe in ways far beyond normal sensory abilities. This aptitude allows us to experience anything, anywhere. It frees us from the limitations of the body. It shows us hidden patterns behind the visible world, holographic structures that we can interact with like no other human beings before us. The only limitation is your own degree of attunement with the subquantum energy that enfolds us all.

Clairsentience is a sublime power, strangely one that many see as limited in its usefulness. We are the eyes and ears of the world gazing into itself, with all the grace and danger that entails. Our abilities, while potentially raising our senses to the level of godhead, are introspective and affect our own perceptions.

This factor works to keep us humble. In ISRA, we uncover the fundamental truths of being: the relationship between a human life and the world, between separated atoms in deep space, between your heart and mine. But we lack the brute power to enforce our judgments on these things onto others. Nor would we want to; our goal is to show others the way, not to force them down the path.

Humility, subtlety, and the sublime — in emphasizing these elements of being, ISRA strives to become more like the psi aptitude that we all share. We are seers struggling to become more like our visions, here in our School Without Frontiers.

*So the School is here on Luna?*

The School is the universe. However, Luna is unbearably important. It is the center not only of our order, but of the human universe.

*What do you mean? How do you know this?*

Because I've seen it — with the Old Man's assistance. Everything in the universe is designed from the beginning to educate our hearts in the secrets of the implicate order, the pattern that makes the universe. Everything, then, is a learning exercise in the use and understanding of clairsentient awareness. You may see your future course some day — or even that of humanity — should your attunement to the noetic flux grow strong enough.

*I'm sorry, I don't think I understand.*

Don't worry. There's much to learn; it'll make more sense as you explore the extent of your newfound abilities. We're here to help you with that, but we aren't your only teachers. The universe is your classroom; everything is part of the Interplanetary School, provoking us toward Research and Advancement. The School — ISRA — has no frontiers, and no boundaries. You've always been within our order, you just didn't know it until now.

Watch carefully. Open your eyes now and see....

## INTERPLANETARY SCHOOL FOR RESEARCH AND ADVANCEMENT (ISRA)

### OVERVIEW AND GENERAL POLICIES

According to innumerable public statements, the Interplanetary School for Research and Advancement is a nonprofit organization, funded by its own activities and various private sources. Its mission is defined as “the advancement of the human condition through the application of the clairsentient faculty.”

The primary strategy for attaining this mission is the finding and training of potential clairsentients (and other latents) from human space; these psions are then encouraged to use their abilities for the greater good. In addition, the School collects and analyzes all available information derived from clairsentient experience, whether that information is a psionic survey of a distant solar system or a vague dream-vision of the future.

Like the other psi orders, ISRA was founded by a “proxy,” a psion of exceptional power, who continues to lead the activities of the organization according to his inclinations. The School’s “proxy” is Citizen Otha Herzog, commonly known within ISRA and in the holomedia as the Old Man, the Man Who Sees Everything, the Universal Citizen, the World’s Most Forgettable Man, or, increasingly, the Hidden Imam. Herzog’s influence over his clairsentient followers is deliberately diffuse — his distaste for politics is a matter of public record, and he actually holds no official title within the order — but his charismatic power within ISRA resembles a personality cult in some respects.

Some ISRAns consider Herzog to be the soul of the School, if not of all the orders. His multitudinous writings, inspirational chats and memos are studied with near-religious devotion by the younger seers. Herzog himself is a subject of some doctrinal controversy among clairsentients [downscroll: “Messianic Baha’i”], but he tends to be regarded as an almost sanc-

#### TRITON ARCHIVE

#### FROM THE DESK OF OTHA HERZOG

Mr. Nguyen —

At this point, I only want to make you understand. I am not the “Messiah,” despite what you believe. Trust me, the Totality would not pick such a forgettable, imperfect, flawed fellow like myself to play such a role. I am merely a human being as you are; the only true difference between us is one of viewpoint. Being human is magnificent enough without attaching erroneous labels.

Your struggle to convince your fellow ISRAns of my divinity is quite valiant (and flattering). But perhaps your considerable energies could be better spent in serving our siblings in the Refugee Zones, or performing visionary analysis. Please inform your associates of my requests in this matter.

Your friend,  
Otha Herzog

tified figure, both holy and capricious. ISRAns study Herzog’s slightest gesture with painstaking intensity, hoping to find keys to the proxy’s superior clairsentient and precognitive Vision.

When Herzog shares his Vision or gives one of his “brotherly suggestions” (he does not give commands, as he prefers to lead by example and gentle redirection), they are almost never disobeyed. Even those ISRAns who disagree with Herzog’s policies [downscroll: “Ductran ISRA”] tend to comply with these “suggestions,” reasoning that Otha already knows that the course he suggests is

one that leads to the best of all possible futures (and indeed, already has). The seer proxy does not rule his order with the help of titles, official offices or organizational privilege. As the universally recognized voice of the noetic totality, Otha does not need them.

## THE HUMAN CONDITION

While the official definition of ISRA is accurate as far as it goes — that of advancing the human condition through psionic application — it, like the visions of clairsentience and the School itself, can be vague to the point of being unhelpful. What exactly do they mean by “the human condition”? How exactly do the eyes go about advancing it? What role does clairsentience play in this process? Do the rest of us have any say in these advances?

It is typical of ISRA that the concept of “the human condition” receives a tremendous degree of attention in the official School literature, but it is never actually defined. Herzog is reluctant to set official limits on what is “human” and argued at the Calcutta Ethics Summit of 2116 that to do so would “facilitate unreasonable prejudice and discord.” He had ended his argument with the oft-quoted: “Nothing comprehensible can be truly alien to us. Therefore, can we not call what we recognize in our hearts to be similar to ourselves as ‘human’?”

However, in an era when human beings are most assuredly not alone in the universe, and when social and political tensions still create divisions within our own race, this sentiment is often considered naive, even deliberately so. ISRA’s quasi-religious celebration of all things human, no matter



“HERZOG CONTEMPLATIVE” >>> ART ©2120 KOSTBAAR

how odd or extreme they might be, is a radical moral viewpoint — often breathtaking in its desire to find common ground between the self and one's fellow sentient beings.

Many clairsentients claim that this ethic of service to a “universal humanity” justifies their renunciation of national citizenships. If, they argue, the natural human condition is that of unity and solidarity, then national identities are at best artificial distractions from that unity. Better to be a “human being” first and a Han Chinese or a Brasiliano or an African citizen second. Needless to say, this attitude is considered treasonous by several governments [downscroll: “Focus Points”] and ignored as mere rhetoric by others — idealistic but ultimately pointless.

Likewise, the growing tendency among the seers to consider even alien beings as part of the “human” race is alarming to more pragmatic individuals. Reasoning that anything that can be comprehended by the human mind (including the clairsentient faculty) partakes in a nature similar to the human mind, ISRA concludes that the Qin, the Chromatics, and perhaps even the Coalition must share in the “human condition” to some extent. The School has yet to formulate a coherent position on what this means for Aberrants, who once partook in “humanity” but have since become increasingly incomprehensible and “alien.”

## COMPASSIONATE ENGAGEMENT

ISRA reveals its pragmatic roots by focusing on basic human needs. The concerns of other psi orders with scientific rigor, intrigue and corporate hierarchy are almost entirely absent from the School. Clairsentients instead follow an emphasis on people as individuals with specific needs, hopes, fears and hungers.

The order's inchoate leadership — the so-called “Mashriqi” — encourage ISRAans to spend a portion of their time doing charity work. These charity missions are of two types: those designed to exercise the individual's psionic abilities (by doing “psychic-detective” work, dowsing for resources or archeological finds, finding lost objects)

and those that exercise mundane abilities (teaching martial arts, doing psychotherapy, planting fields). Missions are tailored to the individual ISRAan with the goal of “teaching her to encounter the roots of prophecy,” or to attain some psychological insight regarding the individual and the greater universe.

### PROTEUS ARCHIVE

**Subject:** Universal Consciousness  
**From:** Mei Lanfang, Qin Junior Ambassador to Earth  
**To:** Otha Herzog, ISRA Proxy  
**Encryption:** DSE  
**Transmission type:** textfile  
**Date:** 09:47:08 12.23.2117

This vehicle for sharing observations is very elegant. You rigid people are cultivated with this electronic messaging.

I wish to reveal to you that your observations were unexpected. We of Qin incorporate a pattern of thought similar to your “universal ground of human consciousness.” The humble translation is possibly, “The Qin within Qin is like water in water.” I am ashamed the words are not precise, though this marvelous shell machine chooses proper words for me with uncommon accuracy. Perhaps it is more refined to build the plural: “Qin among the body of all Qin.”

We cannot build a pattern of thought where the unit is not a component of the whole, in which your “individual” does not incorporate the “universal ground.” Ergo, your desire to incorporate the Qin into your “human condition” is very elegant and unexpected. We of Qin and you of humanity are clearly like water in water. There is no division.

I wish to play a different role within the embassy community now. Your conversation has been useful.

Your friend,  
Mei Lanfang of Qin



The majority of charity missions take place in areas of human space that the Mashriqi designate Long-Term or Temporary Focus Regions.

### LONG-TERM FOCUS REGIONS (LFRS)

Some areas contain numerous important vectors of the "Vision," or human destiny, which will unfold over the next decade or so. Key LFRs are Calcutta, Olympus, the remains of France, the American Midwest and the abandoned Upeo wa Macho facility in Africa. Quezon is also a designated LFR, but the Ministry refuses ISRA access to inspect the city. Of them all, Olympus — and apparently Luna as a whole — is considered the most vital LFR, but for what reason Æon has not yet determined.

Most seers are content to administer aid to locals and to carefully record any clairsentient perceptions they might have while in the LFR. Many visions experienced in these areas go far beyond the individual's previous practice — both in profundity and accuracy. These perceptions are then collated and woven into the holographic Vision that guides the order as a whole.

### TEMPORARY FOCUS REGIONS (TFRS)

Other areas are the loci of less rigidly fixed prophetic vectors, and they can be designated anywhere in human space at any time by Mashriqi analysts. Because holographic vectors are fragile and unravel easily within TFRs, many Mashriqi refuse to brief the seers they send into these areas; they hope to avoid skewing the nascent potentials of the situation or disrupting the shape of things to come due to the psion's expectations. This practice has been frustrating to the clairsentients sent in "blind," and debates within ISRA abound over whether such uninformed delving is a necessary evil when dealing with something as sublime as the future.

## ORGANIZATION

ISRA is the most unstructured of the psi orders, according to Otha Herzog's conception of his School as a vehicle for self-discovery and the exploration of each member's personal vision. There is arguably no better model for the organization of a "clairsentient order" than a group composed solely of seers and visionaries. By refusing to adhere to a single fixed viewpoint, ISRA is free to examine the universe from a multiplicity of perspectives, the better to understand the holographic Totality of the whole.

Of course, this dispersement of vision can appear to be as much a hindrance to ISRA as it is a strength. With the exception of the Æsculapians and the Legions, the School is the only order to entertain serious public dissent within its ranks. Even so, ISRA allows it to a much greater degree and in bewildering variety. Outsiders are often dumbfounded by the seemingly baroque patchwork of competing theologies, political stances, practical concerns, and noetic agendas within ISRA.

The confusion is punctuated by two aspects of the School: First, many of the distinctions that the ISRAns argue over so fiercely are difficult for non-clairsentients to understand. After all, these viewpoints are often rooted in nuances of the so-called "holographic Vision" that all clairsentients share. Second, no matter what their opinions of one another are, all ISRAns revere Otha Herzog with an intensity that ranges from grudging respect to mute adoration. Many clairsentients might find the Old Man's methods frustrating and his quietism insufferable, but even these feelings are soon tempered by resignation and even awe.

No ISRAn can escape the simple fact that, of all human beings who have ever lived (with the possible exception of Telepath Proxy Bue), the Old Man is closest to knowing everything. If an event or contingency isn't part of Otha's Plan, it almost certainly isn't something a lesser clairsentient (much less,

## NEITHER LEFT NOR RIGHT

— “Notes from the Editor,”  
**Ductran Maneuvers 01.05.2120**  
 Do something, Otha! Get off  
 your asteroid and lead us!

a latent) can plan for either. ISRA can bicker all it likes, but there is no beating the proxy. For example, Otha can likely see any potential danger that the Ductran splinter group [downscroll: “Ductrans”] may pose and take steps to defuse the situation — even before the Ductran members know that they’re going to rebel.

Indeed, according to the paranoid — as well as those truly awestruck by Herzog’s omniscience — if Citizen Otha hadn’t wanted the Ductran dissenters around to serve as his gadflies and inscrutable teaching device, he wouldn’t have permitted them to form at all. ISRA is, after all, the Old Man’s School.

The main thing that tempers such thoughts is that even Otha Herzog can’t see everywhere at once. Even if he could, he’s not dictator material. His touch is too soft, his advice given too gently. Herzog guides with a carrot, not a stick. To date, the Old Man has never been a threat to the Æon Trinity’s goals — in fact, out of all the proxies, his Agenda seems tied most closely with Æon’s.

Still, we must remain alert. A nascent dictator Otha Herzog may not be, but his potential for Messiah is tremendous.

## ISRA GROUPS

Most clairsentients use their abilities in jobs directly unrelated to ISRA — transport pilots, private investigators, astronomers. Despite these varied career choices, seers gravitate to other clairsentients who share similar philosophical or ethical viewpoints. These associations have given rise to a

number of subgroups within ISRA over the last decade and a half.

Each subgroup is primarily a source of social interaction between clears, although most have agendas that their members follow. These agendas focus on maintaining the security of ISRA, psions in general and humanity as a whole. It’s a testament to ISRA and Herzog’s guidance (or lack thereof) that these various splinter groups often have radically different viewpoints regarding similar ideals.

Despite the often-heated philosophical discussions between members of different subgroups, most ISRAans agree to disagree. Opposing perspectives are put aside when danger threatens (they are picked up again quickly after the threat is addressed). This matter illustrates quite clearly the Old Man’s view of ISRA as a family.

## THE MASHRIQI

In typical ISRA style, there are no rigidly defined requirements for membership in the inner circle of leadership known as the Mashriqi. There is no applications process, no training regimen, and no procedure for

## TRITON ARCHIVE

## FROM THE DESK OF OTHA HERZOG

My Dear Ductran Brothers and Sisters:  
 I see by your use of the word “asteroid” that you are inhibited in speaking about my posterior. Please feel free to use “arse” or “butt.” I will not be offended. Besides, despite your attempt at clever wordplay, *Huruf al-Hayy* is, as you well know, not an asteroid but an artificial orbital station.

Meanwhile, my butt, like the rest of me, serves the noetic Totality, even when it is just sitting there doing what looks like nothing.

Your good friend,  
 Otha Herzog



## ISRA METHODS AND PRACTICES

campaigning for the office. Indeed, those who actively seek the office of Mashriq almost never attain it — lobbying is discreetly frowned on by ISRA leadership and regarded as a mark of immaturity and *hubris*.

Those clairsentients who become Mashriqi tend to greet their promotion with surprise and even horror, as they are the ones who want the office least. The only requirement is that the Mashriqi must dwell “wholly within the Vision,” and hence, remain completely aloof from mundane commerce, ownership and politics.

Even the exact membership of the Mashriqi is left vague by ISRA, perhaps purposely. While the identities of many Mashriqi are publicly known, new faces continually appear and claim to speak for the School. Others retire without explanation, some leaving the office after short terms. The core group of individuals who have been with Herzog since the order’s early days are the only true constants. They are sometimes referred to as the Huruf Mashriqi to differentiate themselves from the new and transitory Mashriqi.

According to one hypothesis, the “random” Mashriqi are appointed by Herzog himself as the individual equivalent of his “Temporary Focus Regions” — for a brief period, the clairsentient is at the center of the subquantum flux and must be identified as such while his moment of transitory importance lasts. Afterward, the “temporary Mashriq” is free to return to his normal status and responsibilities.

Each of the groups discussed in the following section has its own appointed Mashriq (even Ductran ISRA and Messianic Baha’i), although the Mashriqi don’t always guide their ISRA subgroups directly. Whatever their immediate responsibilities, the Mashriqi respect Herzog’s authority and promote (what they view as) ISRA’s ideals.



## ISRA UNIVERSAL CONGRESS CANCELED?

— *Newsday* holobrief

© 03.01.2120 GN

Despite years of planning, an unnamed source stated that the long-anticipated Universal Congress of the Clairsentient Order ISRA is postponed or even canceled. In a prepared statement, ISRA spokesperson Varuni Venkatesan responded to the claim and noted that the Congress still has the green light. Ms. Venkatesan did add, “I admit that circumstances, unforeseen until quite recently, might bring about an unstable and potentially unsafe situation [if the entirety of the order gathers] in Olympus as planned.”

Herzog had scheduled the date for the Universal Congress (June 25, 2121) when he established the clairsentience order nearly two decades ago. Announcing the noteworthy conference so far in advance made the event a perennial holonews item over the years.

Patrick Nasser, Chairman of the anti-psion organization, The Committee for Truth, released a statement on the issue: “This ‘cancellation’ calls up the enduring questions: What, exactly, was the conference for? If this is something of importance to humanity, why are Proxy Herzog and his cohorts waiting so long to spread the word?” ISRA did not respond to these questions, or to Nasser’s suggestion that the entire situation is an attempt at psion propaganda.

However, Ms. Venkatesan was quick to dismiss rumors that the postponement of the Congress is a symptom of infighting within ISRA.



# ISRA METHODS AND PRACTICES



SKETCH FOR BASILICA OF THE ASCENSION > AKIRA VON WOOD

## JOYCEAN ISRA

In his pre-Prometheus life, Philip Vaughn Williams of the Huruf Mashriqi was a student and a teacher of literature, particularly the work of James Joyce. Although he has since converted (at least in principle, as he still enjoys alcohol a bit too much) to Baha'ism, his true religion is still the interpretation of books. Of these, the holiest is Joyce's *Finnegan's Wake*, which Vaughn Williams has studied for the last two decades with every facet of his abilities, normal and psionic. He claims the book is the perfect representation of the psionic universe in textual form. Vaughn Williams' views attracted a number of clairsentient students, who (together with their lines of transmission) form "Joycean ISRA."

The Joyceans are the analysts and theoreticians of Herzog's School, working to tie the disparate vectors of the clairsentient Vision into a coherent model of the holographic Totality. They are also obsessive cataloguers of the structure of ISRA itself, which they believe mirrors the greater universe — its history and its future. The seers themselves are considered "living letters of the holographic text" by the Joyceans, whose great work centers on reading the "words," "utterances" and visionary "verses" produced by lives within the clairsentient existence.

Most Joyceans devote themselves to this task full-time, but select others apply their philosophy to more practical pursuits and look for greater meaning within the whole of the universe. These Gifted are often



## ISRA METHODS AND PRACTICES

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## VISION PROCESS FILE — 418

**Subject:** O. Herzog**Transcriber:** P. Vaughn Williams

**Process Text:** A conclusion similar to that reached by Bhurano. Light seeping out of the universe — subquantum medium emptying — first slowly and then with gradual but inexorable acceleration. Holographic elements become muted and unenthusiastic. Dullness and progressive decay of the vital force (Koestler and the Darkness at Noon).

Earth might well be destroyed during this reconfiguration of the medium. I (and Herzog) lose the trace of Earth sometime around 2122. We are too far away by this point (remember: the eventual relocation of the Still Point into the newly discovered territories affects clarity), and there is too much else going on to keep track of the cradle planet.

Darkness becomes day. Flaring brilliance. Looking into the blue light and finding the sin eater staring back. The Vision of Ibn Arabi is significant here, as the creature appears to be flattening Bhurano's "dimension of the subquantum waveform" itself — something the proxies believe is impossible.

**Prognosis:** Relocation of Still Point inevitable. Timetable apparently remains sound, despite minor gyre retrograde currents forming in the lower quanta. Perhaps adjustment plus or minus six months. Sharifiyya progress is still a bit too slow; confirm with HRH as the un-occultation of the "imam" remains the weak vector in the world stop. After next year, we will need all the help we can get.

investigators, scientists or explorers. While their search for truth and meaning is commendable, their habit of looking for deeper meaning in *everything* can be distracting at times. After all, sometimes a pipe is just a pipe.

## TRITON ARCHIVE

*O.H. said you were to see this. Hope it helps.  
Best regards, Tangerine U.*

The handful of us who've met the jump ships so far agree that they're very sweet. It reminds me of the puppy we had when I was a small girl, actually — no creature since that time has ever seemed so big, so breathtakingly *there* for me no matter which way I turn my eyes. Wherever we look, we find our jump-ship partners already there waiting for us, and their cores smile back.

They are faster than our minds' eyes. They can keep up with our spans of attention.

I know that the Orgotek crews say that the Leviathans barely rate as satisfactory intelligence. We select few know that they are wrong.

The ships talk to us.

## THE HAJJ

Those ISRAans who are drawn to careers involving planetary and deep-space exploration are collectively known as the Hajj, or Pilgrimage. Even by School standards, they form a diverse group, comprised of astronomers, jump-ship crew, colony organizers and vagabonds and wanderers. Many come from the School's Baha'i adherents, as the Baha'i post-orbital diaspora are now culturally oriented toward spacefaring as a way of life.

## DUCTRAN ISRA

A key "loyal opposition" faction within the School, the Ductrans (or "ducks," as their detractors often call them) are a loose

network of clairsentients who have grown frustrated with what they consider ISRA's excessive passivity.

Rather than sit back and watch, the Ductrans act on their visions and manipulate events in a more direct and obvious fashion. Herzog and the orthodox Mashriqi advocate action on what the Ductrans deem to be a trivial scale of charitable endeavors and investigative work. The Ductrans are eager to make a difference on the larger stage of human society. They are tired of avoiding direct involvement with the "vectors of Destiny" and defy even the Man Who Knows Everything. As such, these clears take it upon themselves to advise heads of state, adjust economic figures and bring explosive situations to a satisfactory conclusion.

Noteworthy Ductran cells include such working groups as the Moving Eye, No Future Now and the Precipice Group. These seers are drawn from the younger generation of ISRAns. They are unfamiliar with the devotion to Baha'i or lack first-hand experience with Otha Herzog — two major factors in inspiring obedience and patience in the older clairsentient community.

TRITON ARCHIVE

THE POWER OF MASS COMMUNICATION

— Excerpt, pirate broadcast

This is Ductran Holotransmitter 26 beaming to you on pirated airwaves. Please cue to this station for news and the ghost weather updates, that will come to you as often as we can maintain the transmission.

Here's a message from Tom in Wanjing to Bridget in Leadville, Colorado: The cats are fine, it's just a bad dose of positive ions from Orgosoft Farms down the valley. Otille in Niue Zieder Zee, permanent refuge camp D-611, confirms that message. Bridget, hope the cats feel better.

Back to the weather and ghostbang now, but remember kids, you're tuned to the frequency the station shifts to. Don't just be monkeys who see, be monkeys who do! Don't give O.H. and his priests any more "terrorist" propaganda, yeh? Revolution Now is a nonviolent bang. Play safe.

Brash, impatient, but driven by the need to alleviate tyranny and human suffering, the Ductrans are somewhat naive but admirable. They know that Herzog is philosophically correct in his passivity (how could he not be?). Yet, they go against him anyway because they cannot bear to do otherwise.

Many find the constant weight of "destiny" and predestination within ISRA rhetoric to be extremely limiting. Out of this impulse, Ductrans work against the fulfillment of the Vision and try to sabotage what they know of the smooth revelation of Otha's Agenda and the preordained future. If a Mashriq foresees a Ductran in a particular situation, performing a specific act, the Ductran will do anything



AVOIDING FATE

— Agent Null, No Future Now, interviewed for *The Painful Truth*  
© 2119 MMI

What else was there to do? Everything else was fixed from the beginning. The union wasn't going to end the strike peacefully, and the scab hostages were getting restless. Even without the Sight, you knew what was going to happen. But we couldn't let it.

That's why we blew up the hangar: to catch the Mashriqi by surprise and get some damn resolution.

## ISRA METHODS AND PRACTICES

in her power to prove her free will by acting differently.

Some factions of Ductran ISRA have even been driven to the point of violent revolt in their frustration at the Agenda's "inexorability."

It is possible that Ductran ISRA works only toward the greater glory of the clairsentient Vision and exists with Herzog's blessing. Their rebellion may be part of the grand tapestry of the future that Herzog has foreseen. Time will tell.

## MUZZEIN BANG

The ISRAAns say that the existence of Muzzein bang came as a surprise to even Proxy Herzog, which might be an overstatement, but we should not assume that the Old Man is truly all-seeing. Yet, Muzzein certainly has the wild and pernicious characteristics of a random mutation, an unforeseen eventuality lurking within the carefully planned amorphous structure of the School.

Muzzein is ISRA for the young and is less a philosophical system than a subculture of popular music, adolescent sentimentality and mild hedonisms. Its youthful adherents are devoted to the swirling, dense barrage of images, texts and sounds with which a bang composer (a divina) assaults her audience. The experience can leave an unprepared listener drained of energy and thought, but it can also induce visions comparable to those of a psi-active clairsentient.

Divinas are almost uniformly clair-sentients for the simple reason that the bang mediaboards used in full-mix Muzzein are formattable Clairsentience bioware from the Annam nomadic labs. The boards' semi-random media-generation features require at least minimal latent Clairsentience thresholds in order to operate even on an amateur level. For real bang, a divina must use at least two, and sometimes all three, Clairsentience Modes at once for extended periods, weaving through the sea of ghost-imagery and



"VISIONS" BANG ALBUM COVER >>> ART ©2120 KOSTBAAR

holosymbols, depth rhythms and low-level auratic communication channels that the boards produce. This effect is exhilarating but difficult to control.

It's possible that if Muzzein hadn't evolved naturally, Otha Herzog would have invented it. The divinas and their bang are the ideal vehicle for ISRA to propagate its policies into the mass consciousness of the human race, both Gifted and latent. With the assistance of ISRAns within Stahu Entertainment, the Vision bang is quickly growing in volume to cover the solar system.

### THE QADIYYA

The judges and detectives — and spies — of the clairsentient world, the Qadiyya are bound together more by temperament and professional ties than by any ideological creed. Each Qadi shares little more with his siblings than the clairsentient aptitude and a desire to explore the unknown or to uncover hidden truth. Beyond this similarity, they are solitaires and introverts and interact more with psi-normal society than with one another. They are perhaps the most pragmatic of all ISRAns.

Unlike the Joyceans, whose efforts are public, the Qadiyya pursue their activities in secret. Many work for governments, corporations and even the Æon Trinity, where they investigate sensitive issues. Other Qadiyya have more public employ as police or security, but they keep their status as Gifted a secret.

Like the Ductrans, the Qadiyya are driven to action. However, the latter take Herzog's recommendations as seriously as they do their own responsibilities. Although aloof from other clairsentients, the Qadiyya garner respect from their peers since they've been instrumental in uncovering a number of threats to humanity (hidden Aberrants, sympathizer cells, government corruption). To be trained by a Qadi is a mark of pride among ISRAns.

### THE SHARIFIYYA

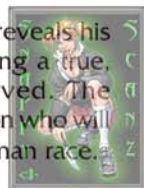
Those unfamiliar with ISRA are often surprised to see how earthy life among the "ethereal" clairsentients can be. Many of the seers eat, play and sleep together. They clean the toilets. They marry and give birth to children. According to the Vision, they will grow old and die together, and their children's children will continue the School's great work.

If there is any truth to the theory that there are genetic factors involved in latency, the subgroup known as the Sharifiyya stands a very good chance of isolating the factors that select for clairsentience. They encourage reproductive matches between those with extraordinary psi gifts (the stated goal to produce even more highly Gifted children).

As individuals, the Sharifis are as diverse as any other offshoot of the School. Their agendas range from noeticists' genetic studies at Camelot College to the dynastic maneuverings of Princess Lila, the Sharifiyya Mashriq. Many are fascinated by the sight of the Visionary Hand at work within the human heart. The Matchmakers use their abilities to discern which people might produce interesting relationships and then arrange to bring them together. Many of these pairings are temporal linchpins that send echoes of their future importance backward to the seers, who then conspire to make the visions come true.

For some Matchmakers, their work is as straightforward as finding dates for clairsentient friends. For others, it becomes a mystic fervor, a sifting through the entire body of humanity in search of the divine Beloved. This Beloved, an important component of Herzog's noetic terminology, is the name given to "the synergistic complement" that fulfills the absences in an individual, or even in the greater universe.

In this process, the Sharifiyya reveals his true purpose within ISRA — finding a true, messianic version of this Beloved. The individual hopes to locate the person who will fulfill and transform the entire human race.





### MESSIANIC BAHÁ'Í

Alone of the ISRA factions, Messianic Baha'i seems to embarrass and annoy the proxy. Its members do not argue with Herzog or ignore his Agenda. Rather, they follow his "helpful advice" all too literally, even zealously. Worse, they proclaim on all available newsfeeds their belief that Otha Herzog is the Messiah who has come to lead humanity into the apocalyptic End of History. It is up to the true Baha'i members of the School (including these Followers, as they deem themselves) to assist the proxy in transforming the universe through divine compassion, nonviolent political action, and flight from the evils of the 22nd century and its media "din."

Despite the Mashriqi's best efforts to put a stop to this undercurrent of apocalyptic hysteria within ISRA, the messianic impulse appears to be spreading. The School's information network is littered with anonymous confessions of faith in Herzog as "Hidden Imam" or "Seal of Prophecy" and, increasingly, with various allusions to a "Vision of fire." Until recently, the more orthodox Mashriqi were careful to point out that this "fire" is an interpretation of Process 418, and that the holographic Vision should rarely be taken literally. However, rising messianic currents within the Sharifiyya and Hajj have brought the groups closer to the Followers' point of view. The situation being slightly unstable, any allusions to Herzog as Messiah are greeted with studied silence by ISRA leadership.

Despite holoscreeds to the contrary, the messianic arm of Baha'i has never been linked to terrorist activities, but it remains as pacifist as the main body of Baha'i. All messianistic demonstrations to date have been nonviolent in conception and execution; there are reports, however, of neutrals who may be using the Followers' words as license to take action.

### THE INNOCENTS

It is easy for ISRA to publicize the clairsentients who play a visible role in the guidance of the School. The agendas and activities of the Qadiyya, Mashriqi, and Hajj are fairly straightforward, and those psions who fall into such groups are comparatively easy to point out. Likewise, the ideological roots of splinter groups like No Future Now, the Sharifiyya and Messianic Baha'i, while abstract to the point of being incomprehensible to non-clairsentients, are at least understandable as ideological splits. They exist simply due to differences of opinion.

Conversely, those ISRAns known by the School leadership — and *only* by the School leadership — as the Innocents defy even such perfunctory understanding. According to official ISRA membership rosters, the Innocents are composed of those psions (and neutrals) who "belong to the School, but just don't know it yet."

Other orders scoff that what ISRA terms "Innocents" everyone else calls "latents," and that there isn't anything inherently special about this mysterious group. Herzog has assured these detractors that the Innocents play a vital role in the future, more so than other psions. Yet, it is important to the future that the identities of the Innocents be kept secret until the proper time, even from the individuals themselves.

The Innocents have no uniform political agenda, as few, if any, are even aware of their special status. Once their potential is revealed, Innocents usually find their way into the other psi orders or into the Trinity, where they take on the attitudes and organizational goals of those around them.

## "HERZOG'S TRUE AGENDA"

— textfile from >>> **name restricted** <<< ISRA operative

I want my name left out of this.

So what do you tell the Man Who Knows Everything?

Think of Otha as the ultimate chess player. With his monster clairsentience, he can do things the rest of us clears can barely dream of doing. The Old Man sees all the possibilities that follow any move he makes, so the key thing for him isn't finding a Master Plan he likes — he can choose from a near-infinite number of those. The trick is deciding *which* Master Plan lets him get what he wants most efficiently.

In other words, Herzog spends a lot of time just trying to decide which side he'll come in on. Once he knows that, it's easy. This is what his big "dreamtime" thing is about, and this is the real reason why he arbitrarily moves us around and makes us do things.

That's right; it's not "random," it's not "fey," it's not just some kind of symcausal love fest. It's *Otha's School*, and its job isn't so much to teach us something about the universe as it is to teach Otha something about how the universe can be manipulated. ISRA is one big game of imaginary chess with real people and pawns, and he's shuffling ISRAans around like chessmen, all the while looking for the unbeatable combination, the tactical edge.

Like the rest of Otha's methods, ISRA's recruiting strategy isn't as "random" as he wants you to believe. If you've got an interesting *zikkir* or "Destiny Potential," ISRA arranges to have you recruited. You might think you're making a conscious choice, but it's all fake; "when the situation is ready, the recruit simply decides," yeh?

Yeh, right. The fact is, you can't fight the noetic Totality. If Otha decides you're a jump captain, you'll ride that mushroom sooner or later. You'll be a jump captain, and maybe you'll learn to like it. He already knows. Sure, you get a say in the matter, but the universe always outvotes you for some reason.

There are lots of people who ISRA considers "members who don't know it yet." That's where the Innocents, Herzog's "control group," come in. The Innocents let him check his work against the way the universe would have ordinarily proceeded, outside the din of ISRA and Ductran maneuvers and all that.

As far as the Mashriqi are concerned, nobody ever quits the School — they'll go on watching you and guiding you into situations that help confirm or disprove Otha's Plan. I mean, I quit ISRA. Didn't I? Say it a little louder; I'm sure my fellow members of the Huruf Mashriqi could use the chuckle.

Over and above that, what Otha wants is pretty simple and not really sinister. He's a Baha'i. He's working toward the unification of the human race, toward that Utopian moment when everything human can gaze upon itself without the masks of race or gender or power in the way — just humanity gazing into humanity, face to face, world without end.

In that respect, he's on our side. Likewise, as far as Æon works toward Unity, we're on his side. And he knows exactly how much he can trust us.

Good thing even the proxies can't mix multiple aptitudes, yeh? Just think if the Universal Citizen could read our thoughts as well as watch us any time he wants.

## ISRA METHODS AND PRACTICES

## AL ALIF

It is a matter of open debate whether the AI Alif (or "AI AI") actually exist. If not for the fact that Otha Herzog himself has informed Æon of the AI AI's existence and general methodology, even the Æon Trinity would be inclined to dismiss the group as urban legend.

However, they are real and potentially dangerous. Herzog has gone out of his way to reassure Neptune that the primary function of the AI AI (euphemistically called "The Unexpected Guests" by ISRA loyalists and the "Baha'i Secret Police" by dissenters) is to monitor misuse of the clairvoyance aptitude by the "ethically challenged." The AI AI visit only their own, the renegades and criminals of the School. As members of AI Alif are all trained by the group's founder (the former war criminal Abbas Kastami) to be nigh invisible to psi detection and capable of evading mundane surveillance; they could be anywhere, using their powers of insight to move silently through the universe.

It is difficult even for seers to detect the judging hand of AI AI at work. Psi voyeurs are exposed in the act, and seers who use clairvoyance to profit unfairly on the stock market or on other games of chance never succeed for long. Psionic cat burglars break into houses they perceive to be empty, only to encounter unforeseen resistance. Stories like these, or of clairvoyant blackmailers and would-be petty dictators caught in their own schemes, are common ISRA lore, but Kastami's people are rarely, if ever, identified as being involved.

While Herzog is understandably reticent to reveal the inner workings of the AI AI (after all, the less others know about their methods, the more effective they are), such a group displays the Old Man's fundamental pragmatism. How else could a clairvoyant be captured, or even outmaneuvered, except by a fellow psion who happened to be invisible to clairvoyance? How could a rogue clairvoyant even be caught, except by another seer? The nondescript character of ISRAns is one of the order's greatest strengths,



PROMETHEUS CHAMBER &gt;&gt;&gt; AKIRA VAN WOG

## ISRA METHODS AND PRACTICES

## PROTEUS CONFIDENTIAL

## THE TACTICAL EDGE

— **holobrief, Abbas Kastami, AI Alif**

Lightly, brothers and sisters. Be forewarned.

We are not angels or gods, nor fell walkers nor giants in the earth. We are men and women who happen to have our eyes open. As such, surrounded by Aberrants and otherwise, we must take precautions just like other humans. These steps are basic common sense but worthwhile to say over and over:

- Know your enemy. If you anticipate trouble and have a moment, do your research. If there is time and need, request information from the Sphere.

- Know the area. You have the ability to gain the home ground wherever you are, if you have the forethought.

- Always scout ahead, both in time and in space. Look for escape routes, plan for the unexpected, look for situations that would surprise you otherwise.

- Think tactically. Minimize risks and maximize benefits. As the subquantum manifold relies on the interaction of all of its infinitely small components, so too does success rely on the multiplication of small successes. Multiply your tactical edges until you are unstoppable.

- Be elsewhere from danger. Remember that you can gather information from a vast range, where you cannot be harmed. If the situation is dangerous, observe from somewhere else. If possible, lead the danger away from others as well, so none comes to harm.

- If you can see the enemy but he cannot see you, you have the advantage. Be invisible.

- Guide the tides, do not attempt to redirect them. Otherwise, you will be destroyed and the tides remain unchanged.

- Communicate with one another. Watch one another's blind spots. Inform one another.

but it is also a problem for everyone when a seer goes bad. As the AI AI are rumored to say: "An eye for an eye."

As far as is known, the AI AI have never killed in the line of duty, save for justifiable self-defense. Whether this policy is their own or a mandate imposed on them by the proxy is not known. There are believed to be 30 members of AI AI patrolling human space. As with everything else related to this group, however, that number is merely supposition.

## NEPTUNE DIVISION

## PSI ORDER ISRA: PROGNOSIS

To date, Herzog's people have been extraordinarily cooperative with the Æon Trinity. Still, even clears who transfer allegiance to Æon retain strong loyalties to the School. We have no way to gauge correctly how much of the information we receive from these agents is accurate.

Until Proteus can provide better trained operatives for ISRA assignments, Neptune recommends continued work with surface agents, liaisons and advisors. ISRA is quite receptive to working with Æon; it is desirable to increase the dialogue between Herzog and the Trinity in hopes of evening the playing field.

Meanwhile, Triton reports that Herzog himself has stepped up his ominous statements about the Trinity. We still have not figured out what he means by "you must change your life," and the proxy hasn't volunteered any clarifying comments. There seems to be little malevolent intent in Herzog's words, but Neptune recommends caution nonetheless. We know all too well what the proxies represent, and it will not do to underestimate them.

## The Persistence of Vision

It is difficult to prepare any overview of ISRA's history. ISRAns come and go, and they separate and recombine as their insights take them. Nothing ever changes in ISRA on the surface level — or perhaps everything is always changing. The only true constant within the School is the presence of Otha Herzog, the so-called "Old Man" and Clairsentience Proxy.

Proxy Herzog has written an autobiography, little more than a memoir. It is not available for public download and cannot be purchased at the scripshops of Camelot or Axum. To read *Reflections of an Ordinary Man*, one must receive it as a gift, usually as an actual bound book. Our copy is a valuable addition to the Æon Trinity archive, as it is the original manuscript, written in small, painstaking longhand by Otha Herzog himself.

The manuscript is inscribed: "To Æon, for the future: In remembrance of happier times between us, and in anticipation of a new bridge to come." The implications of such a statement are both obvious and ominous.

Scanned excerpts from the manuscript follow.

### Reflections of an Ordinary Man



— textfile conversion, Otha Herzog  
Childhood

My childhood, such as it was, ended quickly, and those early years are not

## Israel Closes Borders

*Refugees  
Trickle Spaceward*

— *Newsday* holobrief  
© 10.04.2094 GN

In an announcement that some have already called "shocking" and "alarmist," the nation of Israel-Judah has declared itself *eretz hakodesh*, or holy ground. The declaration follows last week's reconsecration of the Temple in Jerusalem. Fragmentary reports already indicate the Israeli constitution is suspended, at least in part.

In a land where religion holds more power than politics, the announcement has had a profound impact. Refugee groups have been sighted in Cairo and Ankara, but reports of disenfranchised Israelis pouring into the Saudi PRZ relocation camps are not yet confirmed. With the exception of members of the state-supported Temple Orthodoxy sect, residents of all the Israeli territories appear to be fleeing the region in startling numbers.

conducive to nostalgia. I was born in Mali, shortly after the Aberrant Exodus. I regret that I did not stay long enough in Africa to remember much. Upon my parents' death, I was sent out of Mali with thousands of other orphans and then adopted. I was lucky to be claimed by Baha'i, who gathered war refugees in their Frankfurt headquarters.

Six years old, I went from the morning of Africa to German twilight. As Europe dissolved around us, there were many shortages: butter, bread, fusion cells. Although we were among Baha'i, it was difficult for my foster parents to earn enough money to buy us the necessities — there were simply too many refugees. The entire human race was a refugee in those days.

My relationship with my foster parents was not a happy one. Let us not speak ill of them because they taught me how to live a humble and justified life. They were the best Baha'i they knew how to be.

### School

I was an average student, preferring to work with my hands. Even once I enrolled in a Baha'i school, I did not pursue poetry and religious literature for some years.

I met my spiritual brother, Johan Rydell, when I was nine. Even then he was a marvelously generous person; I am still awed by — and a little jealous of — the seemingly unconscious ease with which he gives of his enthusiasm and energy.

After school, I apprenticed at a local holographic reproduction shop. It was good, honest work that left my hands busy and my mind clear for thinking. I liked working with light and the ways it can store information; many of our School exercises that deal with a "holographic lens" or "unfolding the hologram" were born in that development lab.

### The Voice Crying Out

I got a little room with a holovision and a fuse-oven and very little else. I went to work and came home again, and I was happy. My two dearest friends, Johan Rydell and Erika Leffel (who I had also met at school), married. My life continued in this way for 10 years, until

Despite earlier reports to the contrary, there does not appear to be an organized policy of expulsion at work. Rather, those who follow beliefs other than Temple Judaism are migrating on a scale not seen since the war.

Many of the refugees are emigrating offworld. Spaceports are already overburdened, suffering from confusion and long delays. A general travel emergency has been called for Earth and near orbit.

Although there is tremendous social unrest in



the region, Israel-Judah's declaration has sparked little actual violence. Nonetheless, the United Nations has called a special session to address the move. Whether the nation will face political consequences remains to be seen.

one evening. I sat on my bed waiting for the fuse-oven to cook my dinner, and I heard something.

It was a voice from nowhere and everywhere. I heard my name and was told to listen. It was strange, almost disturbingly comforting, like some narcotic drug or hypnotic holo program. It was like a voice from a dream.

I learned that I was chosen by the universe to open the eyes of humanity, to help rescue our people — all our peoples — from the certain destruction of war, ignorance, Aberrants, and other threats. I was told that there would be guidance. The voice would come to me again when the time was right.

### Hide and Seek

Shamefully, my initial response was to escape from the role that the universe had prepared for me. I tried to ignore the call, or to explain it away. I told myself that I was going insane, that I was being tempted by delusions of grandeur. I sought both psychiatric help and the counseling of my fellow Baha'i, veiling my situation in vague analogies and simple explanations.

Yet the voice continued, growing stronger. I stopped thinking rationally and ran from the sound that was not there — my confusion and constant denial were very stressful. And so began the first of ISRA's great games of hide and seek. I took my meager savings, sold my belongings, quit my job and took the first magtrain out of Frankfurt, not caring where it was headed.

I fled but the voice followed. The game of cat and mouse continued for a year. I changed my name and colored my hair, skin and face. I walked differently and altered my voice. I became truly anonymous, and yet I was everywhere — I wandered across dreaming Europe, hiding and running through the husks of the ruined cities. I lost myself in the depths of society, among the cast-off, the beggars and the prostitutes. I lived in the forest and ate wild carrots. I traversed the Earth, from Europe and through China as a long-haul truck driver. I crossed the Pacific as a slave to drug smugglers, gaining my freedom when I repaired the scanning system they had stolen months previously. The voice's call drove me from the grim Los Angeles



arcology across the ghettos of the FSA. I fled to the East, toward the rising sun.

Because of this journey, nothing human surprises me now. I have seen the faces that humanity shows the world: the boredom the rich wear to mask their fear; the starving children with only cold holographic images for warmth and sustenance; the wasted stare of drug addicts blind to the reality around them; the scrambling fascists who clutch ever more desperately at power; the content yet bewildered peace of the old. In my flight, I heard a hundred languages spoken and they all said the same thing — they feared the unknown future and they looked for guidance.

Strange as it sounds, the odyssey in retrospect was not only supremely informative about the human condition, but also fun. I saw the world through a hundred human viewpoints, lived a hundred lives. This encounter was my first with the underlying noetic Totality — even before my gifts were formally awakened.

At length, exhaustion dulled the edge of my terror. One can only run from something so long before the pursuer becomes a familiar face. I returned to Europe. Johan and Erika were expecting their first child when I began my flight, and I wanted to see the baby before confronting the voice.

### The Message Catches Up

By my return, I must have been unrecognizable to anyone but the Rydell family. I went to their flat, as in the old days. They were home and overjoyed to see me. As I looked upon their baby, little Otha, he spoke to me without words, in the voice that followed me.

NEPTUNE CONFIDENTIAL

### THE ORIGIN OF THE PROXIES

#### **Æon Trinity General Announcement, Neptune Division, 11.04.2110**

We are not yet ready to confirm the identity of the voice(s) that the proxies claim to have heard prior to the awakening of their psionic abilities. Triton Division has run probability checks and narrowed investigation down to the three strongest possibilities: covert human agency, alien influence, the proxies themselves projecting back in time.

The Æon Council will not yet release details regarding the investigation for security reasons. We understand the concern our operatives have regarding the dubious nature of the proxies' (and therefore psions') origins. It is for that very reason that we will not disclose our findings until we have absolute proof of the situation.

Discussing details prior to establishing significant facts only dilutes the Trinity's focus and sows confusion among its operatives. Unity is our primary goal now. Rest assured that you will receive all the data required to assist in realizing that objective.





The clarity was beyond anything I had experienced before. In that small apartment, not far from where I had begun my journey, I finally understood. I knew my destiny, and that of my fellow proxies. I saw all of them. Even Bhurano.

The voice revealed many things to me that day. Some of them I have passed on to ISRA and to humanity. Others, I have been forced to keep secret for a little while longer.

Johan and Erika told me that they were relocating to Olympus, and I knew that I must join them. My destiny awaited me there. On the Moon, my eyes were opened to the noetic Totality. I said my *guten abend* again to the Rydells and joined the other proxies to better learn about our new state of being.

Who was the voice? Perhaps it is easiest to think of it as my own latent clairsentient aptitude rising to the surface, or of the noetic Totality struggling for notice.

### Others Awaken

After our meeting, we proxies went forth to find those who would join us. With my fully awakened clairsentient abilities, my first siblings shone in the subquantum resonance like bonfires in the night. They would become the brilliant core of the School for Research and Advancement, forming the first group, the Huruf Mashriqi, whose responsibility it is to instruct their younger siblings through example.

I found the Princess at the gaming tables in Oman. I found Kastami in self-imposed exile as a pomegranate grower in the Central Asian wastes and brought him back to humanity. I found Gadi MacDonald hunting the truth in the Southwestern region of the FSA, and he fought me. I pursued him through the desert for three weeks, but he relented and I brought him into the School as the finest of our judges. I found Vaughn Williams rotting in a Scottish tavern. I found Varuni in the symbol factories of Calcutta. I found Miller studying architecture in the oldest towers of Olympus. Each of the Huruf Mashriqi were hiding — not from me, but from themselves, from the universe, from history and the future. I set them free.

My first students have since gone on to instruct their own students, increasing the membership of ISRA. They have their own strengths, their own weaknesses, and their own dreams. They have their own visions. I am most pleased with them, for they are my siblings, my friends and my helpers.

### Huruf al-Hayy

The story of how the Mashriqi and I built the School is well-known and needs no additional words from me. We developed our resources, sought out others with the appropriate potential, and trained our newfound siblings in how to use the Sight. Then, we were revealed when the Legions defended Sydney. I stood with the other proxies at the United Nations, there to show humanity the future.

In 2112, we started work on *Huruf al-Hayy*. The orbital station was to be a place of seclusion and research. It was constructed in its current position with the assistance of my great friend, Bolade. Sadly, it was the last favor she did for me. Bolade vanished along with the rest of the teleporters in their grand sacrifice. My sorrow at their loss is tempered by what the future will bring.

Once *Huruf al-Hayy* was complete, I myself traveled there and rarely return to the hub-bub of everyday reality. Looking into the universe requires more of my time. I must rely on my capable siblings to act in the best interests of ISRA, of humanity and of the universe.



### PROTEUS ARCHIVE

#### Location: Huruf al-Hayy

— report to Trinity Council, Director William Renton, Proteus Division, 10.19.2119

It is with great frustration that I must admit we are unable to confirm the location of *Huruf al-Hayy*. Proteus operatives have searched the solar system for the better part of six years with no success. We've checked the orbit of every planet, gone beyond Pluto, and even scanned off the ecliptic. Nothing.

As helpful in other areas as the seers are, they are unwilling or unable to disclose the ISRA orbital station's position. Telepathic probes on members of the Mashriqi have been surprisingly ineffectual.

This lack of resolution causes me greater concern than the psions continuing to keep secrets from Æon. I believe that it is a practical impossibility to keep a structure of *Huruf al-Hayy*'s size from being observed, even in the vastness of space. [Refer to **Analysis: William Kaige Miller (schematics)**.]

I think that *Huruf al-Hayy* isn't in our solar system. Yet even if it were at our closest neighbor, Alpha Centauri, Herzog couldn't make his irregular appearances on Luna without the aid of the Upeo or of a jump ship. Since the teleporters vanished five years ago and the jump ships only just came online, neither option seems feasible. If *Huruf al-Hayy* is in another system, ISRA was cut off from it when the teleporters vanished. [Refer to **Analysis: Psion connection to Upeo disappearance**.] If so, the seers have been keeping up a pretense that they still have access to *Huruf al-Hayy*, but to what end? They are not normally the type to dissemble.

## LUNA PUBLIC TRANSPORTATION GUIDE

— chipzine pamphlet © 2119

### Luna Public Transit Authority (LPTA)

Many colonies on the Moon are connected by a safe and reliable magtrain network. The Luna Automated Maglev Pneumatic (LAMP) system has two parts — the standard route system, the *Blueline*, and the programmable rail system that is the *Redline*.

- The *Blueline* is an extensive maglev network that ranges throughout the *Mezzanine* and *Downside* [Level 4 through SubLevel 18]. Tube spurs also extend to major outlying colonies including *Boltzmann*, *Gagarin*, *Humboldt-Barnard*, *Mare Humorum*, and *Von Karman*. The mylex-shielded trams run on regular schedules from designated LAMP platforms [see Sector Time Schedule for your area] and are patrolled regularly by members of the *Unified Lunar Police Force*. Residents of all ages find the *Blueline* the safest and most agreeable way to travel.

- The *Redline* consists of numerous four-seat capsules that passengers may program to travel to a specific destination. Simply hop in a red capsule at one of the 300 *Redline* kiosks, tell the “automatic taxi” your destination, and you’re off! The *Redline* maglev system isn’t as extensive as the *Blueline*, but it does cover most central *Olympus* sectors and extends into *Upside* [Level 15 through SubLevel 6]. Some routes even run along the side of domes and towers, offering splendid views of *Olympus*. Business professionals swear by the *Redline*’s convenience and speed.

One-way *Blueline* passage is ¥1. Single-sector *Redline* passage is ¥5, with each sector following an additional ¥3. A monthly LAMP pass is available for ¥75, and it is good for unlimited *Blueline* travel and 20 pre-paid *Redline* transits.

Public transportation hoppers travel to those colonies not serviced by the LAMP network. Contact a friendly LPTA representative or log onto *LunaNet* <key:LPTA> for flight times and available destinations.

# LUNA

Luna took its place as the rightful ruler of the spaceways by virtue of both its accessible location and humanity’s age-old fascination with Earth’s closest neighbor. Originally a place of scientific research and resource exploitation, the Moon has grown into the focus of human society’s politics and commerce.

In the years since Earth suffered the ravages of the *Aberrant War*, millions of humans left it for the stars. Almost half a billion people now live on Luna, with the vast *Olympus* city-state home to over 90 million alone. The century since the *Olympus Project* first broke ground on the Moon’s surface has seen Lunar developments grow on an unprecedented scale. *Olympus*, or the *Mount*, remained at the forefront of this growth even into the present, and it is now the largest colony system on the Moon.

Luna is a beacon for many disillusioned Earth natives (who have come to be known by offworld natives as “*terrans*,” “*Earthers*,” and disparagingly as “*grounders*” or “*heavies*”). These people see squalor and the husks of past glory around them. Earth is to many people, especially those from the *Western Hemisphere*,

in its last days. Despite the efforts made after the *Crash* and even the introduction of biotech-assisted terraforming techniques, many parts of the planet will take decades to heal completely. Families living in the fringe slums surrounding *Federated States*’ arcologies or in the shattered remains of western France find little to hope for on Earth. Even in better parts of the world, like Africa and China, overcrowding becomes ever more problematic. Many rural areas aren’t equipped to handle increasing population despite modern conveniences like hyper-fusion and nutrient substitutes. The urban centers are seldom the answer since the arcologies grow crowded as well.

These dispossessed and disillusioned look upward and see the Moon. The media channels are full of advertisements and entertainment programs extolling the wealth of opportunities that exist on Luna. So, people ride “up the well” to the Moon in hopes of beginning a new life. Luna stands as a symbol of a new beginning, the chance to start over. It is, truly, a new world.

## Æon Trinity on Luna

The Moon’s colonization coincided with the growth of the *Æon Trinity*’s influence on humanity; this is not to say that *Æon* is directly responsible for Lunar development — far from it, in fact. Although *Trinity* representatives were involved in the *New Space Age* (primarily monitoring space programs and influencing government budgeting),

TRITON ARCHIVE

EXCERPT: LUNAR UNITY AGREEMENT, 2100

...[T]he purpose of this document being to establish a legal relationship among the various national incorporations hereafter designated SECTORS. To this end, all signatories shall agree to:

1. Establish simplified extradition laws from August 1, 2100, onward for the crimes of: Murder, Man slaughter, Treason to one's nation of citizenry, Espionage, Illegal Drug Trade, Kidnapping, Slavery, Rape, Terrorism and Grand Larceny.

2. Form a Unified Lunar Police Force (ULPF) to act as a law-enforcement entity for all sectors represented by signatories, not to replace individual security forces but to supplement them.

3. Form a Vacuum Emergency Response (VER) agency to act as a search-and-rescue entity for all sectors represented by signatories, not to replace individual rescue details but to supplement them.

4. Form a Lunar Advisory Council to provide governing assistance for those issues that affect Luna as a whole, including the management of the ULPF and VER, not to replace individual sector policy but to act as an independent advisory board.

5. Establish a unified Lunar currency, to be known as standard Lunar yuan (¥), based on the platinum-standard yuan, not to replace individual currency but to act as a trade currency between different sectors...

most of our attention was devoted to the Aberrants.

Even a century after the initial forays into space, Æon's presence is notably stronger on Earth than elsewhere in the universe. It is hard for Æon to maintain appropriate coverage off-world due to the newness and rapid growth of extraterrestrial efforts. Only on the more-established Moon does the Trinity's influence approximate that of our Earthside control — but even this coverage is less than ideal. Colonies spring up seemingly overnight, operating independently of most outside influence, including that of Æon. And the Trinity knows very little about many of the smaller corporate-funded or independently funded colonies on the Moon.

Olympus is one of the few places where chaotic growth was a benefit to Æon's control. With the sheer number of governments and special-interest groups involving themselves in Olympus' development, Æon's guiding hand has been most welcome. As always, most of our efforts are made behind the scenes, frequently in the guise of other organizations. This advantage gives us an ever-greater degree of observation and input in the development of the cornerstone of humanity's offworld efforts.

### The Lunar Unity Agreement

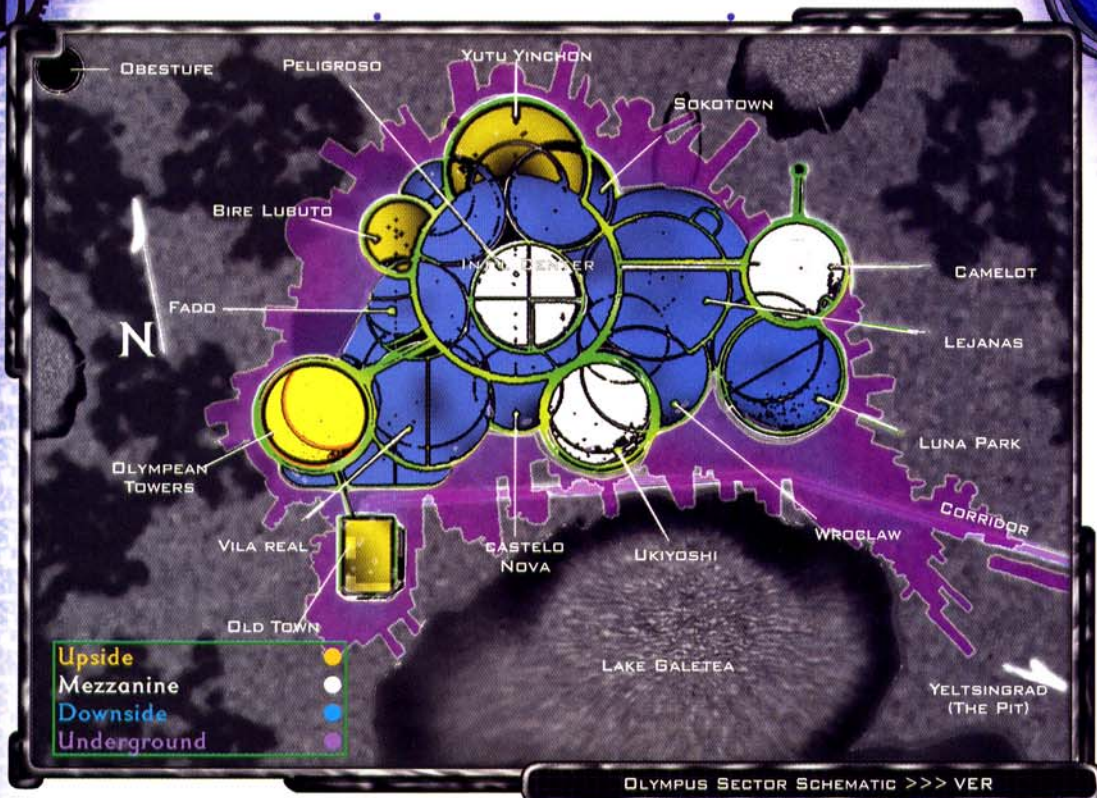
In 2100, member nations of the major sectors on Luna signed an agreement designed to smooth over the problems of having many different governments in one confined space. The Lunar

Unity Agreement established umbrella laws over all member sectors and formed a council to handle health and safety issues common to all selenites.

The LUA imposes uniform regulations — known among agencies as the "New Commandments," the "other Ten Commandments" or the "Big 10" — regarding severe crimes on all member sectors. Petty crime remains a problem, however; theft, graft, prostitution and black marketeering run rampant through Olympus and some surrounding colonies. Local authorities, although supported by the Unified Lunar Police Force and Legionnaire patrols, are hard-pressed to keep order. Lack of manpower, insufficient funding and political corruption make regions like Yeltsingrad and Olympus' Downside places of increasing degradation.

This problem is accentuated by local police and security forces' unwillingness to call in the ULPF or the Legions. Most local officials feel that these two agencies threaten their sovereignty and prefer to take care of matters locally. Thus, many investigations are stretched to the end of their resources before the locals request aid.

The Lunar Advisory Council is comprised of elected officials from each member sector, although Æon ensures that the majority are loyal to the Trinity. Æon helps the council mediate inter-sector issues and supervise ULPF and Vacuum Emergency Response activities. The latter organization is especially welcome throughout most LUA sectors even by local emergency teams, since



life-support malfunctions and explosive decompression are a danger to all.

The LUA also established the standard Lunar yuan. Not a replacement for individual nations' currencies, the SL¥ — commonly called “yuan” or “sly” — targets wayfarers from offworld and those who travel through a multitude of sectors. Travelers had to previously convert currency with each change of sector limits. SL¥, however, permits convenient travel from Mare Humorum to Camelot to Fado without hassle.

## Major Lunar Regions

Despite the number of colonies on the Moon, few require Æon's close attention. As with any other place in human space, most Lunar

residents focus on building a comfortable life for themselves and their loved ones. This report gives an overview of the major commercial, industrial, and residential areas on Luna. Trinity operatives do well to remember that no report, no matter how comprehensive, can give definitive information on any subject. There is no substitute for direct investigation.

## Olympus

The Æon Trinity is not alone in its perception of Olympus as the focal point of Lunar development. The top levels of politics and commerce take place throughout Upside, new residents flood into Downside on a regular basis, and an extensive criminal society flourishes throughout the Underworld. The Mount provides all manner of opportunity

for immigrants and visitors alike, no matter what their aim.

## UPSIDE

Upside is the term given to Olympus' surface structures, most of which were erected within the past two decades. The complexes take advantage of Luna's weaker gravity for architectural feats impossible on Earth. Still, among the latest bioglass domes and mylex towers exist some reminders of the earliest days of Lunar colonization.

Old Town, Olympean Towers, Bire Lubuto, and Yutu Yinchon comprise the major Upside sectors. Old Town is the original Olympus Base facility and remains a major source of mining revenue for the Federated States, as well as home to a number of LAO victims. Olympean Towers is a bastion of affluence, home to major

social and political figures from holo stars like Dazyl Grenich to United Nations representatives. Bire Lubuto serves as the cultural center of the elite, while Yutu Yinchon has the Moon's largest spaceport. Originally an exclusive Chinese sector, Yutu Yinchon diversified greatly as the spaceport grew. It now has a mix of exotic shops and small cultural neighborhoods, including the New Midwest and Little Hong Kong.

## THE MEZZANINE

Engineers and psychologists completely redesigned the Mount's near-surface areas during the so-called Lunar Renaissance. Designated the "Mezzanine," the commercial area at the middle of Olympus' central dome from Level 12 to SubLevel 3, looks like a bustling Earthside city. Buildings are segmented into an aesthetic and functional

block series divided by streets and connected by walkways and transit tubes. The arching dome is equipped with full-spectrum glare filters and lighting strips and a mix of businesses, embassies, public plazas and transportation hubs.

International Center takes up most of the Mezzanine area. Virtually all significant political agencies and corporations have a presence here. The most notable include the Lunar Advisory Council's central offices, the Unified Lunar Police Force central headquarters, the United Nations Luna complex, the Aeon Trinity Extraterrestrial Office, posts for the Legions and the Ministry of Psionic Affairs, and the Aesculapians' Beaulac Clinic.

Every major travel route, from public transportation to private roadways, goes through the Mezzanine — which is called the "Bottleneck"

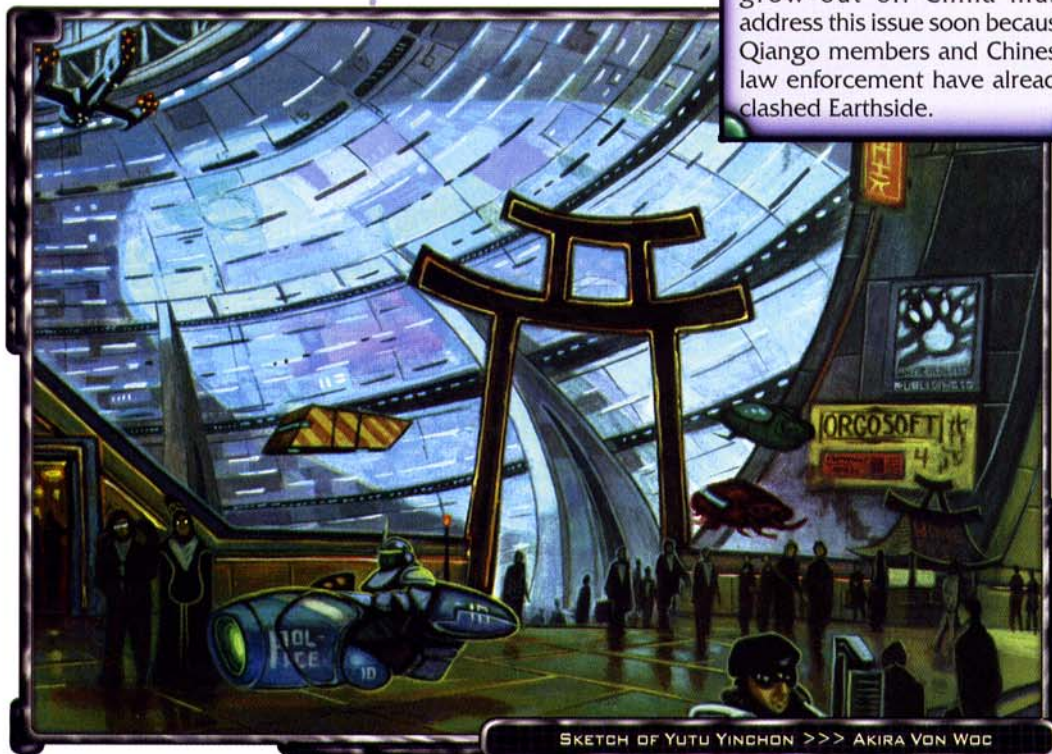
## THE REVOLUTION IN HEAVEN

— Stephanie Chan, *The Final Frontier* © 2119 GN

Yutu Yinchon's Little Hong Kong is a haven for the Chinese expatriate group Qiango, or "revolution in heaven," rebelling against what it considers Mother China's overly staid culture and restrictive policies. This group promotes a more open, some say Western, Chinese society.

One of the ways Qiango does this is with its "street opera." These humorous social comedies pit *goxia*, clownishly competent "knights of the revolution" against the *Maoguo*, an addled yet powerful magical creature. (Of course, the Qiango paint themselves as *goxia*, with Mother China as *Maoguo*.)

China has yet to formally recognize the growing social group, as it seems to hope Qiango is simply an adolescent phase its members will soon grow out of. China must address this issue soon because Qiango members and Chinese law enforcement have already clashed Earthside.



SKETCH OF YUTU YINCHON >>> AKIRA VON WOC

for this very reason. While it is possible to bypass this central junction, it would involve using winding, sparsely traveled side passages. All roads lead to the Mezzanine.

The two other major surface facilities radiating out from the central Bottleneck include Great Britain's Camelot and Nippon's Ukiyoshi. Camelot has become a center of higher learning and retains a scattered collection of English communities identical in spirit, if not always in design, to those on Earth. Ukiyoshi is home to a flurry of electronics research, design, manufacturing, retail, and maintenance businesses, including the top producer of pseudo-gravity technology, Sentou Gravity Systems; the largest computer manufacturer in settled space, Wazukana; and Banji's robotics division, Guujin Innovations.

## DOWNSIDE

The areas of Olympus below SubLevel 3, known collectively as "Downside," hold two-thirds of Luna's middle class, who remain relatively unchanged from the early days of Lunar development. Residents from all walks of life — engineers, data processors, public servants — live here in an environment not much different from Earthside mid-level arcologies or open cities. Different neighborhoods and communities abound; all are generally comfortable, yet unremarkable. The uppermost floors link to major areas of commerce and industry in the Mezzanine. While lower levels are more

## CAMELOT BASE ESTABLISHED

— United Kingdom  
Newswire 02.02.2045

At 1:00 P.M. today GMT, Prince Henry, Duke of York, and Princess Royal Eleanor performed the grand opening of the United Kingdom's first Lunar station, Camelot. The two royals underwent months of training to prepare for the event and made their way through the complex with notable grace.

While touring the facility, El operated mining equipment with astonishing skill. "Isn't much more difficult than a tractor," the Princess observed, "and I'm driving one of those all the time in the Peace Corps."

After the ribbon-cutting event held inside Camelot's main airlock, Harry and El hosted a party. It was a posh, strangely informal bash — everyone dressed in utilitarian coveralls while eating canapés and caviar.

"It's bugger all hard to walk here without cracking your skull on the roof," Harry jibed the crew during the gathering. "Why don't you put some padding up there?"

residential, there are still pockets of shops and restaurants on almost every level.

Peligroso is the hub sector around which the other Downside sectors radiate, containing the major power and life-support systems for Olympus. Lejanas, Sokotown, Wroclaw, Castelo Nova, Vila

Real, and Fado are a series of primarily residential sectors for the Mount's working class. These areas are not much different from most Earthside arcologies in design and occupants, although Olympus residents share the honor of living in the most important place in the solar system.

These sectors' lowest levels have seen a slow decline into entropy. Funding directed under the auspices of the Lunar Unity Agreement is woefully inadequate to maintain the numerous communities that range far beneath the Lunar surface. The lowest of these areas blend into the dregs of the Mount known as the Underworld, which is a hive of lawlessness and depravity.

The nearby Luna Park is a startling contrast to the residential sectors of any level. Luna Park is an extensive entertainment complex, housing a science and history museum, family entertainment park, and a full-service resort. It is one of the most visited vacation sites in the solar system, with a reported attendance of over 16 million visitors annually.

## THE UNDERWORLD

The lowest areas of Olympus were devoted to the rich over 20 years previously. "The Lunar Renaissance" — the introduction of mylex and bioglass shielding — resulted in incredible aboveground complexes and the relocation of the affluent to these sectors.

Below SubLevel 32, an intertwined pattern of underground facilities, old mines, pirate warrens, and secret

## TRITON ARCHIVE

## THE SPACEFLIGHT MUSEUM

## — Tour Narration, Level 1 [Revision 03.02.2120]

Right this way, folks, and you can all gather in the Lander Bubble. Right below us is where humanity first set foot on the Moon. That's Neil Armstrong's very footprint, folks, brought to you through the efforts of Luna Park, the Æon Trinity, and the Lunar History Consortium.

To your left is the Apollo 11 landing module. You can still see the scorches where the capsule took off after Armstrong and Aldrin's historic journey in 1969. See those punctures? Those were put there by asteroids sometime between 1969 and 2010. Things don't change fast up on the surface, but they change hard. That's why our sponsors arranged to put this precious cultural treasure underground for your viewing comfort. This way we'll never lose contact with our past.

Now, our next stop is the famous flag....

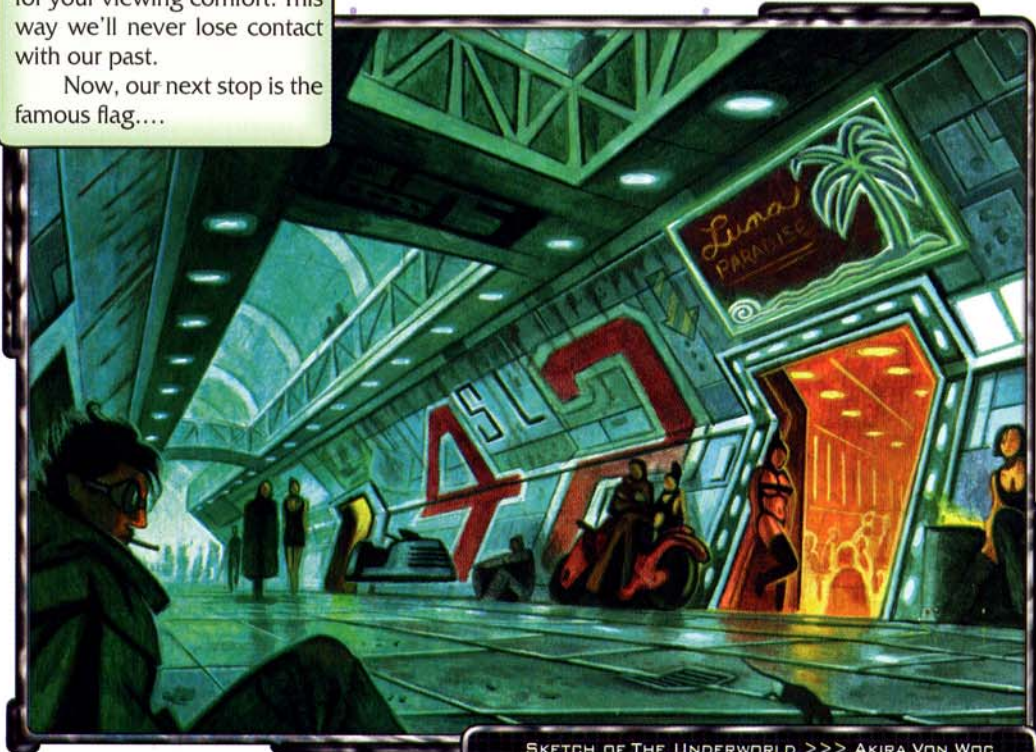
dens comprise the Underworld. Criminal groups unwilling to live under the President's rule left the Pit for this area. The former luxury estates (SubLevels 47 through 51) became these syndicates' power bases. They originally contained plush residence warrens with map-plaques at every corner and open "community squares" at the center of each level. Now each echoes the tastes of the organization that occupies it—whether Chinese tong, Norça mestre, or Jamaican posse.

While the Pit stands as the epitome of criminal constancy, the Underworld's territorial lines shift regularly. Individual gangs, often sponsored by the syndicates, operate out of the sectors of Invierno Cansado, Vila Jacinta and the Corridor. The Bao is the most powerful gang presence, with influence extending from SubLevel 40 through to the Corridor. Their

primary competition is the mysterious Poison Clan. Other gangs like the Büyük Ailemle, Vaalen, and Hotbloods restrict most of their activity to lower Downside rather than face the powerful Bao or Poison Clan directly.

The rest of the Underworld population consists of those who find the upper-level Olympus laws too restrictive, slummers too poor or shiftless to make it even in Downside, criminals on the run, drug addicts, and other social flotsam. The honest residents not in the employ of one of the crime syndicates inevitably live under gang rule. Businesses pay protection money to a different group of enforcers as the lines of power change, and individuals are wary of anyone from outside the neighborhood.

The lowest levels retain the largest regions of native gravity and the main concentration of



SKETCH OF THE UNDERWORLD >>> AKIRA VON WOG



OBC

## THE POLITICS OF GRAVITY

— Warren Shaw,  
Retrospective © 2118 OBC

When the wealthy went aboveground, they left behind luxurious deep-burrow estates. “Elgees,” sufferers of Low-gravity Aggravated Osteoporosis, left their homes in cramped Old Town and the upper-fringe burrows for these grand complexes. Since Earth-normal gravity is crushingly painful, even lethal, to these unfortunates, they disabled the pseudo-gravity systems in their new communities.

The elgees lived their short lives in relative comfort until crime syndicates and gangs took up residence in lower Downside. Although thin and frail compared to a human raised in full gravity, LAO sufferers are at home in low gravity. Young elgees repulsed a Chinese tong with designs on elgee territory by leaping and tumbling with eerie grace while their “fulgee” opponents stumbled around ineffectually. The bloodless conflict ended in triumph for the LAOs, and they have successfully held their community ever since.

elgees outside of Old Town. The victims of LAO have carved out a community taking up three entire estate levels — a calm center amid the strained control of the Underworld syndicates. The majority of proud elgees refuse to relocate, which forces physicians and social workers to venture

into their low-gravity neighborhoods to offer treatment and attempt other assistance. The elgee foster program is a major point of contention

for these people since they don’t want their children to be raised by fulgee strangers, but keeping them “below” resigns them to suffer LAO.

## THE PIT

Yeltsingrad, abandoned by Russia during the Aberrant occupation of Luna, became a roiling cesspool of lawlessness and chaos in the late 21st century. Criminals and vagabonds of the worst stripe congregated there; life was cheap and power went to those strong enough to hold it. Things changed when the secretive woman known as the President arrived in 2096, and she recruited a handful of locals and asserted her control with steely confidence.

The President shaped a new society under her rule. Those syndicates who didn’t bow to her authority were forced out or destroyed. Only the North American syndicates and Russian Mafia remained and worked out an arrangement with the mysterious “Boss Lady.” The President built the Pit into a center of criminal trade over the past two decades.

A number of small-time operators carved out small patches of territory in the Pit and violence is a universal constant. Beneath this surface of lawlessness, however, the President rules with absolute authority. Murder is rare

indeed, and it is done only with the President’s approval.

The original portion of Yeltsingrad is no longer recognizable; walls and entire levels were demolished to create new spaces. The President maintains a substantial palace on “the Floor” (formerly SubLevels 1 through 3), which is a renovated art museum linked by new construction to a casino. The lower Pit is an intricate and often random series of tunnels *cum* slummer communities created from the original mine. These areas are sporadically set with Earth-normal gravity, which makes hiding and pursuit in these caves rather adventurous.

## Other Colonies

Small sectors, even towns, are scattered across Luna. Some are corporate ventures, mining complexes, or research laboratories set at a distance from the bulk of the population. Others are intentional communities established by a group of people with similar views looking for a new life. The latter category can be a militia, cult, “family” business, or an extended family making its isolated way through the universe. Still others are pirate havens, secret government installations, and private training centers.

LAMP lines connect many of the closer and larger colonies to Olympus, but a fair number of colonies are completely isolated except by commercial hopper or private transport. Many of these outlying colonies are non-LUA-signed communities

### PROTEUS ARCHIVE

#### ANALYSIS: LUNAR CRIMINAL ACTIVITY

The Moon is like any other human environment: Most residents are law abiding, with a relatively small fraction performing the vast majority of crimes. Despite the Lunar Unity Agreement's implementation, it's challenging to bring these individuals to justice. The law-enforcement agencies Upside keep upper Olympus quite safe, but Downside has limited resources to spend on crime prevention. Even the cross-jurisdictional ULPF must deal with budgeting constraints.

Rather than trying to purge the entrenched crime syndicates and gangs from the Underworld, law enforcement restricts itself to preventing crime from spreading any further toward the surface. Olympus is simply too vast to allow for anything else. The ULPF heads down only after criminals who break one of the New Commandments; other transgressors are considered not worth the time or effort.

The ULPF and Legions make sweeps through the Underworld on Aberrant hunts or the occasional raid, but the Pit is left to its own devices. The Æon Trinity encourages the view that crime is an unfortunate element of human nature. Cracking down on centers of criminal activity does not end the crime problem. A new organization will simply develop somewhere else — or flood into more civilized areas.

- and want to live under their own laws even if it means being out from under the Lunar Advisory Council's protective umbrella.

#### OBERSTUFE

- The Lunar headquarters for ISRA, this small domed complex was constructed on a rocky outcropping within sight of Olympus. However, the Mashriqi have thus far resisted efforts by the UN Council and Æon Trinity to sign the Lunar Unity Agreement, or even to construct a linking LAMP tunnel. ISRA states that Oberstufe, also known as the "upper School" or "the School," is used for advanced training and vision analyses that require isolation. A public transit line and outside security would serve only to disrupt the clears' many pursuits.

#### HUMBOLDT-BARNARD CRATERS

- The paired Humboldt and Barnard Craters are 1,600 kilometers north of Olympus, along the eastern edge of the Moon as seen from Earth. The location gives a spectacular view of Earth itself and is also known as "University Station," due to the number of public and private learning complexes in the region — including the Luna Institute of Technology, the Luna Art Institute, the Unified Luna University, and Vatican Seminary. Perhaps Humboldt-Barnard's most unique feature is the dramatic Vatican Basilica of the Ascension — a domed church constructed in striking Neo-Gothic lines.

Humboldt-Barnard is also home to the Lunar-Terrestrial Geology Laboratories and Museum and International Consortium on Ecomining. ICE is the

- only sector in Humboldt-Barnard Station that is not a member of the Lunar Unity Agreement.

### TRITON ARCHIVE

#### THE LUNAR INSTITUTE OF TECHNOLOGY (LIT)

— Excerpt: *Get LIT!*  
informational chipzine  
© 2120 LIT

The Lunar Institute of Technology, founded in 2099, is one of the best science colleges in settled space. We are an independent, privately funded coeducational university located in Humboldt-Barnard Station, just 1,600 kilometers north of Olympus.

LIT's rigorous entrance exams ensure that only the best and the brightest attend — only 2,500 students make the cut each year! Our 300 instructors give these lucky few close, personal attention. LIT is best known for science, biotechnology, and noetics; however, we have over 20 other departments, including humanities, computing, research, and teaching programs.

LIT graduates were instrumental in the development of improved life-support systems and biotech tolerance dampening as well as in the invention of mylex and olaminium. We've become a proving ground for the best and brightest scientific minds of today!

The LAMP line between Humboldt-Barnard and Olympus was rebuilt to detour around Lyot Station, located roughly halfway between the two colonies. The private Orgotek research complex

based in Lyot suffered a dramatic bio-nanotech accident and resulted in its quarantine.

## MARE AUSTRALE

Also called the Southern Sea, this region is the southernmost of the large Lunar "seas" and is slightly southeast from Humboldt-Barnard Station. It is layered heavily with craters and creates a tangled 500-kilometer-wide badlands. Precise mapping is essentially impossible: The folds of collapsed basalt that have flowed around craters hide countless ledges and narrow crevasses from visual and sensor scans.

Mare Australe is ideal for groups who don't want to be easy targets. A thorough clairsentient sweep would clear the region, so residents avoid becoming annoying enough to warrant it. There's an informal system of self-policing throughout the Australe badlands: Residents who bring hostile attention are "urged" by their neighbors to go elsewhere.

Although this area seems perfect for Aberrant infiltration, the creatures have been surprisingly unsuccessful at it. The residents are eerily familiar with the badlands' twists and turns and don't hesitate to contact Lunar authorities when they uncover Aberrants who've gone to ground.

## LEBEDEV CRATER

The Lebedev Penal Colony is only 300 kilometers southeast of Mare Australe. Often referred to as the Gulag, Russia established the station as a privately run prison. With Yeltsingrad abandoned for almost half a century, Lebedev is the strongest commercial presence that the Russian Federation has on Luna. The Gulag doesn't fall under the LUA. It instead arranges independent contracts to hold convicted criminals for LUA-member sectors and independent stations. Lebedev also holds suspects awaiting trial and operates its own armored hopper service to transport inmates.



## NULL ZONE

— Cori Heisler, *The Painful Truth* © 2119 MMI

The Lyot Station Vacuum Industrial Complex was involved in Orgotek's Comm Restoration Initiative — research into powerful, Aberrant-proof communications systems. That is, until a bio-nanotech accident one year ago. The microscopic biological machines being developed ran out of control and disassembled personnel and biotech lab equipment into so much biopaste. Luckily for the rest of Luna, Lyot Station's emergency systems sealed off the bionan inside the research complex.



Orgotek and Vacuum Emergency Response teams attempted clean-up, but some areas were left sealed due to the fear that some bionan may have dug into complex walls or the surrounding Lunar surface. Orgotek cautioned that any organic material — even an atmospheric environment — could reactivate the "bad nano."

Scientists debate this matter even today, but the Lunar Advisory Council considered it dangerous enough to order strict quarantine over the entire region. No one is allowed within one kilometer of Lyot Crater. The Lunar Transit Authority constructed a half-loop around Lyot for its Olympus-to-Humboldt-Barnard line. The ULPF has a monitoring post at

the south approach, but even they never enter the area. Security is automated; cameras mount the perimeter fence and hardtech drones patrol inside the area.

This accident tarnished Orgotek's formerly glowing reputation as a safe, cutting-edge research and design metacorp. Further, it stirred up the age-old fears against nanotechnology. Many people still remember their grandparents' tales that Aberrants were caused by genetic and nanotech experiments performed by the former United States and Chinese governments. Time will tell if this resurfacing fear is founded.

As far as the Æon Trinity can determine, the Gulag is a well-run, professional institution. As of yet, there have been no successful escape attempts and only two reported riots in the 30 years that it has been operational.

### MARE HUMORUM

The Sea of Moisture is officially designated the Mare Humorom Colony in the LUA charter, but Humorom Station is just a small part of the settlement. The "sea," actually a broad 400-kilometer plain, looks directly on Earth from the Moon's near side centered 20° south of the Lunar equator. The area started as a scattered mix of individual scientific and mining pursuits and has become the largest Lunar colony complex outside the Mount.

The largest residential sectors include Humorom Station, Prange-Logan, Maison sur la Lune, and Mokhaeddir. Part of the first wave of Lunar colonization, Humorom's 16-level residential areas are all underground. The station's new dome complex contains the area's administrative, ULPF, and VER offices. Prange-Logan is a mix of residential neighborhoods and commercial enterprises, mainly markets and shopping malls. Maison sur la Lune, otherwise known as the French Expatriate Sector, has become the new home for many dispossessed French and a center of French culture and education. Mokhaeddir similarly serves as an offworld haven for Muslims and former Middle East residents who left their shattered homelands for a new life in the stars.

Amalgamated Business Interests, Kelvin Innovations Alliance, and Stavros Weapon Designs are the largest businesses currently operating out of Mare Humorom. ABI recently moved its corporate headquarters from Olympean Towers to its private facility in the Sea of Moisture.

### SCHRÖTER VALLEY

The original Persephone hydroponics center, which was Selene Miller's hideaway during the Aberrant Occupation, was damaged irreparably in an Aberrant attack in 2108. A new, larger facility was already under construction in the Schröter Valley, which is 700 kilometers north of the Lunar equator at 50° longitude. The vast Lunar farm was named Persephone II in honor of the lost facility.

The Schröter Valley meanders snake-like across the plateau with a median width of 11 kilometers and walls reaching a full kilometer in height. The farms there take advantage of the rich soil locked in the lava crust formed as a result of a millennia-old eruption on the Aristarchus Plateau.

A series of mylex compartments — essentially small domes — block off sections of the valley floor. Automated extractors



### PLANNING FOR INSIGHT

— Staff article © 2118 Eclipse Media

Kelvin Innovations Alliance is a gathering of interdisciplinary scientists who try to integrate noetic phenomena with the rest of fundamental physics. They're far from alone in this: The subquantum universe is the major scientific issue of the 22nd century. But at the Alliance, they try approaches in which other scientific or industrial centers are interested.

"Many great discoveries were made by brilliant men and women of science who were not 'doing science' at the moment of inspiration," Alliance founder Frank Christopher explains. "They were riding a bicycle, waiting for a train, tending to their children, fixing dinner. At Kelvin, we encourage regular nonscientific tasks to promote scientific innovation."

This strange paradox seems to work. KIA generates a significant annual income from the handful of major breakthroughs that its constituents produce in fields from energy systems to drug research. This money keeps the Alliance up and running — and it underwrites a great deal of research that never pays off. The Alliance even donates to the research funds at Oxford Luna and LIT.

Time will tell if this "new scientific method" is the way of the future. In the meantime, KIA personnel keep trying to make discoveries while mopping floors and doing laundry.

pulverize the valley floor into dust, thus creating fertile soil and releasing oxygen. Each bubble is pressurized and insulated, enabling farmers to work without the need of bulky vac suits. There are currently almost 300 farms

covering 90 kilometers along the Schröter Valley floor. Individual pressurized fields decrease possible crop loss in the event of decompression and also allow for great crop variety (rice, grain, vegetables, fruits, even algae).

Automated cargo crawlers transport the crops to processing stations in Olympus; a percentage goes to Boltzmann Station for transport to near-space orbital stations. Persephone II was the first major endeavor by the Lunar Advisory Council since the inception of the ULPF and VER. The council coordinated the financial resources and construction efforts of member colonies to establish Persephone II. The Æon Trinity heads the management board, handling "P-II's" day-to-day operations.

## BOLTZMANN CRATER

Boltzmann Crater houses a prime example of a business collective. A wide selection of relatively small science and manufacturing companies banded together to finance their own colony. Despite numerous endeavors, Boltzmann is best known for its orbital launch site. Boltzmann Industrial Launch Systems (BILS) handles large-scale, automated cargo launching and receipt for a large portion of Luna.

Instead of signing the LUA, Boltzmann Station hired its own security firm; the Boltzmann Security Consortium is an independent organization employed by the various companies to handle the business of government. In this way, the entire colony is run the way it sees fit, without having to deal with outside interference from Olympus.

## RIMÆ FOCAS

This network of rilles, located 850 kilometers northeast of Boltzmann Station, consists of dozens of short, relatively shallow valleys (less than a few dozen kilometers long, under a half-kilometer deep, and almost a kilometer wide) running in half-circles around the western portion of Mare Orientale.

Early geological surveys identified the Rimæ Focas as an area rich in heavy metals. Repeated impacts early in the Moon's history brought massive eruptions from deep inside Luna, and a second series of massive impacts two billion years ago brought up more. The floors of the rilles hold concentrations of titanium, uranium, gadolinium, and other ores well worth exploiting. Comstock Heavy Ores, Hunhao Radioisotope



SKETCH FOR LUNAR PARK >>> AKIRA VAN WOK

Supply, and D'Anconia Interplanetary Industrial Development are the largest mining concerns, although over a dozen smaller independent groups operate here as well.

### APOLLO CRATER

The S.R. Kinnersen Lunar Observatory is located along 30° southern latitude in the vast Apollo Crater. Named for the famous astronomer of the early 21st century, this facility is still maintained by its founder (NASA, now subsumed into the FSA's military-corporate complex) and is known for its emphasis on practical astronomy applications. Its position on the Moon's dark side gives the facility a commanding view of the surrounding solar system.

Kinnersen houses the Belcastro telescope as well as scientists with a wealth of doctorates in astronomy, astrophysics, and related fields. ISRA keeps professional links to the Kinnersen Observatory's staff, who work together compiling astronomical data. As an FSA facility, the Kinnersen Observatory is protected by the LUA charter.

### MARE INGENII

The original base devoted to the design and construction of biotech interstellar spacecraft was on Mazat station, orbiting Luna. The Colony attacked the site in early 2119. Before being driven off, the Aberrant devastated the jump-ship research complex, construction site and two of the Leviathans.

With the fate of the project in question, Proxy Alex Cassel revealed a second jump-ship base

on Luna, beneath Mare Ingenii — the Sea of Ingenuity. Cassel explained that Orgotek had converted one of its subselenic research installations into a jump-ship base in case Mazat was compromised.

The Mare Ingenii base enabled the Leviathan project to continue with only minor delays. The Leviathan program works on improving jump-ship designs, enhancing Tesser capability, and researching the few pieces of teleport bioware left by the lost Upeo.

Mare Ingenii houses extensive biotech and hardtech design and manufacturing equipment. The Thompson Crater was converted into a gigantic dry dock, complete with a retractable dome to allow for the construction of

jump ships inside a pressurized environment. The site is also easier to defend than the orbital station; on-site Legion barracks and fighter-craft hangars were added to Orgotek's perimeter defense and sensor network.

### QIN EMBASSY

The Qin embassy complex, made entirely of alien biotechnology, is 300 kilometers from the Lunar south pole, near the Moretus Crater. Conjecture supposes that there is some cosmic significance to the Qin building along 0° longitude, but as of yet, Æon has seen nothing to indicate ulterior motives. The aliens presumably transported prefabricated sections from their homeworld, but significant portions actually grew into place. The complex is bizarre and beautiful, and its organic towers and asymmetrical domes are stark in contrast to the Lunar terrain.

Æon operatives have never received a tour of the entire facility, but the embassy must be fully self-sufficient. The Qin have never requested fusion generators, shielding material, or life-support systems. The only human technology they do use extensively are pseudo-gravity grids. They take great delight in human arts and entertainment, as holovision sets and sims are a common sight in Qin social areas.

The Trinity is immensely interested in learning more about the Qin and their extensive home complex but has made little headway. Our alien friends are polite, yet firm, in restricting visitors to the colony's lower-level common areas.

## PROTEUS ARCHIVE

**Subject:** Jump-Ship Base

**From:** Assistant Director Claudia Cook, Proteus Division

**To:** Director William Renton, Proteus Division

**Encryption:** DSE

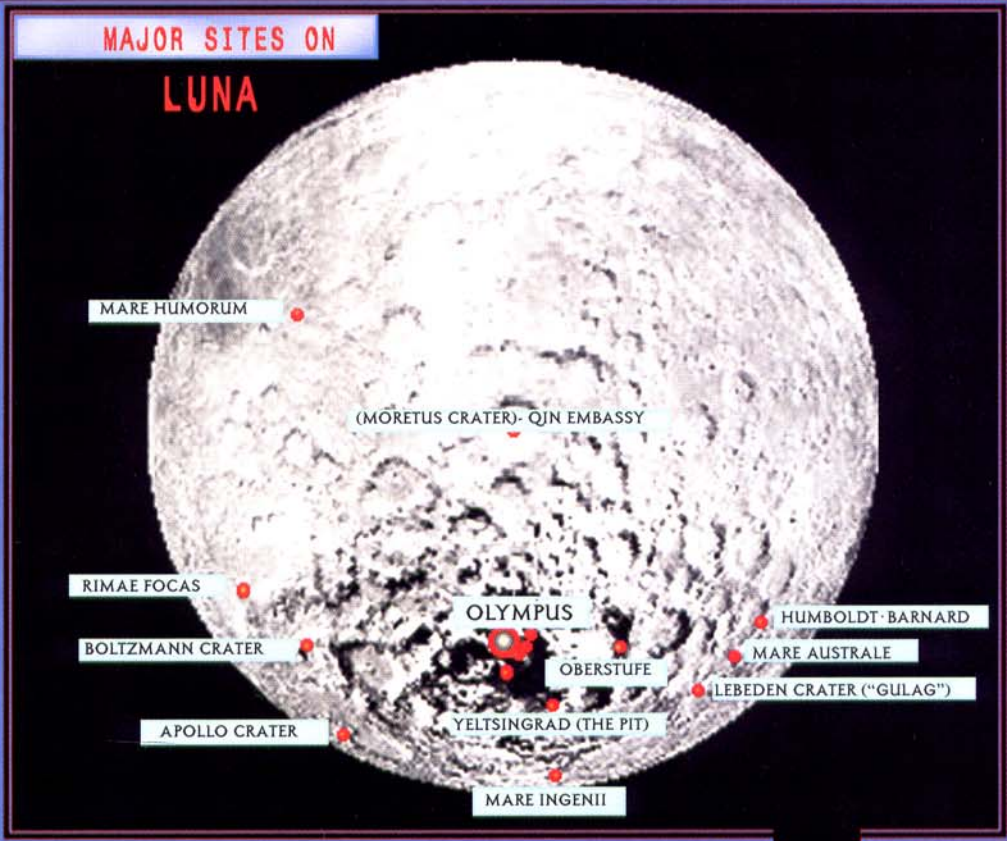
**Transmission type:** holofile

**Date:** 14:23:02 5.02.2119

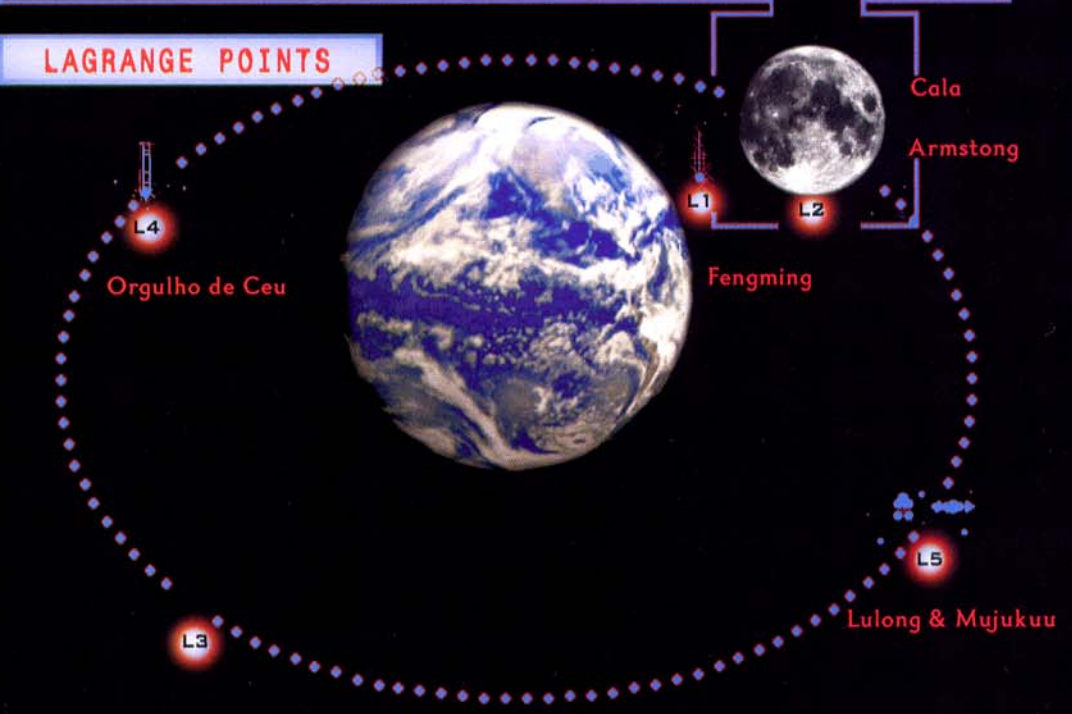
I'm disturbed that Cassel could keep secret a base the size of Mare Ingenii. The Prexy has already shown himself to be shrewd. This event is very subversive in my opinion. I cannot say what this reveals of Cassel's agenda — that's Triton's job — but rest assured he has one.

He is not alone in this, either. After all, we have yet to locate ISRA's *Huruf al-Hayy* orbital station, we are not allowed access to the Upeo wa Macho spaceport in Africa, and we believe that the woman calling herself Rebecca Bue Li may not be the telepathy proxy. If the Æon Trinity is supposed to be coordinating efforts between the psi orders, how come we seem to be operating in the dark? I thought Æon was supposed to be the one in charge?!

# MAJOR SITES ON LUNA



# LAGRANGE POINTS



# NEAR SPACE

The region known as “near space” encompasses Earth, Luna, and everything within each satellite’s orbit. This stellar terrain is crowded, home to several orbital cities and has an almost uncountable number of smaller structures. While these areas are no longer “the final frontier,” they are the staging area for it. Also, like Luna itself, near space is home to gleaming facilities of plasteel and mylex that house the entire breadth of humanity.

## EARTH ORBIT

Mankind has been putting objects in Earth orbit for nearly 200 years. As a result, it is the most crowded portion of known space. There are three types of orbits in this stellar region: equatorial, a regular path over the Earth’s equator; polar, a route over the poles; and inclined, which covers anything in between. Polar and inclined orbits are used for satellites and stations that must observe significant portions of the Earth’s surface, such as weather satellites and military observation posts. Equatorial orbits are more general-purpose, although most stations in this area are manufacturing platforms or research facilities.

Orbits also vary in their altitude. Detailed United Nations protocols dictate which orbits are available for what types of satellites. Observation satellites (from weather

to spy orbiters) occupy the space between the Earth’s atmosphere (roughly 150 km) and 1,000 km above Earth’s surface. In accordance with UN directives, few inhabited satellites orbit below the 1,000-km mark.

As altitude increases, the number of orbital stations tapers off until one reaches geo-synchronous (or geostationary) orbit at an altitude of 35,900 km. At this distance, one orbit takes precisely one day; thus a station appears to “hover” over a particular point on Earth. Many communication satellites are located in this orbit.

## LUNAR ORBIT

Every year, more and more objects are launched into orbit around the Moon rather than Earth. Due to the Moon’s lack of atmosphere, Lunar orbits can be as low as a few hundred kilometers in altitude.

Manned stations in this area are usually set between 1,000 and 35,000 km.

## LAGRANGE POINTS

— **Stephanie Chan, *The Final Frontier* © 2119 GN**

In 1772, J.L. Lagrange, an 18th-century French mathematician, demonstrated that there are five points where gravity and observed centrifugal force cancel out each other in any system of two orbiting bodies. These areas are known as Lagrange points — for convenience, they are referred to as L1 through L5. Of the five, L4 and L5 are the most stable locations for orbital stations. Objects located at L1 through L3 are more subject to perturbation due to gravitational stress from the larger planetary bodies, but simple maneuvering thrusters keep the facilities in place.

Only three of the points currently have artificial stations of any significance — L1 with the scaffolding of China’s *Fengming* Station; L2 with the *Cala* UAN Orbital Observatory and *Armstrong* Orbital Rehabilitation Satellite; L4 with *Orgulho de Cêu*; and L5 with *Lulong* and *Mujukuu*. Of course, these are only the largest satellites in these Lagrange points. Each area also has room for a handful of comparatively small manufacturing and communications stations.

The Lagrange points are all “selenostationary.” That is, when viewed from Luna’s surface, satellites in Lagrange points do not appear to move.



## THE ORBITAL TRIAD

Whether intentional or not, the three orbital cities of *Lulong*, *Mujukuu*, and *Orgulho de Cèu* have neatly divided the spheres of human activities among them. *Lulong* contains physical achievement; *Mujukuu* artistic pursuits; and *Orgulho de Cèu* scientific endeavors. Conspiracy theorists suggest there was collusion between the station designers in accordance with some secret master plan — a plan that the *Esperanza* didn't fit, hence, its destruction. More rational minds simply deem it coincidence.

As other orbital stations were designed for research, communications or military applications, the orbital triad were built primarily as residential stations. Platforms like Banji's *Beta* series manufacturing stations or the Federated

States' monitoring satellites give personal comfort a very low priority. Residential cabins on such places are tiny and Spartan, with no room for off-duty entertainment.

In contrast, the apartment complexes of *Lulong*, *Mujukuu*, and *Orgulho de Cèu* are as comfortable and spacious as any to be found in Olympus' Upside or China's Beijing. Entertainment, public interaction and personal pursuits are given a great amount of attention. Although each of these OSs focuses on a single endeavor — sports, arts, or science, respectively — they're all equipped with various forms of entertainment like theaters, restaurants, sports facilities and even parks.

*Lulong*, *Mujukuu*, and *Orgulho de Cèu*, much like Olympus' Upside, appeal to the affluent. From orbit, Earth

remains a sparkling jewel — an image well-suited to the sensibilities of the upper class. Here, the wealthy can completely escape the poverty and desolation that exists over much of the planet — most notably in the Western Hemisphere. They mix with others of similar station in environments literally of their own devising — architects and engineers are minor celebrities among the 22nd-century elite; their careers echo the artist-patron society of the Renaissance.

The dissolute are not a problem on orbital stations as they are on Earth and even the Moon. Passage to one of the orbital triad is pricey, thus putting it out of reach of most slummers. Even if one is lucky enough to gain passage on an independent transport, customs is a formidable



"REFUGEES" >>> AKIRA VAN WOC

juggernaut. *Orgulho de Cêu* has the strictest admissions regulations of the three super-stations, but all require some proof of gainful employ or financial independence before letting visitors out of the docking bay. While individual complaints regarding this treatment have been filed with the stations' respective governments — China, the UAN, Brazil — as well as with the UN, supplicants have seen no resolution. The orbital stations' segregation practices are considered minor issues compared to other concerns that exist in the 22nd century.

## IN THE UNDERBELLY

— Casey McKean, interviewed for *The Painful Truth* © 2120 MMI

The floating cities aren't as perfect as you'd think. Sure, they're home to the richest of the rich, but they've got their share of rats on board, yeh? A lot of us, myself included, slipped in under their noses — supply ships often carry more than cargo — but there's plenty here legitimately.

Look, who do you think monitors the fusion reactors? Replaces broken grav-crystals? Cleans the hallways? The rich need us lower class to keep them on top. Without us to make everything run smoothly, they'd be lost, yeh? I live in decent digs near *Mujukuu's* power core, along with a lot of other grounders lucky enough to get out of that FSA hellhole. We stay out of sight — as long as we don't spoil their fantasy world, everybody's happy.

I don't mind, not really. It bothers me that we're bowin' and scrapin' to the boss, but at least I'm not fighting my neighbor for food anymore. I've got friends down here, a family. I've got a second chance at life.

## LULONG STATION

Constructed at Earth's L5 Lagrange point in 2101 by using a combination of hollowed-out asteroids and plasteel, *Lulong Station* is a general-function orbital city specializing in wealth and health. It is home to the MultiNational Stock Exchange (referred to as MNSX or "The Exchange") and houses a premiere off-Earth athletic facility. *Lulong's* residential levels hold a permanent population of 350,000, with up to 8,000 commercial and tourist visitors daily — three



LULONG STATION >>> MUJUKUU CAM 32

times that during gravball season.

The station itself is shaped like three mutually tangent spheres. China drew together a trio of asteroids from the nearby Belt for the station's construction. All three of these spheres have been almost entirely hollowed out; the rock shell serves quite well as natural radiation shielding.

### MUJUKUU STATION

Located at the L5 point with *Lulong Station*, *Mujukuu* is a beautiful orbital city in the shape of a faceted disc 3.5 kilometers in diameter. Constructed in 2108, it was the first major orbital station to incorporate mylex paneling in its construction; the thousands of panels make *Mujukuu* glitter in the Sun like a jewel. The OS is home to 175,000 residents,

many of whom pursue various artistic endeavors. *Mujukuu* is considered to be one of the most relaxing and comfortable places to live in space. In surprising contrast to the rest of *Mujukuu*, the station maintains a small Nihonjin weapons factory at the bottom of the disc.

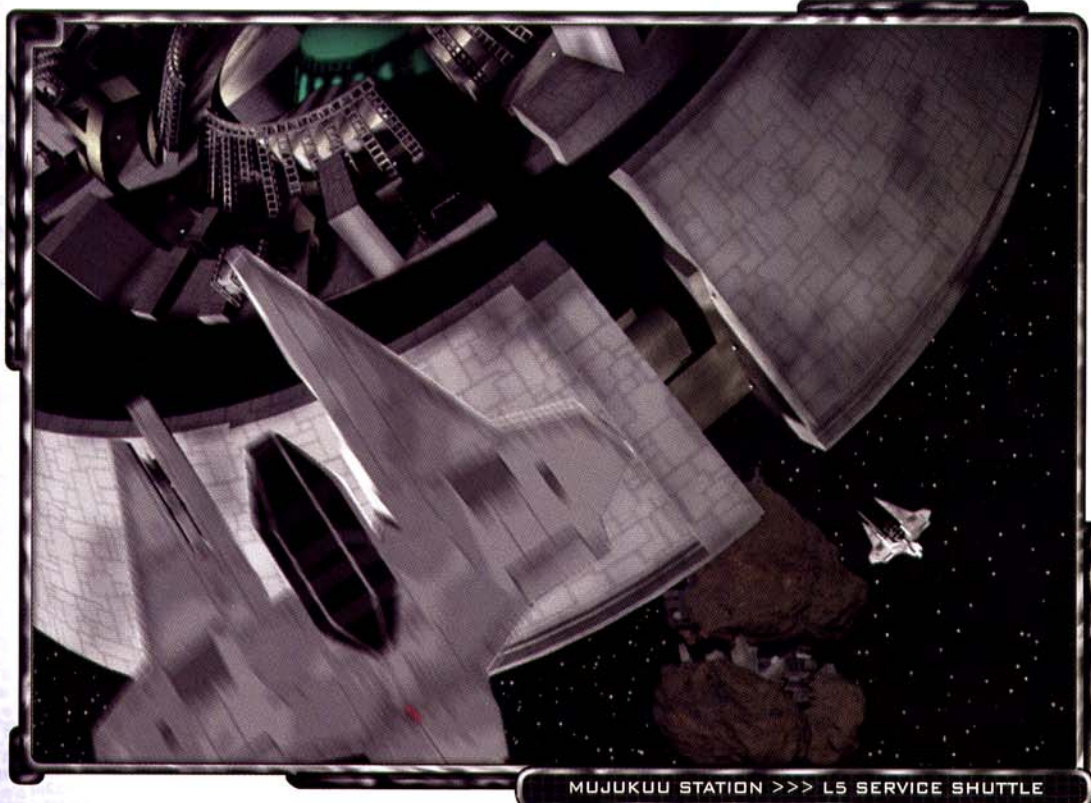
### ORGULHO DE CÊU STATION

Third and oldest of the great orbital cities, *Orgulho de Cêu* occupies Earth's L4 point. Although constructed in 2099, it was refurbished in 2117 in a joint Brazil-Norça venture. While many orbital platforms are involved in research and development, none compare to the scale of *Orgulho de Cêu's* pursuits. Its Marquez Laboratories biotech investigations alone have brought interstellar focus and have even enticed a few members of the Qin

conclave to offer their unique perspective.

A five-kilometer-long cylinder, *Orgulho de Cêu* is home to over 300,000 residents. It has the distinction of being the only major orbital facility to generate the majority of its own internal gravity. The station spins around its axis, generating 0.5 Earth-normal gravity; pseudo-gravity grids bring gravity up to full Earth-normal where needed.

The station's lower third comprises research facilities and a small chemical plant with its own docking bay. Above that is the unique *Orgulho de Cêu* Terrarium & Zoological Museum, filled with both natural and bio-engineered species. The upper half of the station is a traditional mix of residences, offices, support equipment, and docking bays. The central



MUJUKUU STATION >>> L5 SERVICE SHUTTLE

cylinder holds maintenance, life support and the fusion core.

## Other Stations

Circum-terrestrial space is filled with hundreds of artifacts from simple relay satellites to the stunning orbital cities. None compares to the scale and versatility of the orbital triad, however. It is impractical to detail the full number of military, communications, industrial, library, marketplace, and even derelict orbital platforms in near space. Operatives do well to remember that even the *Æon Trinity* cannot keep track of every object in circum-terrestrial space. When in doubt, investigate. There is no such thing as too much information.

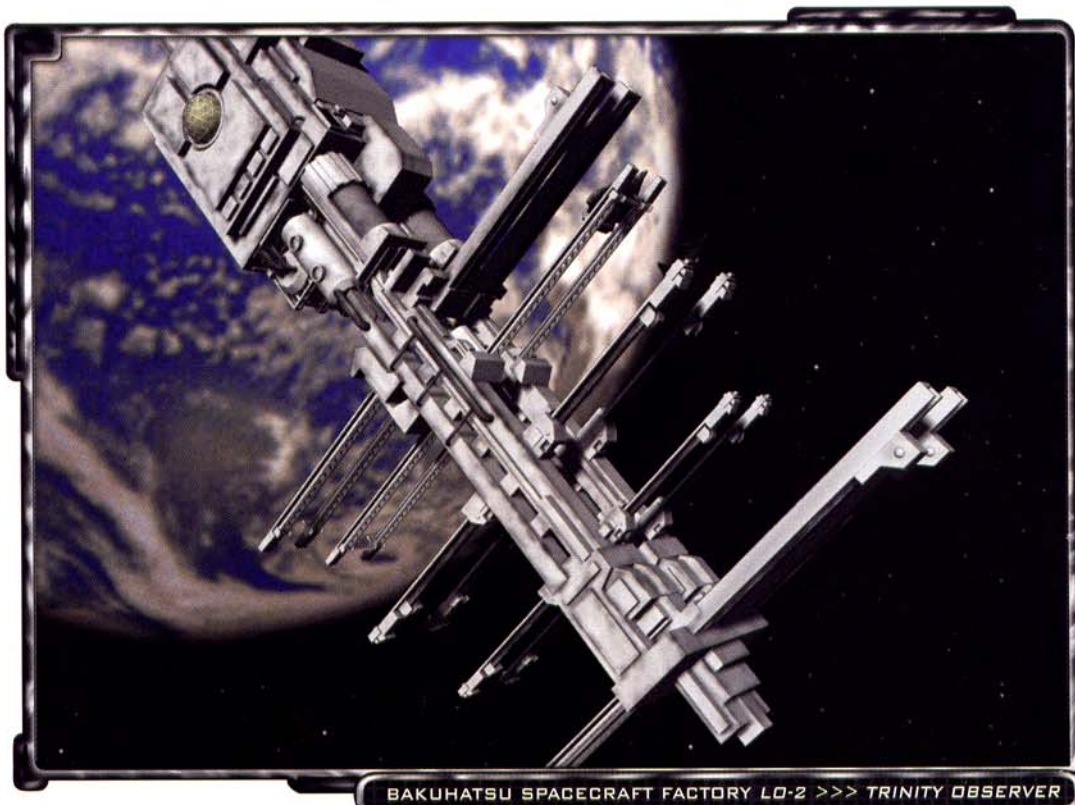
## BAKUHATSU SPACECRAFT FACTORY LO-2

This facility, opened in 2107, is one of six construction centers the Bakuhatu aerospace company maintains in the Earth-Luna system. The platform orbits Earth at an altitude of 6,400 km in a period of four hours.

LO-2 is the principal factory for the building and repair of CS- and GPT-class hybrid craft. Some staff shifted recently to work on E-15 fighter craft. Official records indicate that this new focus is simply spillover from other LO construction satellites. However, Triton Division research indicates that the production increases are higher than Bakuhatu's current contracts. Further observation of the LO platforms is warranted.

## GN ORBITAL MEDIA CENTER

The mammoth GN Orbital Media Center (GNOMC, usually pronounced "gnome-see") communications array is located at the Earth-Luna L4 point. It is the nexus for Global News' media empire. The venerable media agency, in existence since the days of the Aberrant War, doesn't go for the flash and bang of most other media conglomerates. GN's goal is the dissemination of information to everyone — a purpose that fits nicely with *Æon's* own agenda. The bulk of the station consists of transmitting and receiving antennas that permit constant contact with the entire inhabited solar system.



BAKUHATSU SPACECRAFT FACTORY LO-2 >>> TRINITY OBSERVER

GN offers daily tours of the GNOMC facility, including the opportunity to watch programs being filmed, observe the controlled chaos in the news rooms, or contribute a snippet of dialogue to a computer-generated entertainment. (GN holds all legal rights to the byte.)

### BANJI ORBITAL FACTORY BETA-3

*Beta-3* is one of several consumer-products factories in Lunar orbit. Constructed in 2113, it is heavily automated and extremely efficient. The station orbits at an altitude of 7,000 km in a period of 20 hours.

Security at *Beta-3* is negligible. Few of the materials used in production are truly valuable, and the end-products, until recently, were consumer goods like blenders and microwaves that are of little use to thieves. However, in late 2119, part of the station was re-tooled to produce Banji laser weapons. Intermediate security was put in place (added human staff), while Banji completes its plans to install tighter security measures. Considering the public's fear of increasing Aberrant attacks, this change is not surprising.

## THE RISING PHOENIX

— Stephanie Chan, *The Final Frontier* © 2119 GN

Only the barest bones of China's newest orbital station, *Fengming*, are in place at Earth's L1 point, but it is already an impressive sight. The plans call for *Fengming* — which means Phoenix Song — to be the largest human artifact outside Earth's atmosphere. The current skeleton of girders dwarfs even the largest orbital factories. The on-site facilities for parts fabrication and worker housing are significant orbital presences in their own right.

The station replaces the orbital position held by the ill-fated *Esperanza*. Members of the European Commonwealth disapprove of China usurping what they view as their position in space, but the Eastern superpower continues construction apace.

When complete, *Fengming* will be an orbiting city like no other. It will house hundreds of thousands and have parks, theaters, sports arenas, expansive office facilities, and several factory complexes.

Every power-base in the solar system currently vies for representation in *Fengming*. While little of this politicking takes place on-site, the station itself represents a nexus of important power.



## LIAOWANGTA CHINESE MILITARY SATELLITE

There are many military stations in various orbits in circum-terrestrial space — China has the most at three, the Federated States and Brazil each have two, and the United African Nations, Russia, and Nippon each have one. The Chinese OS *Liaowangta* is a superior example, being the largest military platform in near space. It circles Earth at an altitude of 12,200 kilometers and completes one orbit every six hours.

*Liaowangta* was designed with an emphasis on scanning and spacecraft repair. It monitors the planet's surface with tracking cameras. Æon is extremely interested in gaining access to *Liaowangta*'s scanning capabilities, but even Proteus Division has had problems getting inside. The biggest stumbling block is the Ministry of Psionic Affairs, which has denied the Trinity official (and illicit) entry despite all manner of entreaty from the Æon Council. Of course, this resistance only makes Æon all the more intrigued by *Liaowangta*.

## ARMSTRONG ORBITAL REHABILITATION SATELLITE

Commonly called the "Black Hole" (so named because once you go in, you never get out), *Armstrong* prison is in the L2 point, orbiting Luna. The Black Hole is a maximum-security facility for hardened criminals; most Lunar residents convicted of violating one of the New Commandments serve out their terms on *Armstrong*.

Orbital prisons are likely to become *de rigeur* in the near future since they are the perfect environment in which to keep undesirables under lock and key. The extreme difficulty in escaping places like the Black Hole is simply due to being in vacuum, and it saves in staffing and security costs required for an Earthside penal facility.

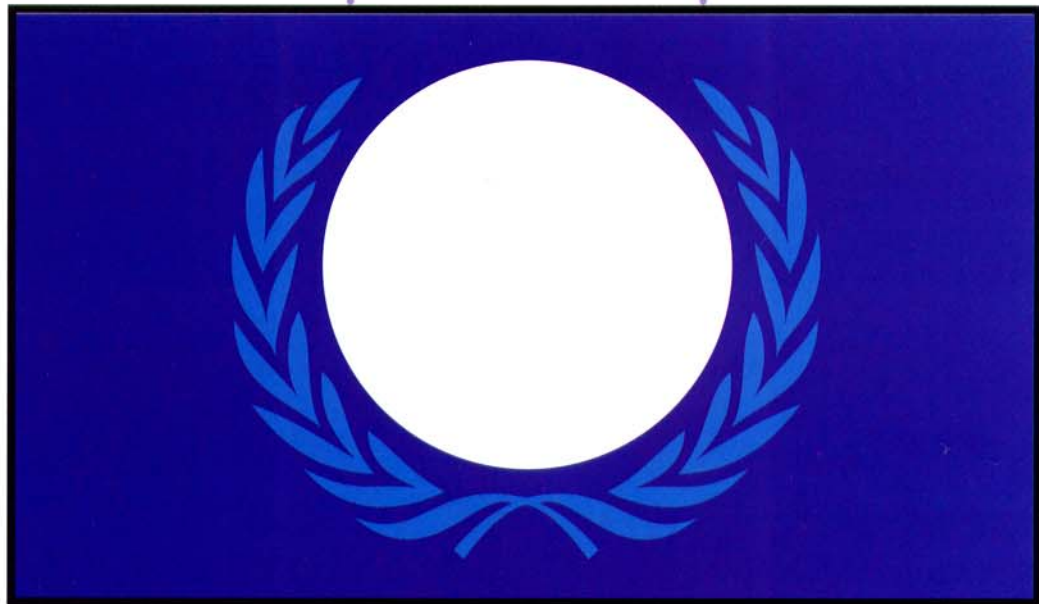
## LACORDAIRE ORBITAL HOTEL

The jewel in the chain of Lacordaire hotels and resorts, "*L'Orbital*" is a shining, flared spindle circling Luna at just under 35,000 kilometers, completing four orbits per Lunar day (roughly once per week). The station is 78 levels high, not counting the 50-meter-tall antenna arrays, and 150 meters across at the docking ring. This size makes *L'Orbital* the largest space-based hotel in Lunar orbit, and the third largest in the solar system. It was built just under 25 years ago, and it has already accumulated enough charm to be the single most elegant hotel in the universe.

*L'Orbital* was designed inside and out to best accommodate the wealthy traveler.

It is decorated in Deco Revival and polished Lunar stone and has a courteous staff, excellent food, engaging entertainment, and comprehensive facilities.

The majority of *L'Orbital's* occupants are guests, generally the cream of the social crop. The station can berth up to 1,200 guests comfortably (occupancy is usually 70%). The staff numbers over 300, and all but a handful live on *L'Orbital*. A considerably smaller staff is possible, but the wealthy traveler requires the personal touch of human servants, as so many things are taken care of by hand: baggage, food preparation, tours. There are few jobs in *L'Orbital* that don't involve frequent interaction with the guests. A stay is an indulgence in excess.



# ABERRANTS ON LUNA

There have been rumors of continued Aberrant occupation on various parts of the Moon ever since the Space Brigade first took control of Olympus Base. The Æon Council admits that there is a definite Aberrant presence on Luna, but research indicates that this presence is mostly in the form of raids and short sorties. The Trinity is confident there are few, if any, permanent Aberrant hives.

ULPF and Legion patrols make regular sweeps through every LUA-affiliated sector on the Moon, and residents need little urging to report any strange occurrences. Indeed, the ULPF spends much of its time responding to panicked flights of fancy called in by Underworld residents. Nine times out of ten, such “invading Aberrants” turn out to be rogue psions, gangs, fellow slummers, faulty power conduits, or simply overactive imaginations.

Still, the main factor in keeping the Moon relatively “Aberrant-free” is the concentration of clairsentients in near space. Clears are the best suited of all psions to detect the presence of the taint, and Aberrants are its primary carriers. As a result, few of the beings who go to ground on the Moon stay hidden for long.

There have been six serious attacks on Luna since the Aberrants returned in 2104. Although every assault is noteworthy, the most highly publicized were the destruction of the Persephone hydroponics facility, the attempted infiltration of the United Nations complex, the assault on the original Mazat jump-ship orbital base, and the so-called “Underworld Uprising.”

This last assault, which took place in October of 2119, is one of the most disturbing Aberrant attacks. The beings used the thousands of slummers that live in Olympus’ lowest levels as their cannon fodder. Humans under Aberrant control rioted

## PROTEUS ARCHIVE

### ANALYSIS: ABERRANT TACTICS

— Legionnaire Major Robert Linsey Marsden (Ret’d), Proteus Division

I don’t know if you’ve noticed, but Aberrants usually work alone. It’s not uncommon to see a couple or three together, but getting up to even a half-dozen is rare. Here’s what Triton Division says about that: “It is likely that the psychological imbalances that drive Aberrants insane also make them fractious with one another.”

Just words, yeh? But the reports from battles like Sydney, Persephone, Dublin, and Rio show that the damn beasts have issues when they gang up. A big group of Aberrants can’t seem to help but start squabbling among themselves. Like a wolf pack of just alpha males, yeh?

Their wanting to go solo is often our biggest advantage. I mean, it takes 5 to 10 psions to drop one of the suckers, and that’s often using psi *and* conventional gear. (Some folks say you should focus on one or the other, but twinks who put all their eggs in one basket don’t last long in this racket.)

Problem is, since Aberrants first popped back again in ‘04 we’ve seen them get better organized. They still squabble — it’s in the blood it seems — but looks like they can, as Triton says, “suppress their natural combative tendencies” with each other long enough to beat the holy hell out of us. I don’t need to tell you that ain’t good.

But they already work together to take Earth back from us, yeh? Well, there’s having the same goal, and there’s having the same idea how to get there. Aberrants all seem to want the same thing: Earth, and our asses in the shit. Lucky for us, they still bitch about the best way to do it.

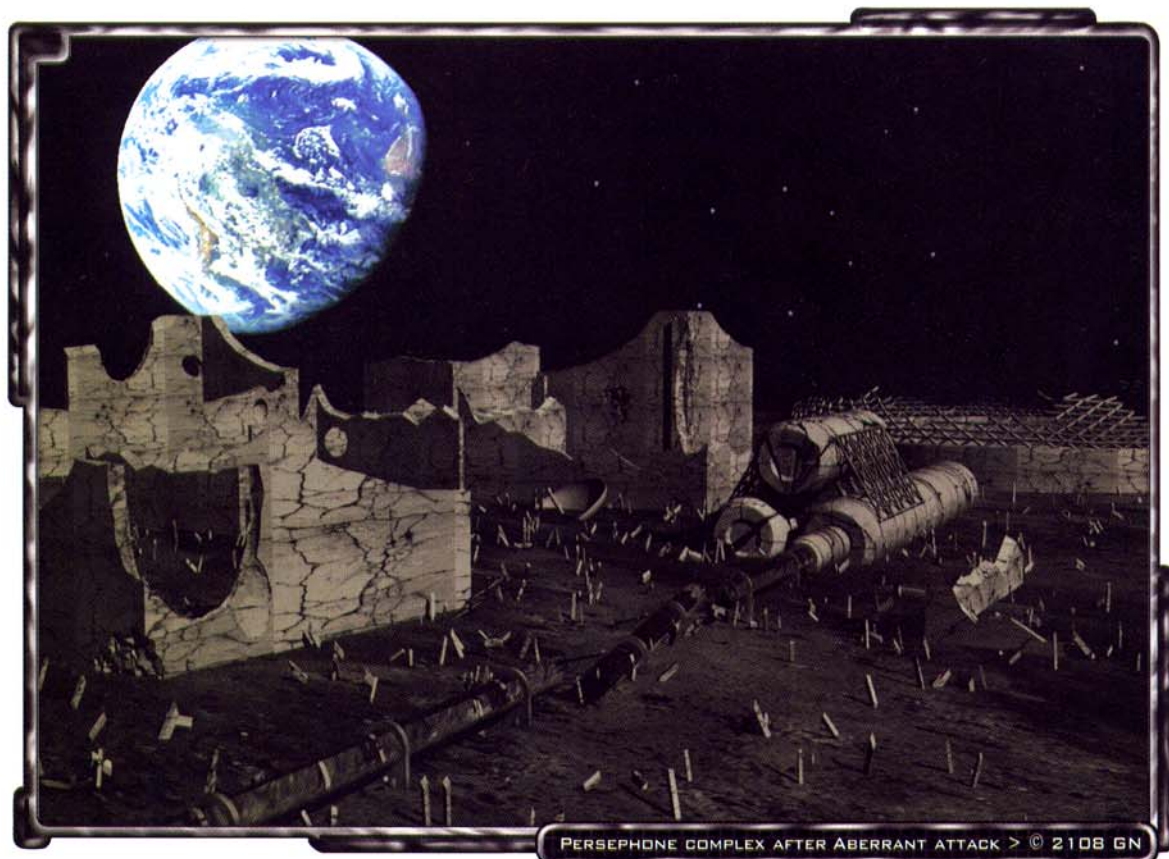
Unfortunately, it looks like they’re finally starting to really *listen* to each other.



throughout the Underworld, flooded the upper levels and assaulted surprised citizens. The riot itself was a diversion prompted by Aberrants while they tried to strike at Peligroso's fusion generators. The attack surprised even the perceptive clairsentients, affirming that *Æon* operatives should never forget that no matter how incredible the Gifted may seem, they are far from infallible.

Although the Aberrants (led by the aptly named "Bullethead," who seems to have chosen the Moon as his personal

stomping ground) were driven back, 200 psions and almost a thousand Lunar citizens died in the conflict. A number of those deaths were the result of Gifted being forced to kill the rioting slummers to prevent even worse atrocities. If Ministry agents and rexs hadn't been on hand to quell many victims' maddened states, the death toll would have been much higher. Such maneuvers by the Aberrants reinforce the grim reality that they will stop at nothing to eradicate humanity from our home.



PERSEPHONE COMPLEX AFTER ABERRANT ATTACK &gt; © 2108 GN



## T I M E L I N E



**1969** — First manned Lunar landing.  
**1997** — Existence of water (frozen) confirmed at the Lunar south pole.

**2015** — The United States of America begins Earthside construction of Olympus Base.

**2031** — *Plymouth* series fusion orbital craft lands at south pole (Lake Galatea) with first segments of Olympus Base. Construction continues over the next 10 years.

**2034** — First human child born off Earth: Selene Olympia Miller.

**2039** — Great Britain begins construction on its own Lunar base, designated Camelot.

**2041** — Russia starts on its mining station, Yeltsingrad.

**2045** — Camelot goes on-line; three weeks later, an unfinished Yeltsingrad is declared operational.

**2049** — Aberrant Occupation. The "Space Brigade" assaults Olympus Base internally. In the conflict, 12 humans die and 30% of Olympus is destroyed. Forty-four residents escape, led by Selene Miller, to the Persephone hydroponics complex. The Space Brigade declares Luna "neutral territory" and establishes a benevolent dictatorship on the Moon.

**2050** — Yeltsingrad is closed to humans. The Space Brigade declares a no-contact truce with the Persephone fugitives. The complex is closed off from Olympus for the remainder of the Aberrant War.

**2060** — Selene Miller gives birth to a son, Dante. She dies during labor due to complications brought on by LAD, Low-gravity Aggravated Osteoporosis, a condition caused by Luna's extreme low gravity.

**2061** — The Exodus. The Space Brigade leaves the Moon with the other Aberrants. Olympus residents numbering 120 go with them.

**2062 to 2071** — Slow rebuilding of Olympus and Camelot bases; Yeltsingrad is considered insignificant for refurbishing at this time.

**2071** — Pseudo-gravity is developed. Offworld development explodes.

**2072 to 2102** — Major Lunar development by China, Brazil, the Federated States of America, and the United African Nations.

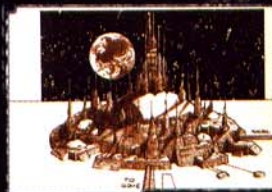
**2108** — Persephone hydroponics complex destroyed in Aberrant assault.

**2111** — Aberrant Kios Dont captured while attempting to infiltrate the United Nations complex.

**2117** — The Underworld Uprising; 1,100 humans (psions and neutrals) die when Aberrants led by Bullethead try to destroy fusion generators in Olympus.

**2119** — The Colony virtually destroys the orbital jump ship development platform *Mazat*; a second, hidden site opened under Mare Ingenii.

**2120** — Present time; immigrants still flock to the Moon, mostly from North America, Europe, and the Middle East. Reports of Aberrant infestation increase. Psi orders step up patrols in and around Luna.



*The future is a house that we are building constantly but will never complete.*

— Otha Herzog

Night falls over Olympus, although no one but the clairsentients can see the shadows filling in the craters outside the city's protective seals. And the clairsentients have other things to look at.

This is what you would see if you looked through clairsentient eyes: a faceted house of mirrors, with a vision reflected in each pane of glass. In one of the mirrors, the woman with the black armband straightens her spine and looks straight back at you, ignoring the crumbs of Dutch pastry on her plate. The crumbs spell a fragmentary word in a mirror-writing form of Thai, but it would take too long to puzzle it out. In another corner of your gaze, elsewhere in the house of mirrors, you can see the man with the holographic hair stalking down the corridor. He is already late for an appointment.

The neon bedlam of his hair reflects another vision, and the perspective shifts again. The holographic man is gone; you can just make out the hiss and bang of ships as they flicker in and out of physical reality. The ships are large and bizarre, yet strangely familiar. The fluid shapes are traced with glowering red lights, like volcanic continents on an alien world. Subquantum energy radiates from the craft with an intensity that blinds clairsentient Sight. They are coming.

We know it is the future because we have so far not met anything like this, something that can slip between the empty passages of space, yet which whimpers as it passes. Soon, though. Soon.

There they are again, and now they flicker just past the sullen plasteel yurts of Khantze Lu Ge and away once more.

Back in Olympus in the near-now, in the dim, wine-colored light of the Pit, a captive man grins up at Warnock and hands him a disposable flexplaque. A quick, close look at the electronic postcard shows the blue-and-white globe of Earth. Another shift in viewpoint, and the situation resolves: Warnock has the man at arm's length, held by the throat.

Warnock's left hand steadies a webgun, ready to fire it into the man's torso to create a more secure restraint.

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Warnock looks down at the absurd offering of the 'plaque. The flimsy piece of disposable plastic and circuits doesn't feel dangerous, so he takes it — with his right hand, the one that's not holding the gun. He hated to give up the tactical edge, but what did he have to lose?

With a practiced, almost absent-minded air, Warnock brings the muzzle of the webgun over until it gently touches his prisoner's face, brushing against the planes of one wide cheekbone. Warnock flicks the 'plaque to activate its preset home text, dissolving the image of Earth.



ASK A CLEAR ANHONEST QUESTION, the small text block states. Warnock nods, he has heard the joke before. He flicks the 'plaque again to refresh the text and gets the punchline: HE'LL TELL YOU THREE HONEST ANSWERS.

The admark imbedded in the flex is the Sisyphean rock of the radical No Exit group. The terrorist in front of Warnock grins despite himself.

No Exit is the anti-space travel coalition that has claimed responsibility for at least a

dozen acts of political sabotage since the Leviathans came online. Warnock isn't interested in their theology; he cares only that they brag about having murdered hundreds of people — that and indications that the group might be an umbrella organization for renegade clears.

Warnock is a clear. So is his prisoner, a man named Douglas Tredday.

"Nice riddle," says Warnock. "Too bad I don't have time to give you any answers, even three half-truths." He takes a breath. It always comes down to this, but that doesn't mean Warnock has grown used to it. "Douglas Tredday, you have been observed by members of the Qadiyya in the act of conspiring against the human race. The specifics are as follows: assisting members of the organization No Exit in illegal activities with the intent of sabotaging humanity's escape from planet Earth; leading said members to staging facilities of the Hajj in order to destroy said facilities; harassment of the jump ship *Kalikanaasi*; premeditated murder of 31 employees of the Hajj, including two students of ISRA; sedition within the ranks of—"

Warnock notices Tredday is smiling just before the corridor goes dark. One of the ancient halogen strips has burned out. In the moment it takes Warnock's enhanced senses to adjust and compensate, his prisoner ducks and forces the muzzle of the webber up to face the ceiling.

In the darkness, Warnock is still aware of where he is and what is happening. It takes more than a faulty lighting system to blind a seer — although they're as easy to ambush as any blank in that moment when it goes dark.

Warnock hears the creak of the corroded support beam above him as the terrorist grabs for the webgun's trigger, pumping sticky webbing onto the tiles overhead. Abstractly, Warnock wonders why he hadn't noticed the beam's creaking before. The thought dissipates when the ceiling, overweighted and unbalanced, collapses on him in an explosion of plastiboard.

"Looks like the *zikkir*'s on the side of the Earth," Warnock hears Tredday say. "Sorry you didn't see that one coming, but I'm glad I did. We can't let you Herzogites destroy the mother world." And then receding footsteps, then laughter, then silence.

"That's not what it's about, fucknut," is the last thing Warnock thinks before losing consciousness.

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In the dream of the moonbird, the strange and baleful ships flicker in and out of the far orbits of the solar system. Every time they pass into the visible world, they cry and beg incoherently; their voices sound almost human. Lizards dance and run through their bellies. They are coming.

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Warnock feels the impersonal slickness of a plastic countertop through his OrgoWear shirt. Fabric — his overcoat — has been wadded up under his head to act as a pillow. Lights shine softly through his eyelids, turning everything burnt ochre. The air is filled with the smell of coffee and dust and young people sitting too close together. Warnock can sense everything around him through the haze of wakening consciousness, but he opens his eyes anyway; it's more comfortable that way.

"What?" he mutters, confused to find himself here and not buried under a pile of debris and bioweb. He shifts; his ribs hurt, but he doesn't seem to have suffered any major trauma. Lucky.

"What is, indeed, it," someone — a woman — confirms. Warnock's vision clears as she continues, "Or if you want, *this* is 'What.'"

Warnock is in *Wie?*, the so-called "psychic coffeehouse of the Moon," nested in one of the ersatz "back streets" in the student sector. The old-fashioned glow display above his head shines the German word for "what?" — "WIE?" — and underneath it, the same word runs over and over in a band of raised Braille. Warnock can understand it; most faithful students of ISRA can.

Warnock gingerly eases himself up onto an elbow and shakes out his coat, draping it across his waist. He's battered but whole, although the webgun is gone. Warnock is delighted to see that two of *Wie?*'s ceiling plates burned out since the last time he was here. *Tomé*, the owner, never bothered to replace them. It's a blessing for the cafe's frequent clairsentient patrons — the crowded coffee house was sensory overload enough without having to deal with more light and hum.

Fragments of a dozen whispered conversations resolve: "One of the agents...definitely an eye, you can see the crystal...love the overcoat...Al Al maybe, one of the big guys...cute, if dirty..."

Warnock tilts his head back to glance at the woman who answered him a moment ago. "Looks like I'm the celebrity *du jour*, yeh?"



She chuckles delicately. “No more than anyone else that Tomé pulls in unconscious from deep Underworld and medicates in one of the rear booths. You’re lucky the rescue eyes could find your crystal under all that shit.”

Warnock shrugs slightly and glances around without looking. Wie?’s tables overflow with all manner of patrons. While not every Wie? client is an ISRAAn, the rank and file hang out here. Seeing a disproportionate number of clears fighting the tourists and postulants for good seats at Wie? is proof enough to Warnock that the School is more interested in the No Exit case than he had supposed.

“What is this?” Warnock asks, without irony. “Looks like the whole gang’s here, but I didn’t think we were due for any gyre events in the next few months. Otherwise, I would’ve been quieter.”

The woman smiles down at him and waves to Tomé on the cafe’s far side. The big Brazilian sighs and gives up on scrubbing a persistent coffee stain on the countertop. While Tomé weaves slowly between tables, stepping over millercoats and dpads, Warnock realizes that the woman standing over him is beautiful.

She is also a bad liar. “You, um, aren’t supposed to find out about this one until today,” she says. “It’s the jewel in your garden and the, uh, big fish didn’t want you swimming upstream before the time was right.”

“Aha,” Warnock responds dryly. “I hope I’ve been a good boy, then. So if I ace the test do I get to wear a crystal badge?”

She sighs to the bottom of her Wellington woolens. “Don’t be so bitter, David,” she tells him, tilting backward to face him at an angle. “We all knew the job was annoying when we took it.”

He catches the motion as she taps her right shoulder. Warnock sits up and spins around casually on the smooth table. The woman is wearing a black armband, signifying that she’s one of those rare ISRAAns who’s seen her own future, or had someone else reveal it to her. Warnock hasn’t learned that particular psi talent yet, and he hopes he never does. He chokes in sympathy, his surprise at her situation holding him still when the woman leans back to him.

"I save 31 people in Oriabi Pueblo when that blue bitch Lehoczky pulls down one of the Leviathans," she whispers into his ear, her breath tickling the sensitive lobe. "But that's not the point. Don't be difficult."

She calls herself only "H" and Warnock knows now that there is little time left for them to fall in love even if it were possible, and it is a pity because he can see that he would have liked her very much.

"Thanks," he says, accepting the warm mug of coffee she offers him. He shakes off his dismay, focusing on the matter at hand. "So this is a gyre, yeh? I think I missed my Letter from Otha. And here I was hoping for a nice, reasonable game of hide and seek with the terrorist, maybe catch a few pickpockets for awhile."

Tomé nods a greeting, having finally stepped over everybody to get here. "Nice to see you vertical, DW," he says. "Feel up for some dialogue? Three A for three Q, I give you the coffee for free. Sound fair?"

"Yeh." Wie? (and its manager, Tomé) has one simple rule: At any time, Tomé can ask any of his customers for the answers to three questions, which the customer must then answer to the best of her ability. Anyone can play the game, but clears are best at it. As he is a neutral and proud of it, Tomé gathers quite a bit of information this way from his clairsentient clientele.

"Yeh heh," Tomé says, picking up a hunk of pastry from the plate near Warnock's arm. "First up: I hear this particular Letter from Otha is coming across the crystal from Venkatesan, but it's actually a bounce. H here tells me it's a courtesy relay from the Princess' people. So what would the 'Sharifi' want with this No Exit stuff you've been chasing?"

"Well," Warnock says, "if it's the Sharifiyya, it's either marriage or the fate of the human race at stake. We can rule out the marriage, I think."

Warnock pauses to sip his coffee. He watches H study her pastry crumbs as though they were poetry. "So a fate-of-the-human-race situation. Makes sense since it's anti-Hajj activity. You know why ISRA's behind the Hajj, Tomé?"

"Kind of," says the Brazilian.

"I thought so. We're trying to build as many stable extraterrestrial colonies as we can because,

well, there's a very real chance the Earth isn't going to hold out. Process 418."

Tomé nods. "Okay. *Und wie ist* Process 418?"

"The Master Vision of Otha Herzog," H says while Warnock chimes in almost simultaneously with, "the end of the beginning, more or less."

The two seers laugh while Tomé looks on with a bemused smile. "It's a bit hard to explain," H tells Tomé. "But it's the 'big one.' ISRA's Master Plan, if you want to look at it that way."

"And the Earth might be destroyed, I take it, according to this vision?"

Warnock nods.

"I see," Tomé nods in accordance and adjusts his apron. "Last question for you. Since it's breaking the rules, you don't have to answer it, but listen: Do you want a hand in catching this guy?"

Warnock nods again. He chugs the last of his coffee and gets up from the table. Time to get back to work. He doesn't look back; doesn't need to. Tomé is dialing someone on the phone. The woman in the armband stands still and looks into the Totality.

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The universe spins in its eternal dance. The Old Man watches with eyes ancient beyond his many years. Herzog plays hide and seek with the future. When he looks hard, the future flits from sight, hiding behind his own expectations. The Old Man must hunt it with feigned disinterest. The glimpses that he gets from the corner of his mind's eye come more slowly this way, but they are the more accurate for his patience.

The Old Man rests for a moment, drawing his perception as well as he can within mortal limits. It grows harder to do, and he finds himself thinking fondly of the days long ago when he was just a man — the days before he heard the voice, the days before the universe changed.

It has been some time since Herzog heard the voice. His fellow proxies have made similar observations. Not a peep since dear Atwan vanished. *We seem to have been left to our own devices*, the Old Man thinks. He knows this isn't true, however, Clairsentience gives him much, but Herzog's wisdom is his own. He knows the source of the voice and the irony is not lost on him.



Herzog senses a pull in the subquantum flow; there is something powerful and familiar in it. He has felt it before and responds warily. Venturing toward it with the Sight is like crossing choppy water in bad weather: dangerous and difficult. As the Old Man's senses near, he feels sympathetic pain. The holographic Totality roils and tosses here. The thing he seeks beyond Pluto's orbit is the cause, but he learns no more than that. As with other great perturbations of psionic energy, its backlash blinds he whose eyes are opened widest. And Herzog's eyes are opened wider than those of any other human.

Withdrawing his injured senses, the Old Man is left with the image of a hard-shelled creature descending upon Earth. Its carapace is limned in red fire, and he hears the screams of human souls from within it. *They are coming*, he thinks. Alone, deep in the true *Huruf al-Hayy*, Otha Herzog feels fear.

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The Earth is now full in the sky over Olympus; Bovy's blue-green eye is wide open. The ships that moan and beg are coming closer. That part is the dream of the moonbird, although sometimes it's hard to tell.

Warnock is known within the order for being unstoppable on the hunt. He moves through the crowded corridors of Olympus like a bird hound, starved for the moment when he brings his prey to justice. He scans as he walks, taking each of the images of crowded Olympus into his mind one by one. Warnock searches everywhere for the fugitive trace of Tredday and discards the rest, knowing that as the trace grows fuller in his mind, he grows closer to his prey.

Weaving back and downward, Warnock steps over or around the sights of the Lunar city. Olympus tries its best to get in his way and impede his progress. She throws Chinese wedding processions in his path, whining gamins with manufactured tales of woe, malevolent students from the Maasai schools who tease him with a remote-controlled robotic cow. From time to time, Warnock shuts his eyes and dodges faster through the traffic. It's more efficient that way.

He is being followed by the man with holographic hair, but he doesn't know that yet. This man is an assassin of sorts, and he knows how to follow a clear.

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H, meanwhile, looks up at the empty ceiling lamps of Wie? and sees one of the ships poised in deep space. Something about the ship reminds her of the human figure, but such an allusion makes no sense to her. Below it is spread the solar system, a bright bulb of flame attended by moths.

"Ephemeral moths," she says wistfully. "The Moon is devouring the Earth." Tomé hears her and drops the cup he was cleaning. The cup shatters.

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Warnock catches up with Tredday in the rust garden of the Pit's old diplomatic quarter. Tredday has gotten an old L-R gun from somewhere, an Argentina custom laser carbine, and fires wantonly. Tredday understands that the Qadiyya hunter will likely know which way to dodge even before he fires, but he hopes that the beams might randomly break something crucial. Warnock chooses the better part of valor and stays under cover, cursing internally. Tredday wants the tactical edge, yet foreknowledge is failing him. The *zikkir* isn't with him.

Time is running out as Otha builds his house. Tredday runs out of charges and Warnock takes a peek. His quarry opts for the traditional response by throwing the carbine. Warnock dodges. He usually does.

Tredday turns, sensing movement. Seconds later, there's a metallic clatter in the garbage beside him. The terrorist bends down and picks up a platinum coin, which glints like a flexplaque in the dim light. He turns it in his fingers, looking at it and feeling the engravings on both sides.

Tredday recognizes the coin's significance almost instantly. He starts to speak, "The President? What...?" but Tredday's last words are drowned out by a righteous bang of weapon fire. The terrorist says no more as his torso explodes.

"What, indeed, lowbrow," answers the man with holographic hair, who has been standing in the corridor behind Warnock for...some time now. Warnock is surprised and irritated that someone could sneak up on him. "Hi, DW," the man says.

Warnock cannot help but be mesmerized by the gunman's unique coiffure, which appears to be experimental bioware of some sort. The man, meanwhile, makes the gesture popularized on

*Strike Team: Psion*, the tapping-the-forehead-while-shaking-the-head-no that means “non-psion! Do not shoot!”

“The President sent you? Why would the President want to bring down a No Exit agent? What’s it got to do with her territory?” Warnock asks.

The man with the holographic hair puts a finger to his lips for quiet. Warnock can’t get past the hair. It’s blinding — a visual din. Too much light, too many shifting styles.

“Sorry, pal,” the gunman responds. “No questions. She doesn’t like questions.” He steps over and picks up the coin where it had rolled from Tredday’s fingers, inspecting it briefly. He tosses it at Warnock, who catches it easily — plucking it out of the air.

“Keep it,” says the man. “Present from the Boss Lady.” And then he leaves. For a little while, Warnock hears the killer’s footsteps as he walks downward, deeper into the empire of the Pit.

“Whose *zikkir* is stronger now?” Warnock asks Tredday’s corpse. It goes without saying that the question is a rhetorical one, for several reasons — not the least of which is that despite

the holocausts, clears do not make a practice of speaking with ghosts. “Sorry about that, Doug, but we ‘Herzogites’ pick our last words more carefully. We don’t ask ‘What?’ we ask ‘Why?’”

Warnock pockets the coin as a present for the Joycean forensic psychometers, even though he doesn’t hold much hope that it will carry any useful impressions. If the President was actually in close enough contact with the coin to leave a trace, she almost certainly took psi counter-measures. She always did in the past, after all.

The moonbird, a thing that seems alive but is only a semi-autonomous pattern within the noetic Totality, takes wing. It passes, even though it is always already at its destination. It flies, invisible to all but the clairsentients in its route who each see something different. Warnock sees the moonbird, and its form is a human being.

*Event 418 is a person as well as an incident*, Warnock realizes as he picks his way toward the Corridor. The trick, as always, is to learn what it actually is. To find the jewel in the imaginary garden.



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**W**elcome to **Luna Rising**. Let's take a pause here while we make a transition from full immersion in the Trinity Universe to looking at the nuts and bolts behind the scenes.

## Clairsentients

Clairsentients are known for being deep-space explorers or as Earth's "early warning system." It's true that ISRA was essential to mankind's exploration of the universe, and that the group detects many Aberrant incursions in time to send psion defenders against the monstrous beings. However, this is by no means all that clears do. Clairsentience is a large part of who they are but does not solely define their existence. Each seer chooses her path to follow, using her unique perspective to guide her — whether following a vision or running from it, a clear cannot deny the influence psi has upon her life.

This course leads many to head for Focus Regions, or to analyze clairsentient visions at the School on Olympus. But just as many become independent traders, private investigators, noetic scientists, or fighter pilots. They go where they feel they are needed, with a personal freedom many Gifted from other orders cannot enjoy. Still, clears carry a great burden and are able to perceive the raw subquantum flux with a clarity no other psion can match. The ebb and flow of psionic energy shows clairsentients paths of responsibility and destiny — glimpses that often weigh heavily on the conscience.

## Luna

Just as ISRA considers itself the nexus of psion efforts, the Moon is the focal point of human civilization. It serves as a new beginning for many disillusioned with post-Aberrant-War Earth and as an accessible staging point for deep-space forays. Luna is also the link between humanity's past and its future.

The Moon is a testament to human ingenuity and fortitude. We have created a civilization on a world other than our own. Even though this place is only a few hundred thousand kilometers from Earth, humans have proven that they can free themselves of their earthly shackles and thrive among the stars.

"Thriving" is indeed the word for Luna. Home to almost half a billion souls, the Moon was the birthing ground for some of the most innovative new scientific endeavors, business efforts, industrial pursuits, entertainment mediums, and cultural developments of the 22nd century.

## How to Use This Book

The first in an ongoing series of sourcebooks that cover a particular psi order and the region of human space to which it's tied most closely, **Luna Rising** looks at Psi Order ISRA and the Moon. This book is arranged in the following manner:

### Setting

The full-color material you've read already presents an overview based on information known to the influential *Æon Trinity*. It discusses what investigations currently reveal about ISRA, as well as documenting some of the more significant parts of Luna.

### Rules

The black-and-white section takes a behind-the-scenes look at ISRA and the Moon.

- For ISRA, find out how clairsentients are made, get advice for players and Storytellers on how to roleplay Clairsentience, and discover new Clairsentience powers.

- For the Moon, learn how Lunar society developed, how various Lunar regions interact in the modern day, and what it's like to play a character in a Lunar environment.

- There's also a list of new gear — bioware unique to clears, as well as equipment used frequently in near space.

- Finally, there's a section on seers and Lunar residents of note, including detailed character templates.

### One Last Thing

**Luna Rising** is a comprehensive sourcebook, but it's by no means an exhaustive catalog of all things ISRA and Lunar. It instead gives players and Storytellers a wealth of new information that adds richness to their series. Don't feel restricted by this material; look on it as a jumping-off point into the greater Trinity Universe. Dive in!

Membership in any of the psi orders can be a life-long affiliation. In their various ways, each of the orders encourages recruits to identify with their fellow psions and with the order as a whole. Young psions in particular, being recent graduates of the Prometheus chamber, often consider their order to be their true family, closer to them than any blood relationship, friendship or political allegiance. If Prometheus can be likened to a second birth, then psions are born into their orders.

ISRA is a good case in point, for the relationship between the eyes and their order is even stronger in many ways than that between the telepaths and the Ministry, or the teks and Orgotek. Despite the fact that the School has the least regimented structure of any of the orders, this fluidity actually encourages the feeling of family better than a static arrangement of rank and status. It encourages ISRAns to view one another as individuals on their own merits, not as competitors for promotion.

This “individuals as part of a greater whole” philosophy is encouraged even before the person becomes a psion. An applicant’s initial evaluation as well as her subsequent training

impress the idea that the School is a collection of talented individuals who are all working toward a common goal — the advancement of the human condition. Of course, the seer is always free to rebel against ISRA’s teachings, but whether he rebels or conforms, the education still forms a constant and omnipresent structure in his life as a psion. As the slogan goes: “The School never ends.” Once you’ve entered the Prometheus chamber, you’ll never really leave ISRA. No one does.

This isn’t some sinister plan on the part of the School. Simply, ISRA is built around Clairsentience. By its very nature, the Aptitude encourages clears to look for the subtle connections that exist within the greater whole of the universe. In many ways, clairsentients are at the center of a number of these threads. It can be difficult for a clear to interpret some of the visions she experiences, whether they’re of the past, present or future. The psion must inevitably seek out the answers, and other clairsentients are best equipped to accurately interpret what a fellow eye sees.

Further, much of Herzog and the Huruf Mashriqi’s efforts are spent watching for signs of disruption in the subquantum flux. Perceived signs (generally called gyres)



bring the Mashriqi to contact those seers they feel are best suited (or closest) to the impending event. It doesn't matter much to them if the clears they reach don't consider themselves ISRAns.

Despite all their vaunted predictions, these high-ranking ISRA members seldom have a definite idea of what the future will bring, due to its fluidity. However, since everything in physical reality resonates into the subquantum universe, skilled clears can sense the dramatic ebbs and ripples even if they don't know their exact cause.

This matter, in the end, is the root of clairsentients' cryptic behavior. The Mashriqi sometimes have only a small amount of information to go by, other than that a certain place or time is the focal point. Sometimes the Mashriqi envision a specific individual (often a fellow clairsentient), which is why clears have a reputation for appearing out of nowhere to tell someone, "You must come with me. It's important." Yet, no one can dispute that when a clairsentient shows up saying, "Something will happen here," 9 times out of 10, she is right.

It frustrates others — telepaths especially — that clears don't give out specifics for these impending events. In fact, the Ministry is very concerned by the ISRAns' ability to keep the details of visions secret from Telepathy (see *Alternate Clairsentience Powers*, page 73). The answer is simple; generally, the clear being probed just doesn't have a distinct vision of the future in her mind. The Ministry agent won't uncover an answer if there isn't one there to find. For their part, ISRAns respond to requests for details by falling back on the science fiction cliché — "Telling you anything specific may disrupt the future."

Such antics keep clairsentients on a razor's edge. They can sense enough of the universe around them to have a good idea of what's going on. When it comes down to it, however, they have just as many questions as everyone else, if not more.

## Recruiting

When it comes to recruiting, ISRA's strategy is the most liberal and inclusive of all the orders' (at least as far as the subject's physical condition is concerned). While it is not quite true that "the

## Din

Adherents of Baha'ism refer to the noise of modern urban life as "din." To them it means not only a painful, confusing noise but an actual metaphysical horror. Clears who have felt oppressive sensory input when in crowded areas understand all too well what this horror is. They find it more comfortable away from thronged urban centers like those across Earth and even Olympus. This reason is also why many seers follow an aesthetic life, thus avoiding the sensory distractions of loud entertainment, flamboyant clothes, and fine foods. Cities and rich lifestyles are uncomfortable and sometimes dangerous to a clairsentient's sensitive perceptions.

Clairsentients learn of the din soon after emerging from the Prometheus tank. The Mashriqi warn them about the dangers of spending too much time in large population areas and media centers. Most people, other psions included, assume this is a moral policy of ISRA rather than a mere matter of psionic health. But, it is the rush of artificial stimuli that prevails in modern urban life that can overwhelm the seer and crush her sense of self and equilibrium under the weight of meaningless noise.

The Storyteller may reflect the oppression of the din by imposing difficulties on a clairsentient character's Perception-based rolls and Psi power uses in crowded urban areas. This situation may also apply to places with great amounts of sensory input (holotheaters, sports arenas, war zones). Of course, a clear may try to combat this by focusing on her *zikkir* (see page 62), but the character should understand how tiring and stressful such conditions can become over time.

clears take everybody," the only thing ISRA requires is that the subject be in good mental health. This is an ironic counterpoint to the Legions, for whom mental health is sometimes considered a hindrance (many point out the Fourth Legion as a prime example of this belief).

Clairsentience can often overwhelm a psion with massive amounts of sensory input. It takes a strong will to focus Attunement, or to tune out the background chatter that clears experience when

they use their abilities. Perhaps most importantly, ISRAns must be able to mentally sift through the strange and overlapping sensory images they receive when using Clairsentience Modes — especially Psychometry powers.

In the early days of ISRA, individuals with weak minds showed that they couldn't take the pressure that clairsentient senses applied and often suffered derangements and mental collapse. While the docs' Mentatis abilities were helpful in alleviating this trauma, the solution was only temporary. Invariably, the poor souls lapsed into psychosis once again. Out of necessity, the Mashriqi applied Biochemical Alteration Nodes (see **Hidden Agendas**, page 39) to the unfortunate clears, shutting down their higher mental (and psionic) functions. Fellow psions now care for them pending the discovery of a permanent way to mentally strengthen them.

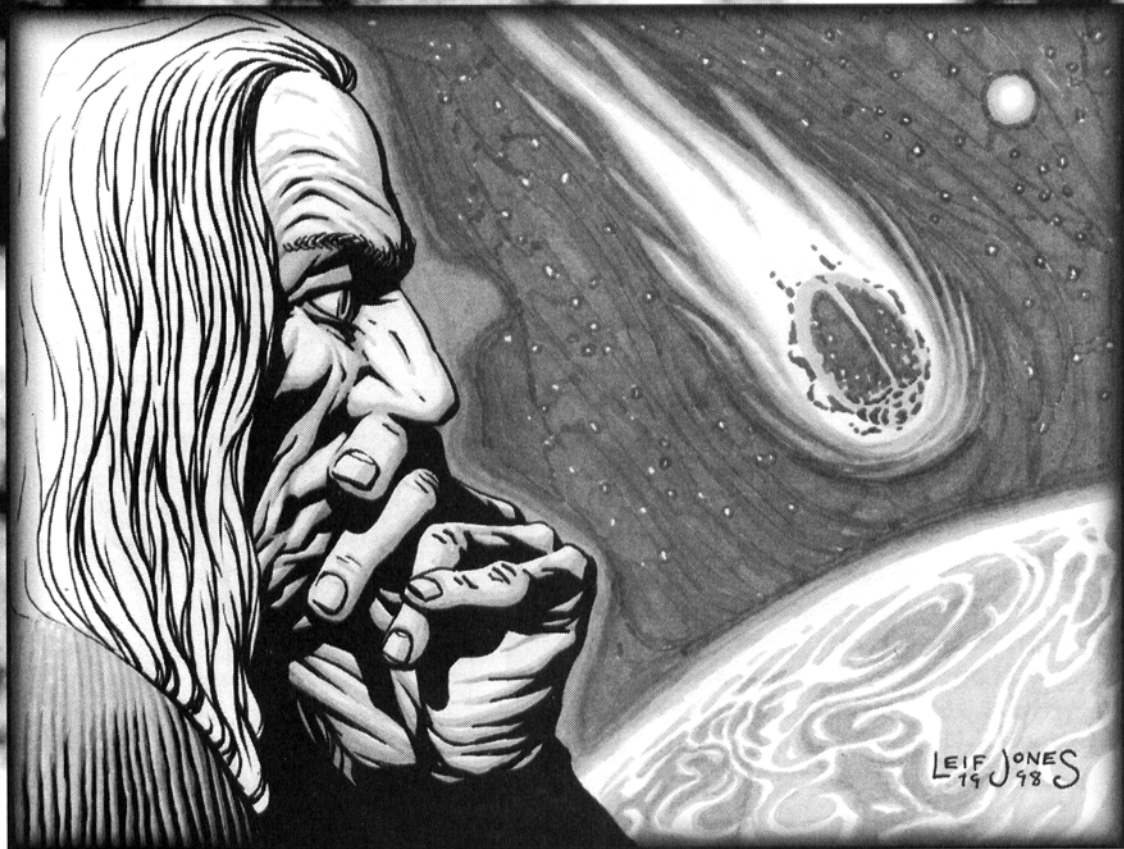
The Mashriqi now test applicants' mental and psychological strength before subjecting them to the Prometheus Effect. Although latents must take a psychological evaluation before entering the

Prometheus chamber, this step is often just a final formality. The clear first approaches a potential candidate surreptitiously to watch her behavior. This first step is known as the "appraisal," as the monitor takes note of the latent's treatment of others and gauges her emotional stability and mental fortitude through real-life experience.

Some ISRA groups — most notably, Ductrans, the Qadiyya, and the Al Alif — are known to manufacture their own tests for the latent. They range from simple morality tests (dropping a wallet stuffed with yuan) to more complex puzzles (becoming her friend then trying to draw her into a seemingly innocuous yet illegal act). Monitoring of this sort lasts from a few weeks to almost a year, depending on the individual's moral temperament, the tests involved and the testing psion's personal taste.

### Hide and Seek

Otha Herzog's clairsentient abilities were activated after he spent a year as an anonymous nomad, constantly on the run from the voice that insisted he follow the will of the noetic Totality. After he joined



the other proxies in discovering the full extent of their newfound powers, the fugitive became the pursuer. Herzog stalked down his first Mashriqi from their hiding places, taverns and gaming tables scattered throughout the solar system. Many actively fought Herzog's insistence that the future held a grand and humbling destiny for them. After that initial resistance, however, all have become instrumental voices in the ISRA Vision.

As in those early days, all ISRA candidates take part in their own "Hide and Seek" as the final test before being welcomed to the order. The psion monitor leaves subtle clues that pique the latent's curiosity and lead her ever closer to the truth — she is to become a psion herself, in the service of ISRA. Those who struggle against this overwhelming "destiny" are indulged for the time being, but all such "Innocents" become seers sooner or later.

The most difficult subjects often show the most potential, even taxing the investigative resources of the Qadiyya or AI Al. Particularly resourceful candidates have led the School in epic chases across the whole of human space. Mashriqi consider such chases to be ideal training scenarios and often assign novice seers to bring in latents.

### Dormition

All prospective clears undergo a second period of monitoring by their elders in the School before actually entering the Prometheus chamber. Known as the dormition, this observation varies widely depending on the candidate's relationship with ISRA (if any) and the personal outlooks and teaching styles of the monitors involved. Still, it echoes the field observation in fundamental ways. In fact, the same psion who monitored the latent during the appraisal often continues to do so when the supplicant is brought to *Huruf al-Hayy*. Most latents who learn that they underwent the appraisal already find the dormition frustrating and redundant. Perversely, they're told that it's just part of the process.

There is a purpose, despite the complaints, to having an appraisal followed by dormition. The appraisal serves to reveal individuals who may make strong clairsentients but who display dangerous or destructive personality traits. Dormition is then comprised of psychological trials designed not only to evaluate the candidate's role in the Totality but also to cure her of dysfunctions.

### Freelance vs. Rogue Clairsentients

ISRA worries little about clears who decide to strike out on their own. The School operates with the philosophy "Once an ISRAAn, always an ISRAAn"; freelance clears are welcome to pursue their own interests (as long as those pursuits don't conflict with the Old Man's Vision). When they're needed, the School knows where to find them.

"Rogue" seers, those Gifted who use their abilities for personal gain or to the detriment of others, are another matter. The orders take rogue psions almost as seriously as they do Aberrants. A psion is certainly not as powerful as most Aberrants, but a renegade is feared for the damage she can inflict on the reputation of psions and the orders.

The orders, coordinated by Neptune Division's public-relations juggernaut, expend a fair amount of time and resources promoting a positive public image for the Gifted. A single rogue psion's selfish actions can throw months of pro-psion PR into disarray.

While all psions watch for rogues, one of the ISRA group AI Alif's primary duties involves tracking and neutralizing rogue psions, especially renegade clears.

Of all dormitions, the cases that deal with psychoses are the most overtly religious in tone, being heavily influenced by Zen logic and the esoteric psychoanalytic methods of Sufism. They are also by far the most difficult to monitor, as they cannot be interrupted once begun. These dormitions must play themselves out until the candidate emerges with a sane mind, ready to shoulder her ordained role within ISRA — or until her mind cracks under the strain.

Due to the evident dangers, obviously dysfunctional or unstable latents are not accepted into dormition unless spoken for by a sponsor, who then oversees the dormition. This sponsor is held responsible for any crimes the candidate commits during the dormition/rehabilitation period. As such, the responsibility dissuades all but the most idealistic ISRAns from taking criminals lightly into their midst.

In the end, Herzog has final approval over special dormitions. The proxy or one of the Huruf Mashriqi takes a hard look at the individual's latent and potential role in future events. As sifting through the future is imprecise even for the Clairsentience Proxy, it frequently comes down to gut instinct. If the Old Man has a good feeling about someone, no matter how difficult or unbalanced she may be, he'll approve putting her through dormition (just as a candidate from whom Herzog gets bad vibes is shown the door).

## Visionary Techniques: Training

Once the monitor feels the applicant has completed her dormition, she is prepared for immersion in the Prometheus tank. A Mashriq meets with the latent and her monitor immediately prior to the process. There, the monitor formally passes the latent into the Mashriq's care, who takes over training after the applicant emerges from the tank. One whose monitor was already a Mashriq keeps her same mentor even after being triggered.

Novice clairsentients are extremely disoriented when they emerge from the Prometheus chamber — the flood of perception arising from their newly expanded minds makes them prone to confusion and mild euphoria. A skilled clear's assistance is vital to learning how to control this new state of awareness. The Mashriq devises his own idiosyncratic methods and courses of instruction based on one of two training models. Many let the student learn by doing, allowing the new clairsentient great personal freedom on how and where she uses her powers. Others teach through intensive example and take the student on an extended nomadic tour of human space, instructing her as

the need arises. Both methods seem to be equally conducive to learning; in the end, the model used depends on the Mashriq's temperament.

In most, but not all, cases, training emphasizes "useful work" and "meditative discipline" as techniques for teaching concentration and compassion for the human condition. Useful work generally equates to simple tasks performed in Long-Term or Temporary Focus Regions, which are areas of possible or current volatile activity. The sponsor teaches his novice to rely on basic facts of human nature: The belly must be filled before the mind, no job is worth doing unless done well, and so on.

Throughout human space, novice ISRAns labor in the humblest of jobs — drawing water, developing holofilm, spinning orbital fibers. Novices are known to complain about the inconsequential and obvious nature of these tasks, but their importance becomes evident over time. The psions gain the love of their fellow wage slaves and the confidence that they can survive anywhere there are other humans. Moreover, this experience builds reservoirs in the novices' psionic thresholds that help provide them with an abiding sense of peace and "grounding." Without these reserves, the din madness caused by perpetual sensory overload would undoubtedly be far more common within ISRA.

## Extremism and Moderation

Only the most deeply devoted (or "brainwashed") of the seers attempt to live according to all the policies of the Mashriqi (see **Trinity** under ISRA Methodology and Philosophy, page 47). Few are dedicated enough to the School to divest themselves of all their material goods and national citizenships, much less, change their names and renounce their pre-Prometheus friends and families. As it happens, Herzog and most of ISRA view such extreme cases of loyalty with some revulsion and embarrassment, as noted in the description of Messianic Baha'i (page 16).

The Old Man promotes common sense and moderation along with the rest of his teachings. Most clears bear such advice in mind, but there are always a few isolated individuals who hear the words but not the message. They live with

worldviews that collapse all too often into hysterical or paranoid fantasies of the apocalypse, revelations that Otha Herzog is the Baha'i Messiah, or other misguided ideas. Although seldom actively malevolent, such fanatics are dangerous nonetheless.

ISRA members are always on the lookout for fellow seers who go off the deep end. When caught soon enough, these unfortunate souls are returned to *Huruf al-Hayy* for psychological and noetic evaluation.

### Cultural Influences and ISRA

Preaching that the Clairsentience Aptitude exists in some form in every human culture, ISRA encourages its members to explore traditional consciousness-alteration techniques as supplements to the School's official training. Such methods may include Eastern Tai Chi meditation, European perception therapy — even Caribbean *voudoun* ceremonies or Native American peyote rituals.

Although ISRA does not encourage formal religious affiliation, many religions include useful techniques as well. These are usually in the form of meditation, prayer, and fasting. A number of ISRA members have become affiliated with various politically active sects such as Roman Catholicism or Temple Judaism, causing occasional crises of conscience for the individual. Even followers of Baha'i can suffer dilemmas between their religious leanings and what Clairsentience shows them.

### Zikkir

One important part of ISRA training is the trance meditation anchor assigned to each student. Informally known as an ISRA member's "*zikkir*," this apparently nonsensical word (traditionally based on a chosen Arabic phrase, although snippets of *Finnegan's Wake* are popular among the Joyceans and, increasingly, young Mashriqi) is said to represent the seer's exact and unique position within the subquantum schema.

Generally, *zikkir* allows the seer to relax, focusing past the din of constant sensory input. Concentrating on the *zikkir* can keep the psion centered and help her exert control over the flow of sensation. If a seer character knows she's about to make a challenging Clairsentience effort, she may first try to ground herself with her *zikkir*. See the new Clairsentience power Empty the Eye, page 74, for details.

An ISRA member can also make use of *zikkir* to push information into her unconscious mind, where it can be retrieved later. *Zikkir*-bound information held in a clear's subconscious is impossible to extract through mundane means — telepaths have a difficult time accessing it, and even the clear cannot access the knowledge until she actively summons it from her unconscious mind. Refer to the new Clairsentience power Selective Amnesia, page 75, for details.

Clairsentients take their *zikkir* very seriously. Saying "your *zikkir* is strong" or "the *zikkir* is on your side" are considered high compliments. Similarly, a statement like "your *zikkir* is weak" is a grave insult.

### The Still Point

As with every order's sole Prometheus chamber, the School's tank is a powerful and unique device, as it is a tremendous focal point of subquantum energy. A clairsentient character gains an additional two dice on her Psi roll if she uses a Psychonavigation power to lock onto the ISRA Prometheus chamber (obviously, this applies only if it is within her sensing range; see *Huruf al-Hayy*, see below). Clears can use the chamber as a kind of "psionic north pole," finding their way back to it from anywhere in space, as long as they're within sensing range.

This characteristic is part of the reason why ISRA refers to its Prometheus chamber as "The Still Point." Herzog himself is another reason; the Old Man's pseudo-mystical manner of speech becomes uncharacteristically strong when referring to the Prometheus tank; his long digressions about its "anti-holographic nature" as a "point from outside our reality" are even more incomprehensible than usual.

## Letters to Otha

Clairsentience allows only for one-way communication in its raw form. The psion can gather data but not share it. To compensate, the Mashriqi instituted a program known as Letters to Otha. Every ISRA member is assigned at least three other clairsentients who act as her “neighbors.” The neighbors are seldom associated with one another otherwise. The only limiting factor is the maximum useful range of a given clear’s awareness. The psion must be able to sense her neighbors using Subliminal Communication (see page 74).

Each ISRA member is responsible for psionically viewing her “neighbors” at regular intervals each week. These times are established in advance in order to avoid potentially embarrassing or voyeuristic complications; they are generally staggered at around 6:00, 12:00, or 18:00 (Lunar Standard Time). If a clear has information that she wants to share with the entire School, she simply pulse-encodes it into her ISRA membership crystal (see Focal Crystal, page 122) and waits for her neighbors to pass the message on through the network.

Clairsentients can scan over vast distances with Attunement, so a clear is rarely beyond the network’s range. A week in which the character is out of range is noted but not considered a cause for alarm. If a seer can’t be viewed by her “watcher” for a second consecutive week, however, an ISRA member (or even a team) is sent to that clairsentient’s last known location to investigate.

### The Zero-g Dance

An ISRA member meditative practice is the zero-gravity dance, a kind of “yoga in freefall.” It was begun by the first generation of Lunar clairsentients and soon spread to the School’s deep-space explorers and station crews. The practice has since been popularized as “the primary and most beautiful ritual of modern times.” Aside from its artistic appeal, it has certain practical effects as well.

Specifically, the zero-g dance (which can be done in low-gravity, too) permits a clairsentient to make full use of the Psychonavigation Mode without disorientation or other confusing effects (see the new Clairsentience power Zero-g Dance, page 77).

The Sharifiyya organized Letters to Otha as a basic transmission device. Rudimentary messages (announcements of new gyres, requests for assistance) can be passed to the entire membership of the School in one day. Letters to Otha enable the order to record, analyze, and even act upon events with surprising speed.

Letters to Otha provides tremendous potential for new story hooks (or even to complicate existing ones). The Storyteller can use information gleaned from the network to kick off a new episode, or to give the players hints if they run into a dead-end in an existing plot. It can also be useful for characters who find themselves in a seemingly inescapable situation. However, the Storyteller should always put the good of the series first. If it would ruin the episode to have ISRA alerted to the team’s situation, the Storyteller may decide that the clear character’s neighbors are unfortunately out of range, that her crystal was somehow damaged, or that help won’t arrive until after the characters have already made their escape.

## *Huruf al-Hayy*

Otha Herzog announced publicly in 2112 that William Kaige Miller, the young grandson of Luna’s “first lady,” Selene Olympia Miller, would design an orbital station to serve as the ISRA Order’s headquarters. The station, designated *Huruf al-Hayy*, would be built entirely by a select group of ISRA members. Upeo wa Macho Proxy Bolade Atwan, along with three of her most capable lieutenants, volunteered to teleport the necessary materials to an undisclosed site in the solar system.

The Æon Trinity was curious enough to order further investigation. The clears interviewed confirmed that they had indeed helped in the construction, but they weren’t at liberty to say where *Huruf al-Hayy* was. Herzog and Atwan never responded to Æon’s requests for information, and even Miller’s sound designs gave no indication of where the station might be found.

Extensive searches throughout the solar system — even off the plane of the ecliptic — turned up nothing. But Herzog claims to make his “humble home” on *Huruf al-Hayy*, as do key members of



the Mashriqi and other clears undergoing treatment. Various agencies, including Aeon, Orgotek, and the Anti-Psion League, try to follow the Clairsentience Proxy on his infrequent visits to Earth space. They all fail routinely, which isn't surprising since it's impossible to sneak up on the Man Who Sees Everything.

## The True *Huruf al-Hayy*

*Huruf al-Hayy* doesn't exist, at least not in the way everyone thinks. There is no ISRA station floating in space — orbiting Neptune, the other side of the Sun from Earth, or in some distant galaxy. The real *Huruf al-Hayy* is hidden hundreds of kilometers beneath the Lunar surface.

After the eradication of the Chitra Bhanu, Otha Herzog thought ahead for the safety of his order. While the Clairsentience Proxy didn't plan on betraying humanity as the dark psions did, he saw enough of the future to take appropriate precautions. Miller designed a perfectly functional orbital station; he also designed an inspired subselenic complex. The models were quite similar, but the former was a mere red herring.

At Herzog's request, Bolade Atwan used her formidable teleportation abilities to tunnel deep into the Moon's surface by teleporting away sections of rock. Far beneath the selenic crust, Atwan created a gigantic chamber by transporting thousands of metric tons of stone from Luna's heart. Chunks of Lunar rock appeared unnoticed in the Asteroid Belt during the 12 weeks it took Atwan to "dig" out the site. Then Atwan's team brought in the supplies and raw materials ISRA needed, with ISRA's Prometheus chamber among the first trips. While the clears began construction, the teleporters shaped three more access tunnels to the Lunar surface.

Even the Teleport Proxy's talents were strained by this endeavor, but she understood its importance. In fact, it's possible that Atwan planned on moving the Upeo's chamber here as well. It isn't known if she had the chance before every Upeo wa Macho vanished, including the proxy — and Herzog refuses to discuss the matter with anyone.

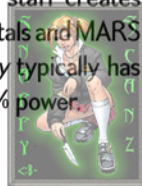
### Inside the Facility

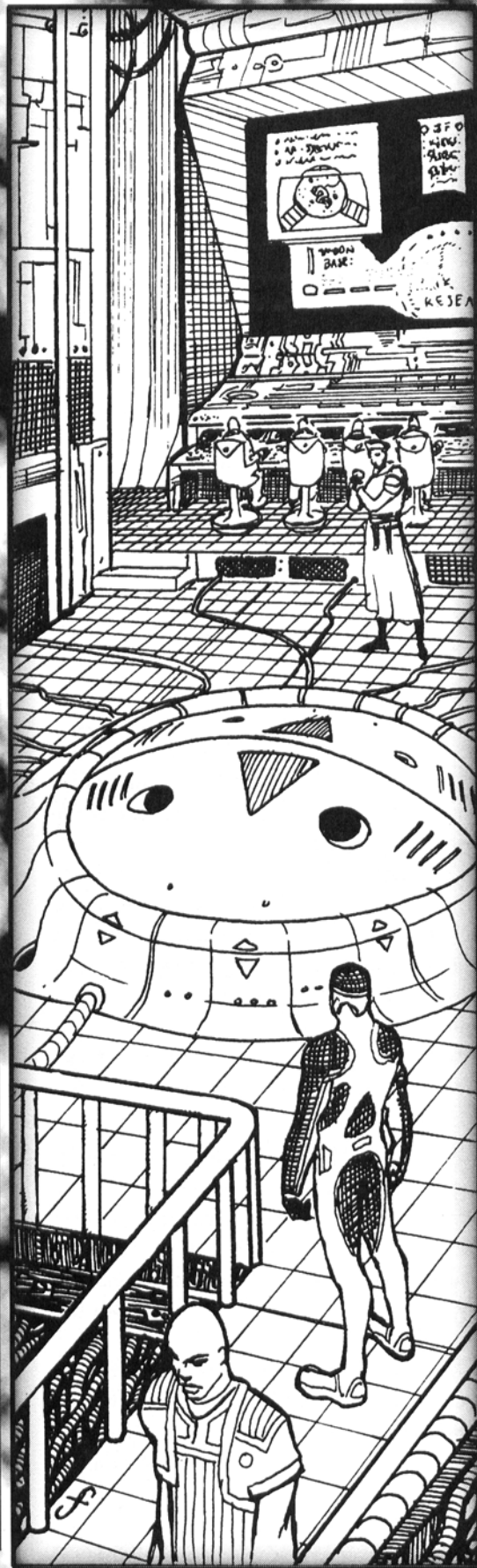
*Huruf al-Hayy* is, quite possibly, the safest place in the entire solar system, being vulnerable to attack

only through one of four tunnels. One of these, known only by the Huruf Mashriqi, leads into the lower levels of the School's surface complex near Olympus. The other three entrances are spaced sporadically across Luna, in regions known to have no real use for development. Clears are in little danger of being discovered entering or leaving *Huruf al-Hayy* since they can scan the area psionically before even nearing the exterior hatch. If there is even the hint of another soul nearby, the psion waits (if inside) or flies over to another hatch (if outside).

Each tunnel runs in angles and curves that challenge even the expansive perceptions of clairsentient pilots. SI-guided missiles are unlikely to make it more than a kilometer before hitting a sudden outcropping. Additionally, each tunnel has four seals, including the camouflaged outer hatch. Each seal's entry key is a focal crystal that opens only with Subliminal Communication. Any other attempt triggers alarms throughout *Huruf al-Hayy*. And, complex biotech devices near the exterior hatches send out weak but erratic subquantum pulses, simulating psi focal points elsewhere in the universe that naturally disrupt focused psi efforts. Clairsentience and Telepathy are especially obstructed. It's recommended that psions using such abilities can't scan past the pulses. But for those who require numbers, the Storyteller can apply a +4 difficulty to Clairsentience and Telepathy power use in the immediate area.

*Huruf al-Hayy* has nine hyper-fusion generators, enough to power a facility three times its size, as well as extensive pseudo-gravity grids, one primary and two back-up life-support systems, and a large central communications center (with systems hard-wired through kilometers of optical cable to the surface). The "station's" engineers are two clears and a Baha'i electrokinetic. It also has a comprehensive medical facility (with three vitakinetics loyal to ISRA), a hydroponics farm, a separate hangar bay for each entrance, two physical fitness centers, a theater, a pool, a lowball court, two parks, and living quarters for 20,000. There is also a small bioware production facility whose staff creates clear-specific bioapps like focal crystals and MARS suits. Despite its size, *Huruf al-Hayy* typically has under 200 residents and runs at 10% power.





## Keeping the Secret

Latent clairsentients aren't told of *Huruf al-Hayy*'s true location until they emerge from the Prometheus tank. As far as they're aware, applicants are sedated in acceleration tanks on a high-speed transport to the solar system's fringe. Once inside the "station," the portholes show images of space that don't correspond to anything seen from the Milky Way. These sights are state-of-the-art *faux vistas* designed by Laraine Beil, the resident electrokinetic.

A new psion senses the dense solidity of Luna around her when she emerges from the Prometheus chamber. After explaining the novice psion's new status, the Mashriqi confirms the truth of *Huruf al-Hayy*. There is little concern that the clear might tell someone, since it's extremely rare for a seer to go rogue. Further, ISRAAns help spread numerous rumors of *Huruf al-Hayy*'s location even among themselves, never saying the same place twice — around Neptune, beyond Pluto, in the center of Earth, in Jupiter's Red Spot, in Saturn's rings. "Inside the Moon" sounds just as unlikely as the rest. To make absolutely certain, most clears use Selective Amnesia (see page 75) to mask their memories of each time they enter or leave *Huruf al-Hayy* so that overly curious Ministry agents don't stumble on the truth.

Finally, even though a seer knows roughly where *Huruf al-Hayy* is, she isn't told how to get there. Pilots approaching and leaving the tunnels do so at breakneck speeds, which makes it virtually impossible for even a clairsentient to get a good look. Most clears agree with the Mashriqi that some things are better left unknown. If they need to return to *Huruf al-Hayy*, they just pass the word along and an ISRAAn pilot soon appears.

The half-secrecy within the order also serves as a test of sorts. Most of the clears who are curious and patient enough to scan over every meter of the Moon's surface (and skilled enough to sense past the psionic-jamming devices), or through kilometers of solid rock, become Mashriqi at some point. This Hide and Seek seems to be an initiation into the next level of membership.

## The Bottom Line

The secret of *Huruf al-Hayy* may cause characters some concern over what else the Old Man might be hiding. It is foolish to think that Otha Herzog doesn't have other secrets; after all, he spends much of his time looking throughout settled space and time. The Man Who Sees Everything has probably revealed only a slight fraction of all that he's seen.

Still, it seems, well...*clear* that Otha cares deeply for his ISRA siblings and sentient beings as a whole. His every effort appears to be directed at protecting humanity from harm — hiding *Huruf al-Hayy* may be Herzog's way of protecting his order from future dangers.

## The View from Within

It should be evident that while the vast majority of clears are united in the desire to use their unique perceptions in the protection of humanity, each individual has her own idea on how this should be accomplished. This diversity has resulted in the creation of a number of groups within the ISRA Order. These groups range from social assemblages to political factions, each comprised of seers whose agendas coincide. ISRA Groups (page 9) describes each major band within the School.

The information below lists the Mashriq, Allegiance philosophy and Ability cluster for those groups cohesive enough to warrant them. Allegiance represents your character's general outlook on her role in society — a shared philosophy of the group (*Trinity*, page 179). An Ability group covers main areas of training considered essential by the organization to which your character is involved (*Trinity*, page 166).

### Al Alif

Abbas Kastami, the Al Alif Mashriq, trains this group to bring down the corrupt and bloodthirsty. Al Al focuses on rogue psions, but it doesn't hesitate to bring criminals of any stripe to justice. Although well-trained in the use of deadly force, Al Al members bring their targets in alive if possible.

**Allegiance:** Transgressors should face their crimes and have the opportunity to atone. Death is a coward's way out and cheats the individual of taking responsibility for his acts.

**Ability Group:** Brawl or Martial Arts, Firearms, Intrusion, Investigation, Rapport, Stealth  
Ductrans

ISRA's "devils advocates," Ductran members follow the banner of Varuni Venkatesan, who encourages clairsentients to not just see, but to do. Ductrans push themselves especially hard in the public eye in an effort to make up for their fellow seers who are too cautious to take action.

**Allegiance:** Herzog's a sweet old guy, but he's much too careful. Power is meant to be used; the meek will have nothing to inherit if clears don't use their abilities for humanity's own good.

**Ability Group:** Academics, Awareness, Bureaucracy, Etiquette or Savvy, Perform, Subterfuge

### The Hajj

Hajj Mashriq Antonia Noordsij-Doso works closely with the members of this group and trains them to be the best possible pilots. Although some Hajj clears take prime posts with various governments, most work as independent transport captains or explorers. The most exceptional are accepted into the jump-ship program, in which they compete for the opportunity to pilot one of the Leviathans.

**Allegiance:** Space is, indeed, the final frontier. It is a place of freedom and wonder, where the fundamental truths of humanity and our role in the universe await. Only by venturing to the stellar frontier will that truth be revealed — and the Hajj shall lead the way.

**Ability Group:** Awareness, Endurance, Engineering, Meditation, Pilot, Science

### Joycean ISRA

Although officially the Joycean Mashriq, Vaughn Williams leaves the group's day-to-day guidance to others. He spends the majority of his time in a trance state, searching for Focus Regions and gyres. Joycean seers do their own scans, and they analyze their visions to try and learn the greater pattern of the universe.

**Allegiance:** Truth exists in the universe around us. Clairsentience provides a remarkable tool to reveal that truth, but without objective analysis, even the most powerful vision is only so much sound and fury.

**Ability Group:** Academics, Engineering, Investigation, Meditation, Rapport, Science  
**Messianic Baha'i**

Herzog appoints a new Mashriq to this group on a regular basis, generally in an attempt to tone down the Followers' zealous fervor. And the members of Messianic Baha'i try to bring the Mashriq over to their point of view. This philosophical tug-of-war has continued with little change for years now.

**Allegiance:** The Messiah has come, and his name is Otha Herzog. The universe must heed His words, or it shall be lost in the impending Armageddon. The Followers are His heralds, spreading the message of compassion and the need to outgrow temporal evils to others.

**Ability Group:** Academics, Arts, Command, Linguistics, Meditation, Rapport

### Muzzein Bang

Since Muzzein is primarily a cultural phenomenon among the youth, Herzog has not seen the need for a direct Mashriqi appointment. However, ISRAns keep an eye not only on bang culture, but on the anima movement as a whole.

There is every possibility that Muzzein bang could be a powerful tool for communication should the School require it.

**Allegiance:** Instead of focusing past the din, revel in it. Life is all about experiencing life. Clairsentience provides an opportunity to attune to the movement of the universe — join in the dance.

**Ability Group:** Arts, Athletics, Engineering, Meditation, Perform, Savvy

### The Qadiyya

This collection of investigators and spies has no single Mashriq. Rather, Herzog appoints a notable individual within the group to the post as the situation demands. Each Qadi typically works alone, joining other members only when needing information or support.

Tez MacDonald is thought of as a kind of godfather within the group. He trained the first Qadiyya and is known to tutor new clears — all they have to do is find the elusive MacDonald. Con-

sidering it was hard even for Proxy Herzog, most applicants settle on a fellow Qadi's instruction.

**Allegiance:** Glory or revenge isn't a factor; the pursuit of understanding and motivation is a Qadi's goal. Uncover the truth wherever it lies hidden.

**Ability Group:** Academics, Interrogation, Investigation, Meditation, Stealth, Subterfuge

### The Sharifiyya

Princess Lila Faoud is the Sharifiyya Mashriq. She lends her staggering financial assets to ISRA's pursuit of refining and enhancing Clairsentience. This effort takes place

on two levels. Faoud and chosen Sharifiyya make the rounds of high society promoting psions as a great boon to human endeavor. Other Sharifiyya members spend their time engaged in noetic research. Princess Lila splits her time between both groups and keeps up on the latest on the elite and psi research.

**Allegiance:** Psionics is still in its infancy. Humanity must learn all that it can about its inherent potential, especially that of Clairsentience. This

### Psi Laws

Psionics is a dramatically new factor in the 22nd century. Most legislation involving the use of psi is still tied up in various national courts and in the UN general assembly. Fully 90% of all courts do not permit evidence derived purely through psionic means. Pending legislation includes having psions register themselves as one would a firearm and, in certain areas, even outlawing the use of psi is under consideration.

United Nations' statutes place unauthorized clairsentient scanning of personal effects and private domiciles in the same category as breaking and entering. Clears working in law enforcement must gain proper legal warrants before using their abilities in such a manner. After all, it's nearly impossible to stop a clear from projecting his senses through a wall. Generating proof that a psion did such a thing is even more difficult.

Otha Herzog and the Huruf Mashriqi make continual claims that ISRA polices its own, and thus ensures that seers do not use their abilities indiscriminately. Legislators accept these statements dubiously and continue pressing forward with their bills.

includes not only noetic study, but also promoting its acceptance in society.

**Ability Group:** Awareness, Etiquette, Investigation, Medicine, Rapport, Science

## ISRA and Society

Like all the psi orders, ISRA does not exist in a vacuum. Aside from the Æon Trinity and the psi orders, the clairsentients interact constantly with a large number of corporations, governments and power groups, thus guiding the future of humanity from within. This interaction often occurs on an individual basis, the result of a single clear's perception and actions. ISRA is still a notable force on the few occasions when Herzog or a Mashriq actively directs fellow seers. Over the years, the seers have built a vast network of contacts in all aspects of society that they tap to gain additional insight.

### Æsculapians

Clears have always gotten a chilly reception in the docs' bureaucratically rigid clinics. The inability (or unwillingness) of the Clairsentience Aptitude to work within a fixed schedule has driven a number of Æsculapian administrators to frustration.

Adjunct ISRAns are often assigned to troublesome or underdeveloped clinics. Appropriately trained seers also devote their efforts to triage, early disaster warning, diagnosis (in complex or unusual cases), and to being associate psychological counselors and hospice workers. These assignments sometimes work out better than the bureautically regimented Basel would like. In at least two cases, the presence of a clear on staff served to switch clinics to the "Port-au-Prince paradigm."

### The Legions

ISRA enjoys a unique relationship with the psychokinetic Legions. The clairsentients are a superior psi reconnaissance system. Since Psychokinesis isn't well-suited to the type of information-gathering at which Clairsentience excels, seers are eminently useful in virtually every military situation. Of the available psi orders for which clears leave ISRA, the Legions are the most popular.

Clairsentients get the same public adulation as Legionnaires. Particularly courageous (or suicidal)



clears who distinguish themselves in the field are treated as heroes, more so because their psi powers are not recognized as being useful in combat. “The Eye Guys,” as fellow Legionnaires call them, are some of the Legions’ most creative tacticians.

### The Ministry

Relations between the Telepathy Order and ISRA are cautious. Of all the psi orders, these two have the greatest capacity for learning information — Clairsentience can see virtually anywhere and Telepathy can draw the secrets from almost anyone’s mind. Herzog knows that Proxy Bue would like nothing better than to learn all that the Old Man knows of the future. However, as Herzog explains to his siblings, the time is not yet right to reveal all — particularly to the telepaths.

The two orders echo their proxies’ behavior, keeping a cautious distance and making occasional feints. Clears generally agree to Ministry agents’ requests for assistance and vice versa, but these scenarios are often like blind dates; they’re both unsure of what to expect and spend the whole time walking on eggshells. It’s very socially uncomfortable, especially when the ISRA mutters under her breath to make Telepathy attempts more difficult, while the Ministry agent waits for the clear to let down her guard.

### The Norça

Shifters work with clears in tracking down potential Aberrant threats, but they have little contact with one another otherwise. The Norça are staunch defenders of Earth, after all, and ISRA turns much of its focus to the stars.

There is usually not much friction when members of the two orders do meet. Seers seem to enjoy playing off the Norça’s secretive nature with ISRA’s own reputation for being cryptic; conversations often devolve into hint-tossing and double *entendrés*. Both groups understand that concessions must be made at times for the greater good of humanity. If that means breaking a few laws, then that’s what must be done. In fact, clears from Qadiyya or Al Al frequently develop close-working relationships with shifters.

### Orgotek

Of all the orders, Orgotek and ISRA are most vocal in urging cooperation among psions. Still, the

Electrokinesis Order differs from the School on what this means. ISRA operates under the philosophy of equals, with everyone contributing to the best of their ability. In contrast, Orgotek has a reputation for thinking it “knows best” — even to the point of taking action without calling for assistance from other orders.

Some suggest that it’s because Electrokinesis lends itself to very practical, immediate applications. Clairsentience powers take a longer, philosophical view. Teks usually want answers right away, while clears mull things over. The two orders have great professional respect for each other, but they cross swords when discussing practical courses of action. Some neutral scientists involved in the jump-ship project have suggested that the Leviathans might have come online two years earlier if the teks and clears would’ve stopped their bickering.

### Upeo wa Macho

Clairsentients worked closely with the teleporters from the first days. A number of Upeo ships consisted of a teleporter with a clear co-pilot. Many were explorers at heart — fascinated by new frontiers, with a thirst for discovery. And over the years, Proxies Herzog and Atwan became close friends.

ISRA felt the loss of the Upeo more deeply than anyone. The two orders were used to being two halves of a whole, and this bond was broken when the jumpers vanished. The clears were proud to take part in the jump-ship program. They see the Leviathans as the legacy of the Upeo wa Macho, one that ISRA upholds staunchly.

### Chitra Bhanu

Clears were busy looking outward at the greater universe, while the members of Chitra Bhanu focused on discovering all that they could about the subtleties of the subquantum universe. The two orders worked very little together in the few years before the dark psions were eradicated.

Otha Herzog stated before the purge that he had great professional respect for Proxy Bhurano, but he was concerned for her future course. ISRA took no official part in the eradication, though individual clears did assist in the action. Herzog’s behavior made many wonder how much he knew of Chitra Bhanu’s pursuits, and if he was the one

responsible for revealing the order's Aberrant ties. As with the lost Upeo wa Macho, the Clairsentience Proxy refuses to discuss the matter.

### Æon Trinity

Herzog puts himself in the role of father figure to Æon, despite the fact that the Trinity has been around over a century longer than he has. The proxy encourages his fellow clears to work with the Æon Trinity — in fact, almost three-quarters of the School's members are associated with Æon in some capacity.

Yet, the Trinity feels that clears act as babysitters. Since Æon likes to be the one in charge, this causes friction (similar to ISRA's relationship with Orgotek). So far, the two organizations pursue similar goals, but when their philosophies clash, ISRA and Æon are equally intractable.

The Æon Council is concerned with the School since members maintain a great respect for ISRA even if they shift allegiance to the Trinity. Despite being among the most useful tools Æon has, clears are considered an unknown factor within the Æon Trinity.

### Luna

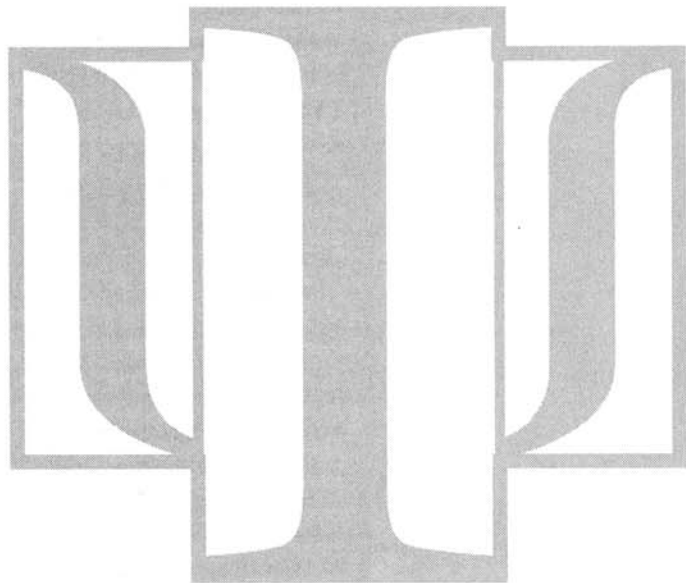
No matter where they come from, most ISRAns end up making Luna their home. They are fiercely protective of the Moon, and not just because it contains the hidden *Huruf al-Hayy*. Even Otha Herzog cannot clearly describe how right it feels to be on Luna, or how the ambient sensations it exudes are uniquely suited to clairsentient sensibilities.

It is entirely possible that these feelings are simply an extrapolation of the psions' connection to the ISRA Prometheus chamber. After all, Herzog states in his memoirs that he first found the tank on Luna; there may be something in its design that attunes specifically to the Moon, and that this element is implanted in clears when they undergo the Prometheus chamber's genetic modification.

Whatever the circumstance, seers return to Luna frequently if they don't work there already. Most seers don't try to use their status as psions to influence Lunar politics or social conventions. The clairsentients delight in the flurry of cultures and experiences found in Olympus and the surrounding colonies.

### Aberrants

Despite understanding the staggering threat that Aberrants present to human life and well-being, most clears look on the creatures with pity instead of hatred. The Mashriqi explain that Aberrants are victims of their condition; they have no control over themselves, due to the taint's influence. The taint itself is the enemy. If there was any way that Herzog could separate the taint from an Aberrant, the proxy would do so in an instant. In fact, some Sharifiyya pursue taint research in an attempt to better understand it and its fundamental opposition to psi energy. As of yet, they have had no success, but Herzog and his siblings hope that those lost to the taint will be restored to humanity some day.



**A**s described in *Trinity*, Clairsentience involves extending one's senses across vast distances and even into the depths of time. This awesome ability creates fascinating potential for both roleplaying and storytelling. However, it can be difficult for even experienced players to get a strong handle on how to roleplay Clairsentience appropriately.

This chapter discusses the finer points of Clairsentience, including how to create visions that enhance the story for everyone, how to roleplay clairsentient Sight properly, and new Clairsentience powers.

## Vision and Insight

Even in the best of circumstances, it can be extraordinarily difficult to play a clairsentient effectively. Since the Storyteller is already burdened with providing the entire team details of the *Trinity* Universe that all characters perceive, it can be taxing to add an ISRA character's visions or additional levels of perception to the Storyteller's descriptive efforts. For instance, it can be extremely difficult for a clear to share information he gains through using Clairsentience. If a clairsentient foresees a document in an unknown language, the best he might manage is rough sketches of the writing. Describing a clairsentient vision adequately to the clear's player, who then relays it as his character to the rest of the team, can be an involved roleplaying endeavor.

While many do manage to pull this task off, there are probably as many who find that it is too much effort. These Storytellers either throw together ad-lib "visions" for the clear that have little to do with the unfolding story, or gloss over this side of the character entirely.

Needless to say, if you wanted the visionary side of your character ignored, you wouldn't have a clairsentient character. You'd be playing a Legionnaire or some other psion who can interact quite happily on the same level of perception as the rest of the team. If you've chosen to play a seer, you want to *play*

a seer — which means more than just wearing a crystal and talking about the holographic Totality.

It's a perpetual balancing act. If the Storyteller takes too much time during the game detailing the clear's visions, the other players feel left out. Conversely, if he spends too little time describing what the seer sees, the Storyteller cheats the clear's player. Extra description, extra in-character sensory information, is a major part of what makes a clairsentient character special. The Storyteller must manage the game in such a way that there is a time and a place for the player to experience this uniqueness.

## Vision Is a Cooperative Thing

Within a game the Storyteller is responsible for giving the players what their characters see, hear, and otherwise experience. The players, however, are the sole arbiters of how their characters interpret this information, draw conclusions, or predict what happens next. Thus, building the story as experienced by the characters is a cooperative enterprise, whether it is derived through the normal senses or through a "special" awareness like Clairsentience.

With this shared effort it is easier to think of clairsentient Vision as a collaboration between player and Storyteller. The Vision need not be the sole responsibility of the Storyteller to describe. Nor is it only up to the player to interpret it "correctly."

## Visions from the Storyteller

The Storyteller is responsible for feeding a clairsentient player the clues she needs to satisfy her desire for being the prophetic "psychic detective." Seers in the team are entitled to get more detailed descriptions of new environments than non-clairsentients do. The Storyteller can take a few minutes before the game session to write more detailed descriptions that he hands to the clear player at appropriate moments. If the Storyteller doesn't have the



time or inclination to do this task, he can have the clear player sit near him. Any time the clairsentient notices greater details, the Storyteller can lean over and quickly whisper the information to the player. There may even be instances when the Storyteller can use an assistant who fills in the details for him.

These additional bits of description should not all be factual detail. Indeed, the vast majority of “extra” information that the Storyteller gives a seer should be impressionistic flashes, almost super-charged with symbolic weight and hidden meanings. In *Trinity*, anything can have cryptic importance due to the way in which the “real” universe interrelates to the implicate order. Noetic theory proposes that not only can matter and energy be exchanged through applications of subquantum energy, but time and space can as well. A clairsentient character is highly attuned to this level of cosmic meaning in everyday life. It helps to simulate this by teasing a clear player with extra hints — fleeting glimpses of the Big Picture.

The key to providing a clairsentient player with these extra bits of information is simple. First, the Storyteller should find a symbolic pattern — an image, a phrase, a concept — that strikes him as being important or influential on some level. This pattern shouldn’t be an obvious arrow that points out the story’s climax. Rather, the pattern should be composed of disparate elements that share an underlying connection, making the whole design somewhat cryptic. The player should work to unravel the net of visions.

Secondly, the Storyteller constructs simple “clues” for the player by using elements of this central pattern. The minor insights are perfect for doling out clues or seeding future plot threads. The tiny scraps of description start out as apparently random information, but they should build into a more cohesive image as each new one is revealed. Making the clues interrelate is very important. Being too vague, or offering insights with no inherent meaning, or giving out clues too slowly can frustrate players or send them off on wild goose chases.

The Storyteller should encourage the clear player to guess what the clues mean, but he shouldn’t contradict her guesses. After all, the

player’s character is clairsentient; she has an almost intuitive understanding of how to combine seemingly disparate pieces of information. To simulate this in play, the Storyteller should incorporate any “wrong” guesses the clear makes into his series of clues and reinterpret them as needed to allow room for new ideas in the Big Picture.

In other words, whatever a clairsentient player utters as “prophecy,” the Storyteller could have come true in some way — although not necessarily in the manner the player intended. The Storyteller can use puns, double meanings, and irony to twist player-originated ideas back toward the original plan for the series. Taking what the player said and reinterpreting it for the story can add unexpected dimension to the game, thereby enhancing the story for everyone.

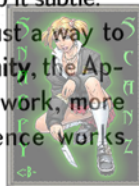
### Visions from the Player

Clairsentience is more than being able to see into places where you aren’t. Part of what makes playing a clairsentient character fun is the ability to put information together in unexpected ways, to deduce startling conclusions based on a fragmentary reconstruction of the clues. In short, it’s the ability to be half-prophet and half-psychic-detective.

To that end, the player should feel free to press the Storyteller for more details and to ask for confirmation on her hunches. After all, a clairsentient is defined as being superhumanly good at interpreting subconscious clues and seeing details others miss. It makes perfect sense that a clear character has an edge on others in investigations.

Yet, the player shouldn’t abuse this advantage. The fundamental strength of Clairsentience as a dramatic tool is that it is cryptic, mysterious, and even disturbing. The Sight startles and alarms; conversely, some visions are so subtle that they’re forgotten until they come true. If a player constantly jabbars away about her character’s visions of the future, other players will be bored and tune her out — or, even worse, come to resent the character’s know-it-all attitude. Keep it subtle.

Clairsentience is more than just a way to transmit factual information. In *Trinity*, the Appetite is more dream than spy network, more poetry than science. Clairsentience works





with unconscious symbols and dramatic power much more frequently than with simple declarative statements. Other players or the Storyteller might interpret a clairscient's visionary statements in a way other than how she intended, which isn't always a bad thing. As the Storyteller should work with the clairscient's hunches even if they're off-base, so too should the clear player go with the flow of the visions that the Storyteller describes. The character shouldn't go running off in response to the very first images she sees, but she should puzzle it out and see what other visions come to light.

### Finding the Jewel in the Garden

Player and Storyteller, in the end, should work together to shape the unfolding tapestry of intuition and visions a clairscient character experiences. A few extra minutes devoted to the clear, scattered throughout the game session, can help tremendously. Other characters (and their players) will discover that a clear isn't simply "one of those pseudo-mystical ones who can see really far" but is something more substantial. These others should be surprised, or disturbed, every so often by the insights that the seer reveals. A few extra pieces of information from the Storyteller and some well-placed words from the player can go a long way toward building a clear's mystique.

## Alternate Clairscience Powers

Every manifestation of psi is a unique expression of the relationship between a psion and the subquantum universe. Clairsciences have the singular ability to pierce the haze that lies across mundane perception to see the underlying connections between all things. Clears have proven themselves to be master explorers and investigators, psions from whom nothing remains secret for long.

The standard Clairscience effects listed in **Trinity** (starting on page 202) are just the beginning of the vast potential this Aptitude offers. As a psion masters each level of ability within a given Mode, she may learn to use variations on those primary effects.

## Learning New Effects

A clairsentient player may purchase any of the following powers instead of buying the psi power of equivalent level listed in **Trinity** (page 168 has character creation costs, and page 172 lists experience point costs). However, she must buy the primary power before buying a higher dot in the Mode — the standard effects listed in **Trinity** lay the groundwork of the Aptitude.

**For Example:** *Tangerine Uhl's player spends one point during character creation to buy Psychometry 1. Psionic Echo is the standard one-dot power for that Mode, but Tangerine's player takes Subliminal Communication, the new one-dot Psychometry power listed below. Before raising Tangerine's Psychometry Mode to 2, her player must first round out Tangerine's lower level of ability by purchasing Psionic Echo.*

The Storyteller should have the character seek out a more experienced clear for training before actually spending experience on new psi powers. Since the psion already understands the fundamentals, training varies with the individual; it may take only a few days, or a few weeks at most. It is recommended that this training be incorporated in the story in some way, with the Storyteller setting the actual training time for whatever works best in the current plot.

The following powers are among the more popular alternate abilities that clears develop. This list is not meant to be exhaustive; theoretically, there are no limits to the ways in which creative seers can apply Clairsentience. The Storyteller should feel free to develop new powers as he sees fit, although he should make sure to assign them Psi costs and levels appropriate to their potency.

### Basic Technique

**Empty the Eye:** This basic application of Clairsentience lets the seer filter out distractions and concentrate on the question at hand. It is a vital weapon in the clairsentient's struggle against din, the sensory overload caused by the media-saturated 22nd century.

As with the basic technique listed in **Trinity**, characters with Clairsentience gain Empty the Eye automatically. It is an almost intuitive function, much like how neutrals learn to mentally "tune out"

normal sensory distractions to focus on the matter at hand.

**System:** This power doesn't require spending Psi, but you must make a standard Psi roll. Each success rolled reduces by one any difficulties your character suffers due to disruptive external stimuli (blaring music, chaotic mob, violent combat). Empty the Eye lasts for the duration of the scene.

## Psychometry

Described in **Trinity** as the ability to read "auras" around people and objects, Psychometry is somewhat more complex. True, some clairsentients passively observe the flux of psionic energy and examine its details. Other clears can build on this by using the Mode to explore and manipulate the very implicate order itself. These uses of Psychometry go beyond viewing the echoes of reality in the subquantum stratus; seers can actually "adjust" noetic strings of data that flow throughout the universe.

Psychometry is among the most sublime of all known human psi Modes. Using these powers at their greatest potential, a clear can interact with the underlying truth of reality, thus accessing the invisible framework of information and pattern that produces the material universe. Because of this capability, psi detectives and visionaries tend to specialize in Psychometry. It is the source for their supernormal ability to find "clues" and other pertinent data where others find only meaningless trivia or gibberish.

- **Subliminal Communication:** Seers trained in the art of Subliminal Communication can manipulate psionic energy in subtle and precise ways, creating a kind of Morse Code for psi. Subquantum energy manipulated in this way must be kept in a static form to retain the message — and psi energy, by its very nature, is far from static.

Herzog himself solved this problem by creating the focal crystal, which can store small amounts of psi energy in fixed configurations (see page 122). The crystal is essential not only to retain the message, but also to create the message itself. The psion focuses on the crystal's facets and falls into the light trance required to manipulate subquantum particles. In this way, ISRANs can leave short messages for one another in their crystals that can be perceived across vast distances.

**System:** Spend one Psi point and roll Psi for your character to encode a message in her focal crystal. Essentially, your character captures a portion of her own psi energy within the crystal, then shapes the subquantum particles into the desired message. Your character must be able to physically see the crystal so that she may enter the trance state, inject her own psi energy, and form the message. Therefore, range is rather limited. Creating the message takes a few minutes at most, but the message contained in the crystal lasts for a number of days equal to your character's Psi score before dissipating.

Sensing for a Subliminal Communication in another psion's focal crystal requires spending one Psi point and making a standard Attunement roll (see **Trinity**, page 191). As a result, scanning with Subliminal Communication is limited only by the clear's Attunement range. The scan is handled like any other Attunement use since your character uses her innate psionic awareness to pick up the unique psionic cues of the stored message.

Any psion may sense a focal crystal's signature on a successful Attunement roll. However, the character must have Subliminal Communication and make a successful Psi roll to interpret the message inside.

•• **Selective Amnesia:** Just as a seer can attune herself to an object or place and draw on the ambient subquantum energy to view details of things that occurred there, she can use her own "aura" to mask her experiences. Selective Amnesia, in some ways an extrapolation of Psi Cloak, enables the psion to hide events she experienced under layers of psionic noise; they are then safe from mundane methods of extraction (hypnosis, drugs, interrogation). Even telepathic probes have an extremely difficult time pulling forth the submerged memory.

While this power may sound like a Telepathy ability, Selective Amnesia is more a matter of personal perception — and such perceptions still fall under Clairsentience's preview. Still, a clear must be careful when using this technique since she can unwittingly tear free entire chunks of her psyche.

**System:** After choosing what memory to suppress (anything from a few seconds to an entire scene), spend one Psi point and roll Psi. The time

the memory remains suppressed depends on the number of successes rolled, as noted below. The number of successes rolled is likewise the difficulty applied to any Telepathy attempts to uncover the memory (see **Trinity** under Pilfer, page 224). Failure means the memory wasn't suppressed. A botch means your character loses the event forever to the vagaries of subquantum flux — she is left with a gap in her memories.

Successes	Duration
One	One week
Two	One month
Three	Six months
Four	One year
Five	One decade

Your character may recall the memory before this time passes by focusing on her chosen *zikkir* and willing herself to remember. Otherwise, the psionic static dissipates after the listed duration and returns the event unbidden and in full detail to your character's mind. The Storyteller may call for a Willpower roll on this recall if the selected memory was especially intense. If you fail this roll, the memory takes over your character's senses and distracts her completely from her present surroundings for one turn. A botch loses the memory utterly, as described above.

Your character may use Selective Amnesia on a number of memories equal to her Psi rating. If she attempts any more than that, you must roll Psi at +3 difficulty for *each* separate memory, including the one currently being masked. A memory returns on a successful roll; it is wiped clean forever on a failed roll.

••• **Find the Flaw:** This specialized use of Psychometry senses the relative strength of subquantum energy flowing through a subject to reveal its hidden physiological weak points. The subject could be a person, item, building, or even an Aberrant. Even though Aberrants are devoid of psi, overwhelmed as they are by the taint, subquantum energy surrounds them. Those places where psi touches an Aberrant most closely, therefore, are weak points.

Find the Flaw is one of a clairsentient's most useful tools: It enables the seer to take appropriate steps to fix a weak point — or to use that point to destroy the target. This ability obviously gives the "gentle" clears a definite edge in combat.

**System:** Spend one Psi and roll. Each extra success on the Psi roll adds one die to your character's subsequent attempt to repair or destroy the subject. Find the Flaw works only once against an opponent, and it lasts for just the scene. The information is intuitive, a flash of insight — "this beam is weak!" or "go for his right hand!" — but it isn't precise. It's enough to offset the Engineering difficulty to create a makeshift support for the beam, or for targeting the opponent's unarmored limb, but little more.

In fact, there are a number of circumstances when Find the Flaw gives your psion relatively useless information. Looking at a bomb, she may intuit that removing the trigger mechanism will stop it from exploding — but Find the Flaw doesn't impart information on how to disarm it. Similarly, she may get a flash of cellular decay from an opponent, but the fact that the subject has liver cancer doesn't make him any easier to hit.

•••• **Dream Sight:** At this level of awareness, a clear can filter out the surface appearance of reality and see through to the fundamental subquantum structures that connect to events. The world becomes a collection of symbols laden with data and hidden connections that the trained clairsentient can interpret. In this "dream-quest" state, past and future blur, as do illusions such as distance and chaos.

**System:** Spend two Psi and roll Psi at +1 difficulty. If successful, your character enters a waking dream-state in which she can focus on the ebb and flow of subquantum influences. Possible insights might include (but are not limited to) specific details about a Storyteller character, background information or plot lines that only the Storyteller knows, or the precise outcome of some proposed course of action.

The number of extra successes rolled indicates the degree of insight your character recalls when she wakes up from the trance. The information learned is quite cryptic, however, and requires your character to puzzle out the psionic patterns to determine the shapes they form. Successful interpretation with one extra success could reveal that a suspect's psionic aura never crosses a crime's nexus point, thus clearing the individual of involvement; three extra successes might show the

psionic backlash that results from the team dying during a sneak attack on a Committee for Truth hideout, which suggests that might be a foolhardy course of action.

Dream Sight's duration fluctuates, varying from only a few minutes one time to many hours the next. The Storyteller should set the time for whatever he feels best suits the story's dramatic tension. While using Dream Sight, your character is marginally aware of events taking place in the real universe around her. She can prematurely pull herself out of the trance on a successful Willpower roll, but she requires two extra successes on that roll to remember anything from the trance.

••••• **Oak in the Acorn:** This application of psi opens the seer's mind to the full ramifications of a person, place or thing — its essential role or "destiny" in the noetic Totality is revealed. Through directed meditation, the clairsentient can uncover nearly any fact about her subject, from the nature of a childhood trauma to the time and circumstances of death.

This technique is not especially limited by time, although details can be disrupted by wanting to focus on an especially emotionally charged or violent event (birth, lovemaking, combat, death). Such situations disturb the subquantum flow and make clairsentient viewing difficult.

**System:** Spend three Psi points and roll Psi. To use this ability, your character must be physically present with the subject or have a psi print (see **Trinity**, page 194).

Your character focuses on the question she wants answered and slips into a trance. She goes into the trance whether or not the roll was successful; the roll indicates that she emerges from it with the desired answer. If failed, your character spends the time adrift in subquantum eddies. On a botch, her mind is lost within the implicate order for a number of days equal to the botch. She may even suffer psionic dysfunction or a mental derangement as a result. Only telepathic intrusion awakens your character while she is entranced. Not even physical injury breaks this trance before she acquires the information she desires.

The trance's duration depends on the complexity of knowledge your character wants to discover. Simple inquiries (how did he get that scar?) take

about an hour, while more complex attempts (how does he die?) can take several days. The number of successes rolled reveal the degree of information learned; one success is enough to reveal he got the scar from hitting his cheek on the corner of a table, while discovering the circumstances of his death requires at least three successes.

Remember that your character views these events as an outsider. Like any other Clairsentience power, Oak in the Acorn does not impart an innate understanding of the subject's thoughts or motives. Also, the farther your character tries to sense through time, the more fragmented perception becomes. It takes a great deal of effort to sift through the constantly shifting layers of subquantum energy, thereby reducing the overall clarity of the vision.

## Psychonavigation

This Mode encompasses the ability to discover the implicate relationships between phenomena. While the most natural application of Psychonavigation is the location of people and objects in relation to oneself, this Mode's true range is actually much wider. It was mainly the urgency of the Hajj and humanity's extrasolar exploration that caused ISRA to encourage psions to use this ability solely as a method of finding lost or distant objects.

### Psychonavigation and Stellar Objects

Everything in the cosmos interrelates to the subquantum universe. Strong sources of psionic energy stand out in the implicate order, as do massive physical objects. Suns, nebulae, planets, and moons all serve as conduits of psi just like living beings do. Even though these stellar objects cannot actively channel psi energy, they have a significant presence in the implicate order due to their remarkable size.

This is what makes Clairsentience powers like Astrolocation effective, since the seer can hone in on the planet's "psi shadow." However, as a focal point for psi energy, stellar objects may disrupt clairsentient sensing much like emotionally charged situations can. Therefore, clears trying to use Psychonavigation (mainly the higher-level abilities) within a gravity well often find their perceptions skewed.

Put another way, planets can be thought of like boulders in a river. It's relatively easy to pick them out as you go, but if you get too close they block your view, which makes it difficult to see what the river is like up ahead.

To reflect this situation, the Storyteller may apply a difficulty to Psychonavigation attempts made in close proximity to a stellar object (within 100 km of a moon, 1,000 km of a planet Earth's size, 100,000 km of a planet Jupiter's size, 1 million km of a sun). The difficulty can vary with the object's size and the character's distance from it, but it should remain between +1 and +3. Being within the Sun's influence should impose a greater difficulty than does being near Pluto, for instance.

Clairsentient characters can combat this "interference" by performing the zero-g dance (see below).

- **Zero-g Dance:** Clears prefer to be away from gravity wells when piecing together complex visions. The zero-g dance is essentially a form of noetic meditation and uses physical movement in free fall to help the seer filter out distractions like the "psionic interference" caused by large stellar objects. It tunes to the pure subquantum signal of clairsentient awareness.

**System:** Roll Psi. Each success negates a difficulty your character suffers due to proximity to a stellar object. As long as your character maintains the dance, any remaining successes may be applied on a one-for-one basis as additional dice to a subsequent Psychonavigation attempt. Refer to the distances from stellar objects listed above. Also, your character must be in free fall to perform the zero-g dance, even if she is away from a gravity well (such as in an artificial-gravity environment). This usually involves simply turning off the pseudo-gravity grids or spacewalking outside a station to generate its own artificial gravity.

Surprisingly, Luna does not impose any difficulty on Psychonavigation attempts. It's believed that the proximity of the ISRA Prometheus chamber may offset the Moon's "psi shadow."

- **Bloodhound:** Members of Al Alif are feared for their ability to hunt down virtually anyone. This simple technique, also called "Keep the Path" by philosophically minded ISRAn, is the reason. It allows the clear to track anyone for whom

she has a psi print (see **Trinity**, page 194). Only when the psi residue fades from the print or if the target flees beyond the pursuer's sensing ability does the clear lose the trail.

**System:** Spend one Psi point and roll Psi. Your character requires a psi print of the subject for this power to work. Each success rolled equals an additional die that your character receives on any attempts to track, tail, or locate the subject. Bloodhound's sensing range is equal to that of Orientation (**Trinity**, page 204).

Bloodhound fails under any of the following conditions: once the subject's aura fades from the psi print, if the subject goes beyond your character's sensing range, or if the subject uses Psi Cloak to hide his presence psionically.

••• **Find the Complement:** A favorite technique of the Sharifiyya, this power allows a seer to locate an item that suitably "completes" the subject (be it a person or thing). For example, looking for the complement of a discharged laser pistol indicates the nearest cache of power cells, while looking for the complement of a

lonely person locates a similarly minded romantic partner. Like a good matchmaker, this power does not establish pre-ordained relationships, but it suggests only the most suitable nearby options.

**System:** This power functions just like Dowsing (**Trinity**, page 205), with the following variation: Items or people located are "synergistically appropriate," granting an extra die to Dice Pools in which they are used with their "complement." For instance, locating a person adds the bonus to the subject's rolls involving interactions with the person found.

If the Storyteller feels that there is nothing within range of your character that suits the desired requirements, Find the Complement is ineffective.

•••• **Gyre Surfing:** This highly intuitive technique enables the clear to attune to the noetic Totality and recognize signs of impending subquantum disruption. Gyres (also known as nexus points) are areas of great significance where the normally unpredictable flow of psionic energy converges with violent intensity. Gyres aren't limited



to direct danger; they can orient on anything that may cause ripples through the subquantum stratus.

Instead of experiencing visions, the clear senses the pull of psionic energy to a certain location. It can be anything — an impending Aberrant attack, the birth of a future key political leader, a psion suffering Tolerance Overload, the malfunction of an arcology's central SI, a spaceliner collision — but the seer isn't sure of the actual situation until it starts unfolding. As a result, Gyre Surfing seldom gives details beyond an awareness that a significant event will happen *there*.

This tool is one the Mashriqi use to designate Temporary Focus Regions, noting possible trouble spots and trying to determine if they're worth the School's attention. Gyre Surfing is popular among thrill-seeking seers, especially those with Ductran sympathies, who rush into potential adventure. These impetuous few are referred to as "errants" (the practice of wandering space following the power's influence is considered "erring").

**System:** Spend two Psi; this action attunes your character to the subquantum flux for the entire episode, thus enabling her to sense regions of immediate and dramatic disruption within her Attunement range. A gyre may be anything from an impending hull breach to a full-scale Aberrant assault. Practically speaking, this tool is useful for enabling characters to track down potential threats that they'd otherwise have no chance of detecting, or for a Storyteller to jump-start an episode.

Your character gets no information about the nexus point, or the precise location; she merely knows that there's something significant *over there*. A successful Psi roll may give a generalized idea of what to expect, even narrowing the location down to an area of a few hundred meters, but no insightful details are revealed.

Once triggered, Gyre Surfing's influence is difficult to resist — your character feels that she *must* reach the site. On a successful Willpower roll, she can deny its pull for that scene; however, a new Willpower roll is required at the start of each new scene. If your character fails the roll, she feels driven to head for the gyre.

This response isn't mindless; she can communicate her intense feeling that something will happen and urge others to join her. The drive lasts for that session; it effectively dissipates by the beginning of the next episode.

••••• **Ride the Storm:** By opening herself up to the will of the implicate order, a skilled clairsentient channels the unrestrained force of the subquantum universe. She becomes an unstoppable agent of the cosmos. Essentially, the seer who rides the storm becomes the instrument through which destiny works — a tool of cosmic events. The subquantum universe is a powerful natural force, one that even the most powerful psions cannot hope to resist.

**System:** Spend three Psi and roll Psi. The number of successes achieved serves as a "success pool" for the rest of the current scene. Your character can spend these automatic successes in any combination to cancel out someone else's successes, or to add to her own or anyone else's roll. She may cause her enemies to fail at important tasks, or enable herself to accomplish seemingly impossible acts. A clear with four successes rolled for Ride the Storm can use three to subtract from an opponent's three successes on an attack roll, then add the single remaining success to her own strike against the attacker!

Your character pays a price for riding the storm. For each success rolled for this power, the Storyteller may dictate one of your character's actions in the scene — in effect, directing her as the universe requires. These dictated actions are treated as though she is reduced to zero current Willpower, although instead of falling under the compulsion of her Nature, your character is subject to some higher command. A clear with four successes from Ride the Storm is subject to four commands from the Storyteller. The Storyteller can command the character to copy a file onto a disk and leave it in a drawer. She may be later directed to burst through a door instead of firing at a pursuer. The Storyteller then has two more actions he can dictate to the character before the end of the scene.



## Telesthesia

This Mode explores a subtle but profoundly different path of Clairsentience from Psychometry or Psychonavigation. Rather than delving into the flow of psi energy or perceiving the clear's relationship to other things through subquantum connections, Telesthesia remains in many ways focused firmly on the physical universe.

Telesthetic techniques expand a clairsentient's perceptions beyond her immediate physical focus. The information gained through this Mode is largely equivalent to that received through normal sensory apparatus, although it gifts the seer with more sensitive perceptions. Telesthesia permits a psion to employ a human's "basic" senses across vast distances, to effectively shift her consciousness, or even to perceive unimaginably immense (or microscopic) volumes of space at once.

- **Active Defense:** This technique trains the seer to sense subtle changes in an attacker's combat stance and demeanor, allowing the psion to know when the attacker is about to strike and giving the clear precious moments to avoid it.

**System:** Spend one Psi. Roll Psi at the start of each turn. Each success adds one die to any defensive maneuver your character takes against opponents that turn (see **Trinity** under Defensive Maneuvers, page 242).

Active Defense lasts until your character uses another Clairsentience ability or until a Psi roll fails. Activating it again requires spending another Psi point.

- **The Tactical Edge:** By cycling rapidly through a variety of viewpoints, a seer can process enormous amounts of tactical data. In effect, a clear can more accurately predict — and counteract — an opponent's moves.

**System:** Spend one Psi; add your character's Telesthesia rating to her Initiative each turn. Further, on a successful Psi roll, your character has enough visual clues to anticipate a single opponent's action for the next turn.

The Tactical Edge lasts for a number of turns equal to your character's Telesthesia rating.

- **Microvision:** This ability is most use-

ful to ISRA scientists who find microscopes clumsy, and to psi detectives who relish the ability to distinguish disturbed dust motes or tell-tale eyelashes at crime scenes.

**System:** Spend one Psi. Microvision lets your character see down to the cellular level just as if she were looking through a microscope. This perception covers up to a five-centimeter diameter, but she can move her point of focus around at will.

Microvision permits your character to see microscopic details without requiring artificial apparatus. It also enhances investigation techniques greatly. Roll Psi; each success equals a die added to your character's Investigation Skill Total.

Once activated, Microvision lasts for the remainder of the scene. On a successful Psi roll, your character may switch her frame of reference during this time between normal perception and the microscopic level.

- **Jewel in the Garden:** Also known as the less evocative "Searching for Clues," this technique lets the clear unconsciously find a superior clairsentient viewpoint from which to resolve an otherwise confusing situation.

**System:** Spend two Psi for your character to tune her clairsentient perceptions on any single area up to 100 times her Psi score in meters away, then roll Psi. Each success rolled translates into a key piece of information that the Storyteller reveals. This data doesn't necessarily reveal the entire truth behind a complex plot, but it gives your character useful clues with which to draw her own conclusions.

Say the character uses this power while investigating an orbital lab that suffered explosive decompression. The rupture makes reconstructing events very difficult. The clear's player rolls two successes, so the Storyteller provides two pieces of information. The character first learns that while the lab ruptured from the inside, a section of plasteel plating was already removed from the exterior, making rupturing the wall as easy as poking a finger through tissue. Second, despite all the equipment listed being assigned to that lab, there's very little flotsam drifting outside. The Storyteller doesn't

just reveal that a lab worker rigged an “accident” to cover his taking of valuable scientific equipment. However, he does give significant evidence that lets the character connect the dots.

••••• **Omniscience:** The ultimate expression of telesthetic consciousness, this ability allows a seer to experience her surroundings with true holographic completeness, from all local viewpoints at once. It permits her to gather incredible amounts of data (noting the position of every person in a crowd, searching every nook and cranny on a frigate) at a superhumanly fast rate.

Such a capability is very difficult for non-clears (and even some novice ISRANs) to comprehend. It seems impossible for the human mind to continually process such a massive amount of stimuli. Yet that is all a part of Clairentience. From the very first moments as a psion, a seer’s psionic capacity enables her to perceive the universe on a heightened level. Omniscience lets the clairentient process the myriad of sensory factors that flow in with this awareness, attuning her intimately to the noetic Totality.

**System:** Spend three Psi points and roll Psi; your character expands her senses over a 100 meter radius for every success, and she perceives everything that takes place within that area for the remainder of the scene. Although Omniscience doesn’t let your character move within the physical universe any more quickly, she reacts instinctively to events almost before they happen.

While using Omniscience in combat, your character cannot be ambushed and is aware enough of others’ moves that she automatically goes first on Initiative each turn.

If using Omniscience to gain information from physical evidence, add your character’s Psi score to her Investigation Skill Total and roll. Successes are handled like any investigation attempt, although the Storyteller should allow your character to gain unusually perceptive insights. Your character can investigate an area up to her entire sensing radius in mere seconds. While the effect lasts for the rest of the scene, she must focus for just one turn to search for clues with skill superior to even the greatest detective’s.

## Psionic Dysfunction

As stated in **Trinity**, each Aptitude’s Modes are closely related. The division into three separate paths of development was imposed artificially by noetic science to ease the cataloguing of psionic effects. Each Mode is simply a different manner of expression from the same source. While a psion may pursue only one Mode of psionic development, such single-mindedness can be harmful and result in a form of “psionic dysfunction.”

This dysfunction occurs if a psion character buys one of her Modes up to the five-dot level but goes only to the one-dot level in another Mode and buys no dots in the third Mode (so 5, 1, 0). Characters overbalancing in one direction like this suffer psychological stress and personality abnormalities. The dysfunction continues until the psion develops another two dots in her other Modes (this can be two dots higher in a single other Mode or one dot higher in each of the other two Modes).

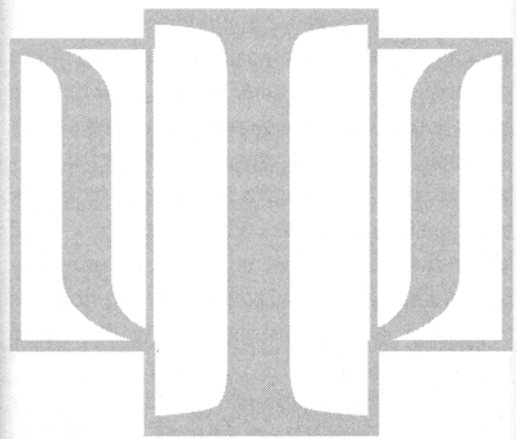
The Storyteller may reduce the dysfunction’s severity when the character raises another Mode by a single dot, but it doesn’t vanish completely until she develops the second dot in one of her other Modes.

• **Psychometric Dysfunction:** A character buying up Psychometry becomes overly intense, even monomaniacal. She finds herself entranced by the implicate order’s unending complexity, spending weeks in useless contemplation of the patterns in the Shanghai phone directory or hours in pondering the dynamic sparkling of falling snow. Given time and incentive, a “signal-blinded seer” can derive the answer to nearly any question, but the trick is getting — and keeping — her attention. The character requires a Willpower roll to hold her attention on the matter at hand, instead of being distracted by minutia.

• **Psychonavigational Dysfunction:** Ironically, a clairentient who specializes in Psychonavigation finds herself losing the ability to accurately judge short-range distances and volumes. “Psi farsightedness” leads to increased

clumsiness and difficulty in performing close or precise work — the psychonavigator's expanded perceptions overwhelm the subconscious sensory cues that normally allow for balance and equilibrium. The character is at +2 difficulty to do any fine detail work (writing, surgery, balancing).

• **Telesthetic Dysfunction:** Focus on Telesthesia can result in disorientation and vertigo. While a telesthetic is often notorious for her "holographic awareness" of all directions at once, the flood of shifting vectors and conflicting imagery makes it difficult for her to move about without experiencing momentary confusion. Given the choice, a dysfunctional telesthetic remains as stationary as possible, moving her point of sensory focus psionically. In some extreme cases, telesthetic dysfunction leaves the psion psychosomatically paralyzed, with no remaining impetus (or, as her muscles atrophy, ability) to physically shift her point of focus. The character is at +2 difficulty to any action performed at faster than half walking rate (two-and-a-half meters each turn).



The Moon has captured humanity's imagination since the dawn of time. It was relegated to the status of myth and mystery for most of humanity's existence due to its constant, inaccessible presence. The first forays into space were made in the mid-20th century, but it wasn't until the start of the next century that mankind finally gained a permanent foothold in the stars.

In 2031, the United States of America broke ground for Olympus Base on the shores of a small frozen lake near the Moon's south pole. Like most Lunar colonies, Olympus started out as a mining and research installation. It was only as its success and viability were proven that shuttle traffic increased, rotating staff through the station and bringing more building materials and supplies.

Scientists, researchers, miners and zealous entrepreneurs ventured to the Moon. Original resident tours lasted only a few months at a time, but this duration grew to years at a stretch as more people came to the Mount, as Olympus was also known. There was physiological impact from long-term exposure to the lower gravity environment, but medical treatment on Luna and a few months Earthside were usually sufficient to correct the problem.

Once all the necessary complexes were established and running smoothly (power systems, life support, communications, hydroponics), Olympus continued to expand. The US government initiated the second phase of Project Olympus, which was to establish key monitoring and defense facilities in the base. Although NORAD maintained primary control of America's communications relays, the unreachable Olympus was perfect for coordinating normal commsats, surveillance satellites and the imposing OMEN deathsats. Similarly, the weapons array on Olympus' northern perimeter offered significant protection against any possible external assault. By 2040, the United States had a fully functioning, virtually independent site on Luna.

## Other Lunar Developments

Olympus got company at this point. Simultaneous to Persephone's creation, Great Britain unveiled its new Lunar base. Established further around the edge of Lake Galatea, Camelot benefited from the Americans' decade-long game of trial and error. Technologically more sound and modern — though much smaller — than Olympus, Camelot was hailed as a new focus for the Lunar economy.

Russia opened its new Lunar base, Yeltsingrad, in an effort to stake a claim in the Lunar mining trade. Yeltsingrad was intended purely to be an industrial facility and was built upon another of the frozen lakes, almost directly at Luna's south pole. The site was much farther from Olympus than Camelot was — an intentional decision that would, in theory, enable Yeltsingrad to lay claim to the Moon's "far side," thus leaving the American and British governments to squabble over the remaining half. Unfortunately for Yeltsingrad, the Russian government redirected its funding to strike at Aberrants Earthside before the mining colony was completely independent — thereby crippling Yeltsingrad's efforts to expand.

Busy with maintaining themselves, the Lunar residents spared little attention for Earthside events. The colonists knew of the increasing frequency and violence of Aberrant incidents happening Earthside, but only in the abstract fashion people have always had for things that happen to "someone else." Since Aberrants concentrated their efforts on Earth, such discussions among selenites remained academic pursuits.

It took the Aberrant assault on Luna in 2047 to bring home the reality with frightening suddenness.

## The Aberrant Occupation

The invasion by the Aberrant group known as the Space Brigade foiled Olympus' sensors and early-warning systems by simple merit of an Aberrant "warp." A rift through space opened inside the complex,

and the two dozen still-human-looking Aberrants stepped through the chaotic nether dimension to seize control of the colony.

The chaos of the Space Brigade's invasion was magnified by a combination of overzealous military response and the invaders' unfamiliarity with Lunar gravity. In a holovid, the scrambling and bumbling on all sides would have been comical; the reality heightened the tragedy of the situation.

The rampant mayhem covered the retreat of 44 Lunar residents into the newly constructed Persephone hydroponics complex. Selene Miller, only 15, led the panicky colonists through underground service corridors that she knew like the back of her hand. The fugitives' quick escape gave them time to seal off the limited access points between Olympus and Persephone before the Space Brigade could venture after them. Selene and her group kept the small Persephone complex out of Aberrant hands until the "no-contact" truce was established.

Dave Henderson, the Space Brigade leader who chose no nickname and never manifested a

visible power that the Olympus residents could see, directed his group to bring the Yeltsingrad and Camelot residents to Olympus. Despite the Aberrants' superior powers and ability to warp, Henderson ordered that the Persephone fugitives to be left alone. Colonists from that time know that he spoke with some of them, including Selene Miller, but no one recorded what was said. In the end, Persephone was left to its own devices — isolated from the rest of Olympus.

### Exodus

Over the next few years, Selene grew to assume control of the Persephone group, and she even met with Henderson on occasion to request needed equipment and to trade hydroponically grown food. Aberrant and human lived under a truce on the Moon until China gave its ultimatum. When the Space Brigade left, 120 residents chose to follow.

Selene Miller was already dead by the time the Moon was freed. She died of acute trauma from childbirth; her bones were brittle from an entire lifetime in Lunar gravity. She was the first victim



of Low-gravity Aggravated Osteoporosis (LAO). All residents suffered from prolonged exposure to the weak Lunar gravity. They became known as “low-gravitys” or “elgees.” Their offspring in the 22nd century bear the legacy of the Aberrant domination.

Repairs to the Lunar bases came slowly. The nations that had controlled the colonies were hit hard in the Aberrant War and could spare few resources. The Lunar residents limped along as best they could for the next decade. And it wasn't until so-called “pseudo-gravity” was created in 2071 that space development took off. The biggest limitation to colonies on the Moon was the danger of LAO; however, by using artificial means to duplicate Earth-standard gravity, living on the Moon became eminently feasible.

## Modern Luna

The Lunar colonies of the 21st century were still established for specific reasons: medical study, resource exploitation, technological research, and military testing. As such, these early facilities were simple, functional and offered little in the way of charm or aesthetics. Technological advancements made space travel more possible, however, and changed this situation quickly. Ahead of Earth emigrants looking to start a new life on Luna came architects and engineers who built on the existing Spartan facilities with greater, more spacious designs.

These buildings were constructed underground primarily because the Moon doesn't have an atmosphere to deflect dangerous cosmic radiation. Initial colonists dug down as far as they could to be safe. Lunar society fell into a social stratum that placed the low classes (workers, transients, vagabonds) near the surface and the affluent in the lowest levels; an individual's social class was determined easily by the level on which he lived.

New structures were marvels of efficiency, built ever farther underground using all available space to the best effect. Compared to the cramped old colony sites, the second-stage Lunar developments were comfortable. Still, visitors from affluent metroplex levels and Outback regions were often startled by a sense of confinement on the Moon.

Residence on Luna posed a contradiction for the wealthy during this time: The farther down

construction went, the higher the property values rose. The best Lunar real estate was buried tens and even hundreds of meters below the surface. Despite the stunning luxury, there was no disguising the fact that they were far underground. And to a generation lured to Luna with promises of Earthrise views out the window, 24 hours of constant illumibars and rock for scenery just didn't cut it for the wealthy and powerful.

The development of “*faux vistas*,” window-boxed holograms that projected almost any scenery imaginable, helped give underground chambers a more expansive feel. *Faux vistas* grew in demand not only on Luna, but also in orbital stations and arcologies. The Luna-based Korist Design Systems was one of the first companies to accommodate this need and it still leads the *faux vista* market. KDS designs a variety of computer-enhanced land-, sea- and spacescapes for private and commercial use.

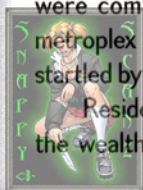
## Surface Development

The introduction of mylex paneling and bioglass shortly after the turn of the 22nd century enabled building on the Moon's surface without fear of radiation. These inexpensive materials were used to make towers and domes with windows that looked directly into space. For those who could afford it, there was no end to the thrill of living with the stars as a ceiling and the Earth floating above the horizon.

The emigration of the affluent from the lower levels of Olympus and other major colonies to newly built surface complexes threw Luna's social dynamics into chaos. There was already a significant separation between the wealthy and the poor, and now, the less fortunate are literally on the doorsteps of the rich and powerful.

The upper classes drew upon their significant social, financial and political resources to get the unsightly lower classes away from the spotless new surface areas. A number of sectors — most notably Olympus' Yutu Yinchon and Bire Lubuto — pushed toward “refurbishing programs.” These pursuits were ostensibly supposed to revitalize the near-surface areas into more commercial properties for the benefit of all selenites. They also displaced thousands of Lunar residents.

Officials developed a positive PR campaign and offered prime rates on the lower-level complexes.



Residents who took advantage of this opportunity were often cheated out of a significant amount of yuan on the properties they left behind. Substandard near-surface residential strips were reborn as highly successful mall complexes and corporate parks; they brought an influx of commerce to the Moon.

People unwilling to relocate found their neighborhoods rezoned or unsuitable for residential living. The vast majority of lower-class citizens were shunted deep under the Lunar surface. Only a pocket of "Old Towners," those who inhabited the original Olympus colony (a large portion of whom were elgees), remained. Mid-level residents, living in the near-surface sectors in-between the two classes, watched in bemusement as the Moon's social structure seemingly flip-flopped around them.

Despite the strong-arm tactics employed, this new arrangement seemed beneficial to all at first. The wealthy lived in glittering buildings with breathtaking views of space, and the poor inhabited spacious underground dwellings. But, the lower sectors no longer benefited from the constant maintenance and care that they received previously. Olympus' lowest rundown sectors came to be called the Underworld, separating them from the functional, if austere, Downside areas. In the decade since this Lunar Renaissance, the lower levels of most Moon colonies have fallen into disrepair.

Some efforts have been made to provide the areas with adequate power supplies, replacement pseudo-gravity grids, medical support and law enforcement. However, resources are limited and often end up going to those sectors that have better representation.

## Sectors of Interest

### Upside

#### Old Town

The Federated States of America still claims Old Town (and a significant portion of Olympean Towers), but it has refrained from razing the aged sector despite Upside residents' complaints of its being an eyesore. The old base is still a viable industrial complex, as it generates a notable

### The Hunt

When the Chitra Bhanu Order was declared in league with Aberrants, the other psi orders banded together to bring the rogue psions to justice. This effort soon turned into a search-and-destroy mission, as the "chibs" fought or fled their fellow psions.

A bad situation certainly escalated out of control quickly. Although the other orders had damning evidence of the Chitra Bhanu's complicity in Aberrant-oriented research, there was also intelligence that suggested a number of the "dark psions" were still very dedicated to halting the Aberrant menace. In these early days of psions, though, a fearful social climate, hasty assumptions, and simple panic served to make the Chitra Bhanu scapegoats.

Not every chib was in India when the proxies confronted the Quantakinesis Proxy Bhurano. A number of them were on the Moon doing research on the Aberrant Occupation. When word of the Earthside massacre spread, these Chitra Bhanu tried to hide among Olympus' teeming population. They were unfortunately on ISRA's home turf. Although the School was not officially involved in the Chitra Bhanu purge, a number of individual clears led fellow Gifted in tracking down the renegades. The hunt was fast and brutal and resulted in the only large-scale invasion of the Pit by law-enforcement personnel.

Rumors still run rampant that some Chitra Bhanu are hidden in the lower regions of Olympus — and elsewhere in settled space. But Chitra Bhanu are psions, not Aberrants. As long as a chib doesn't use her powers, even close psi scans would likely register her simply as a strong latent.

percentage of the FSA's mineral resources. Even though the complex would benefit from a more modern design, its residents have thus far successfully maintained Old Town as a landmark site. The fact that 80% of the sector's population is comprised of LAO victims (as well as being descendants of the original base staff) helps keep Old Town under social scrutiny, which makes changes by the FSA military-corporate complex all the more difficult to enact. This difficulty hasn't

stopped the FSA from making periodic attempts to revamp or displace Old Town, but thus far, most of its efforts — and resistance to them — have taken place behind the scenes.

Dante Miller, son of the First Lady of the Moon and himself an elgee, leads the residents of Old Town in promoting the area's landmark status as well as in fighting for elgee rights. His current cause is to dissolve the Lunar Advisory Council's mandated fostering program for elgee children. Aside from the fact that the program destroys elgee families, Dante believes it does very little to provide therapy and overcome the social stigmas associated with being born to elgee parents.

### Olympian Towers

Olympian Towers, playground of the rich, was a joint venture between the Federated States and China. The two nations share jurisdiction over this collection of gleaming starscrapers and glimmering domes — a testament to human wealth and ingenuity. It is also possibly one of the safest places to live within human space. The FSA and China have a charter meant to provide the highest possible security for Towers residents, while making cross-jurisdictional efforts run smoothly (although cultural and political differences cause inevitable conflict). The laws that both governments agree on without hesitation are allowing extensive camera surveillance of all public areas and outlawing firearms of any sort — even authorized security and law-enforcement agents may carry only tasers and webguns.

Private security forces, including an inordinate number of Second Legionnaires, also abound throughout the Towers. Residents are willing to pay awesome prices for state-of-the-art security efforts. After all, the wealthiest and most influential representatives of humanity dwell in the Olympian Towers complex. The highest levels contain expansive apartments, as some cover entire floors. Closer to the Moon's surface, the most powerful metanational corporations hold court; their multilevel offices look out on International Center and the rest of the Lunar sprawl.

Olympian Towers consists of a dozen independent starscrapers that rise over 75 stories, while the central tower complex rises 200 stories, extending over a kilometer above the Lunar





surface. UN dignitaries, metanational CEOs, and holoivid stars populate this sector. It is often a study in excess, with lavish parties held nightly and rumors of all manner of scandals finding their way into the chipzines.

### Bire Lubuto

The United African Nations, breaking with traditional Lunar construction, opted for an organic design to this Upside sector. Known as a “slice of Earth on Luna,” Bire Lubuto is comprised of ovoid domes that encompass broad lawns and bright, sandy paths, and tall trees bursting with fruit — even the architecture is designed to blend in with the environment to induce a natural ambience. Orgotek and BioSystems both gave extensive biotechnological assistance in constructing Bire Lubuto, thus making it a marvel of hydroponics and isolated terraforming.

A haven for the arts and artists, Bire Lubuto matches *Mujukuu's* orbital splendor. In fact, residents of the two UAN-sponsored enclaves have a tremendous rivalry. The main difference is that Bire Lubuto's elite crowd has restrictive opinions on what it considers art — while anima culture thrives on the OS, the organic socio-artistic movement that is thought too low-class for refined Bire Lubuto.

### Yutu Yinchon

All social classes meet in Yutu Yinchon. The Chinese sector contains the largest spaceport on the Moon, which handles 35% of Luna's space traffic. Almost every company involved in spacecraft production and transport maintains offices here.

The towers and domes surrounding the port are home to numerous businesses that carry the latest imports, as well as to plush hotels and residential apartments that provide a commanding view of Olympus' sprawling Upside. The Mezzanine levels house termination points for every major private and commercial transportation company on the Moon, while the subselenic levels contain a thriving nightlife that rivals that of Rio de Janeiro or Oman.

A mix of small cultural neighborhoods have flooded this previously traditional Chinese sector. Ironically, the progressive cultural neighborhood of Little Hong Kong is tucked among this mix of



offworld trade. Residents of the bustling community purposely chose the name "Hong Kong," instead of the modern "Xianggang," as a symbol of their divergent path from Mother China. Little Hong Kong blends Chinese tradition with a heavy infusion of uniquely Lunar culture.

## Mezzanine

### International Center

This 50-story domed sector covers the majority of the Mezzanine. Government offices take up most of the space; virtually every nation has an embassy here. Additionally, those businesses that cannot afford offices in Olympian Towers reserve space in International Center. Considering the Towers are only a five-minute LAMP ride away, the difference is mainly cosmetic (although in the cutthroat Lunar business environment, even this factor can be important — the appearance of wealth and influence is often as important as the reality of it).

International Center floods with traffic during the "day" (the Moon operates on Lunar Standard Time, which is synchronized with Earth's Greenwich Mean Time), as tens of thousands of dignitaries, aides, representatives, salespersons, delivery crews, maintenance teams, police, and private citizens rush through the Bottleneck to attend to their various agendas. Morning and evening rush hours are daily crises even for Olympus' advanced transportation routing systems. International Center is virtually deserted on off-peak hours, with only police patrols, travelers on their way to another part of Olympus, cleaning crews, and workaholics to be found.

International Center is actually covered by two domes. They're layered one atop the other, so that it looks like a single dome from a distance. Due to the outer dome's sheer size, a structural breach of any size would be devastating. The secondary dome serves as a backup in case of just such a circumstance.

### Camelot

Situated along International Center's northeast side, roughly in-between Yutu Yinchon and Ukiyoshi, the former British research station of Camelot became the Lunar college complex known as Oxford Luna. Heritage and innovation contribute

to the renovated sector; synthetic oak paneling and Lunar stone archways give Oxford Luna's campus the academic feel of its namesake, while burnished plasteel and mylex windows are a testament to the university's modernity. Very little of the original drab, ultra-functional architecture remains visible — what survives is used for student housing.

New Oxford consists of only seven colleges to Earthside Oxford's 40, but considering its short tenure, such development is quite an achievement. The seven colleges are Andover, Glastonbury, New Magdalen, Sheffield, Shrewsbury, St. Raphael and Thomas.

Maintained by Britain, Camelot has a modest residential sector. The off-campus neighborhoods are home to British officials, businesses, and Anglophiles who enjoy the culture but prefer to avoid the weather of the real thing.

### Ukiyoshi

For most Nihonjin, the technological mecca of Ukiyoshi is a home away from the Home Islands. For some Westerners, the sector's advanced design, highly automated processes, and severely Nihonjin-oriented culture can be difficult to get used to. Since Nippon's self-imposed quarantine during the Aberrant War, few Nihonjin aside from the Psi Nippon subculture have set up permanent residence outside the Home Islands or Ukiyoshi sector. Nihonjin truly relax only in these two hyper-artificial, media-intensive environments. Such constant sensory input is especially distracting to clairsentients; despite ISRAn's love for the Moon, they are known to avoid Ukiyoshi.

The inner portion of Ukiyoshi, abutting International Center, houses the sector's business and entertainment complexes. The part facing Lake Galatea contains a series of apartment blocks. Nihonjin and North Americans make up a large percentage of the population here, with the lowest levels serving as small, yet comfortable, short-term residences used by business people and vacationers alike.

## Downside

### Peligroso

This region is the hub of Downside. Multiple fusion-generator stations, major service conduits, and transportation tubes radiate from this area in the middle of residential Downside sectors, and

from the Mezzanine, all the way into the Underworld. Peligroso's scattered residential units are used for low-income housing due to the inevitable noise and grime that go with the industrial facilities. Like other Downside sectors, Peligroso is on the ULPF's standard patrol sweep. Otherwise, it is not much different socially from any part of the Underworld.

### Sokotown, Lejanas, Wroclaw

These three neighboring sectors cover the north and east half of Olympus, abutting Yutu Yinchon's SubLevels, and extending underneath International Center and below Ukiyoshi.

Sokotown, nearest to Yutu Yinchon, is known for its numerous small businesses, markets and groceries. Olympus residents visit the various family-run restaurants and curio shops here.

Lejanas is the newest sector, which provides an underground residential link between the Mezzanine and the Camelot and Luna Park complexes. The sector has smaller apartments than are found in Sokotown, but they're generally just as well-maintained and somewhat less expensive.

Wroclaw, closest to Lake Galatea adjoining Ukiyoshi and International Center, has the second-largest spaceport in Olympus. Although only a third the size of Yutu Yinchon Spaceport, Wroclaw Spaceport handles a number of commercial and private transport flights, as well as funneling traffic to and from Beaulac Clinic.

### Castelo Nova, Vila Real, Fado

These three sectors cover the western and southern parts of Olympus, mainly under the UN portion of International Center and extending beneath Olympean Towers. Castelo Nova and Vila Real are solidly respectable blue-collar sectors, with little else of interest than extensive residential neighborhoods. Crime rates are typical for any middle-class area on Earth, and apartments are small but well-maintained.

Fado, like the musical style that is its namesake, has a gritty, energetic feel. The town attracts artists and musicians who don't fit in with Bire Lubuto's more refined (some say sterile) atmosphere. Writers, painters, singers, dancers, and fans of the same gravitate to Fado's grimy public squares. They come for the

communal atmosphere, creative inspiration, cafés and clubs, and for the low rent.

### Luna Park

Luna Park, built near Camelot Station, began with the FSA- and Great Britain-funded Museum of the Lunar Pioneers. The facility displays the equipment, records, and personal effects of the first Lunar colonists. Since opening in 2098, the Lunar Museum has tripled in size, with the UAN and Russia providing financing to add a record of their contributions to Lunar development. The museum now includes historical information, holofilms, equipment, uniforms, and schematics of every phase of humanity's Lunar expeditions from the first Moon landing in 1969 to the unveiling of the new Mare Ingenii jump-ship base in 2120. One of the most remarkable displays is the original Apollo 11 Lunar landing site, which was relocated to the underground museum when ISRA predicted the destruction of the landmark in the Sea of Tranquility.

The museum's success led to the construction of a domed amusement park. Although officially the Luna Entertainment Complex, this area and the entire sector are known as Luna Park. It is themed around the Moon and space exploration — everything including the low-gravity roller coasters, stage shows, interactive

### Apartments

The average middle-class Lunar apartment varies in design from sector to sector. Obviously, large apartments with a great number of rooms are expensive, and new ones are more aesthetically pleasing and better designed than old apartments due to architectural and engineering innovations.

Whatever the surface appearance, each apartment shares certain standard features. The space is small but not cramped, using every bit of space to best advantage. It has its own kitchen, laundry, telephone (ground line) and entertainment hookups.

Every apartment also has a pseudo-gravity grid under the floor, locked at 0.83g. Combined with the Moon's natural 0.17g, it creates a comfortable Earth-normal gravity. Additionally, built-in fire and pressure sensors are hard-wired to the VER alert network. A fire or massive pressure change alerts a VER team immediately.

Most Downside levels also have public meeting spaces, exercise facilities, and other recreational opportunities.

holosims, gift booths, and theme restaurants extol the virtues of Luna.

The Luna Resort and Casino is the newest addition. It is a small dome-and-tower construct and has a series of casinos and sports complexes, with guest rooms ranging from affordable to opulent along the outside of the west and east sides of the dome. The western rooms offer a splendid view of the Olympus skyline, while the eastern rooms overlook Luna Park. Diversions are gambling, swimming, grav-sailing, saunas, tours, and popular performers. Few Luna natives stay at the resort; the majority of the clientele are visitors from Earthside or one of the orbital stations.

Startlingly utilitarian in contrast to the rest of the sector, the employee housing in the lowest levels of Luna Park is still relatively comfortable. Indeed, the benefits and accommodations rival those of private-business sectors.

## Underworld

### Invierno Cansado, Vila Jacinta

Invierno Cansado lives up to its name: a tired, gray wasteland, barren of hope, dreams and financial resources. The residents here trudge forth each day to dismal, underpaid menial labor, scraping the bottom of their individual barrels just to pay their rent and buy a pittance worth of food. Despair stalks the narrow corridors of Invierno Cansado — a despair that entraps and sucks life from its victims.

Invierno Cansado abuts a more prosperous neighbor, Vila Jacinta. A heavily Latin sector, Vila Jacinta has a wealth of imported red tile, jacaranda trees and bougainvillea, and open bazaars that host festivals. Vila Jacinta is a pocket of relative calm in the normally turbulent Underworld. It is neutral territory, where one can find individuals available for less than reputable services, and where the gangs and crime bosses meet to parley. Due in large part to this special status, the crime rate in Vila Jacinta is amazingly low — in some ways, the region is even safer than Olympean Towers' sealed apartments. The residents here look out for their own.

It is a poorly kept secret that the Norça use Vila Jacinta as their off-Earth power base. The psi order has no official presence on Luna, unlike the

## Preserving the Past

The Apollo 11 landing site, where human beings first set foot on the Moon, became a protected landmark in 2074. In 2110, ISRA's clairsentients received visions of some large object smashing into the Sea of Tranquillity and burying landing module, footprints, flag, and all beneath tons of debris. After consultation with civic leaders and several polls of the Lunar population, the Trinity and a consortium of businesses moved the entire site. After a difficult year, a square kilometer around the Apollo 11 lander was safely underground at a chamber in Luna Park.

The descending object proved, in 2115, to be part of the *Esperanza* flung up and out during the initial Aberrant attack, and it did indeed bury all traces of the excavated area.

Small chambers ring the Apollo site and offer views of the history of human presence on the Moon. There are models of every craft (or the actual landers, when possible) that landed on the Moon before permanent settlement began. Holograms inform visitors about the wondrous deeds of the early pioneers, and they provide looks at the conditions of the first settlements. A special section attempts, with moderate success, to capture the contradictory complexity of Space Ranger rule.

other orders. However, a selection of Proxy del Fuego's lieutenants keep residences in Vila Jacinta.

### The Corridor

The gigantic tunnel known simply as the Corridor was initially a service conduit between Olympus and Yeltsingrad. During the Aberrant Occupation that began in 2049, some members of the Space Brigade expanded the tunnel to its current dimensions — apparently more out of boredom than any need for a 70-meter-diameter, eight-kilometer-long tunnel.

Squatter's camps abound along the Corridor's length; these groups refuse to live under the rule of gangs or the President but are too poor or stubborn (or both) to venture to the surface.

### The Pit

Over 100,000 people live in the Pit. While the President lets in VER personnel, law-enforcement officials take their lives in their hands should they try to get inside (to perform

Aberrant sweeps, in search of criminals). Any attempt to harm the President, her allies, or her "security force" results in the offender being thrown out of Yeltsingrad's main airlock. Attempted breaching, arson, or any interference with local power or life support is dealt with in the same manner. These public executions are quite popular with the Pit crowds.

Various citizens' groups elsewhere on Luna periodically call for the Pit to be cleared of human vermin. However, the Lunar Advisory Council has no plans to do anything about the Pit other than to keep its residents contained. Before the President took control, crime rates in both Downside and the Underworld were both significantly higher. Today, the Pit serves as a haven for criminals, sociopaths and malcontents of all sorts. It is a necessary sociological safety valve; as long as the worst criminals are in the Pit, they aren't committing crimes across the rest of Luna. The ULPF has officers stationed at every access point to and from the Pit. While professional smugglers and drug runners know ways around these check-points, petty criminals do not, so the Pit continues to serve a necessary, if unpleasant, function.

## Oberstufe

The ISRA School doesn't hide any secrets (other than the secret access to *Huruf al-Hayy*). Mashriqi train fellow clears in advanced techniques, and other clairsentients use meditative processes and computer analyses to interpret visions culled by Otha Herzog and Philip Vaughn Williams. Aside from these "work rooms," the School has a small Æsculapian medical clinic, a level of austere but comfortable sleeping chambers set aside for visiting ISRAns, and a hydroponics garden. The only access to Oberstufe is through its private landing pad, due to the School's elevated position.

## Humboldt-Barnard

LIT, Luna Arts Institute, and Unified Luna University

LIT rivals Earthside technical schools in prestige and accomplishments. The Luna Arts Institute is dedicated to the visual and performance arts. Luna University was the child of the Lunar

Unity Agreement, a public-educational facility for selenites. As well-run and -funded as any public Earthside college, Luna University is notable for its Low-gravity Natives Action Program (LGNAP), which provides special grants to those with elgee backgrounds.

Mischief rivals LIT students' brilliance. Seniors in each department collaborate on elaborate puzzles at the beginning of their final semester, which any underclassmen can try to solve before the end of the term. Quite often these challenges go outside school grounds; the explosive decompression on Level Two Lejanas Sector in 2117 was the result of students attempting a Gordion Knot solution to a life-support puzzle. LIT publicly denounces the Senior Challenge, as it's known, but that only increases its popularity.

## The Vatican Basilica of the Ascension

One of Pope Benedict XVIII's first tasks upon assuming his new position in 2109 was to call for the construction of a House of God on the Moon that would rival the Vatican in Rome. Many viewed this act as one of tremendous *hubris* on Benedict's part, but he received a surprising amount of support from religious and secular camps alike.

The vast complex, housing the Basilica itself, the Chapel of St. Teresa of Calcutta, the Vatican Seminary, and the Vatican Hologram Museums, looks similar in period to its Earthside counterpart, but its layout and design are unique. Still, the Vatican Hologram Museums are the Basilica's overriding attraction. The collection of galleries displays holographic versions of dozens of significant paintings, sculptures and murals locked in the Roman Vatican since before the Aberrant War. Benedict was tenacious in getting a special dispensation to project reality-grade holograms of the original works. The contents, though breathtaking, lead some to conjecture that the Church keeps the Earthside galleries sealed because it actually lost the original works in the war or subsequent Crash.

## Lunar-Terrestrial Geology Laboratories and Museum

The Lunar-Terrestrial Geology Laboratories was one of the first independent corporate facilities established on the Moon. Although

based in Humboldt-Barnard, L-T Labs maintains a number of digs across the Moon's surface. It is one of the few independent organizations to have signed the LUA.

Luna's lack of atmosphere has preserved the Moon since it first formed millennia ago. Information culled from the Moon's surface, rocks, and soil reveals data not only about Luna's past but Earth's as well. A cornerstone for the study of geology, L-T Labs has attracted a number of brilliant scientific minds who have performed groundbreaking research. The recently opened museum annex provides a fascinating display for those interested in geology.

## Mare Humorum

### Maison sur la Lune (French Expatriate Sector)

A melange of different French and pseudo-French cultures blend in the French Expatriate Sector. Émigrés from Europe's French Permanent Refugee Zone and dedicated Francophiles from throughout settled space descended upon the site shortly after the *Esperanza* disaster.

The "Frex" — as it's known by almost everyone except its proud residents — tries to preserve the feel of France in such places as Neo-Paris, the Nouveau Louvre, and Sorbonne Luna. While Notre Dame and the Eiffel Tower are wonders lost to the world, wealthy French and those of French extraction donate regularly to several nonprofit organizations (most notably, the France Relief Fund and the French Culture Society) that restore existing pieces of French architecture and culture in the Frex.

## Mokhaeddir

Originally a mosque with a college added later, Mokhaeddir now encompasses a full-fledged Muslim community. Different sects reside in different areas within the colony, but all residents make regular pilgrimages to the central square, which is open to the arching dome and houses at least a half-dozen mosques of various shapes and sizes — their plasteel minarets reaching skyward.

Mokhaeddir University is known for its Islamic School, and it draws students from Islamic regions



and Europe. The residents are a mix of immigrants and descendants from the Middle East, North Africa and Eastern Europe, and they take great pride in sustaining their own generations-old cultures, religions, and languages. The sects clash with one another often on internal cultural and religious differences, but for the most part, these altercations are on an individual basis. Policing is handled primarily on a social level, with the head of each sect providing guidance for his group. Mokhaeddir is not yet an LUA member colony mainly because the heads of the various sects cannot agree on whether to join or not.

## Schröter Valley

The Persephone II complex in the Schröter Valley has a sizable population, which is not surprising since the farms provide Luna with 80% of its food. The valley is home to over 40,000 “farmers” — that number includes a significant number of biologists, botanists, applied geologists, and geneticists. Around 15,000 people maintain the bubbles’ integrity against vacuum, handle transport of raw materials, and facilitate communications with the rest of Luna.

Another 4,000 are security and engineering personnel; the former are permanent ULPF forces that protect this valuable farm complex, while the latter mine necessary raw materials and construct new enclosures. The residents live in scattered MHUs (Minimum Habitat Units) attached to the farms, or in the small Persephone Station at the valley’s southern end.

The danger of an Aberrant attack on the valley is not lost on Lunar authorities. Destruction of the farms would eliminate the colonies’ primary food supply. Certainly rations could be imported in, but after how long a delay and after the loss of how many lives? Indeed, in such a circumstance there would be heated, possibly even violent, debate among the LUA-member colonies about who would receive what food reserves. A food shortage on Luna would cause not only social unrest but also a dramatic shift in political lines.

## Boltzmann Crater

This bustling research and mining station is home to over 30,000 people. The Boltzmann Security Consortium takes a “hands-off” approach

to governing the colony. BSC is aware that living in enclosed environments can cause short tempers, so it encourages social functions and physical activity for Boltzmann residents.

For more detailed information on Boltzmann Station, see **Darkness Revealed: Descent into Darkness**.

## Rimæ Focas

This region is rife with all manner of mining concerns from the giant Comstock Heavy Ores to individual prospectors. Reports of severe corner-cutting and accidents have increased in the past few years, so the Lunar Advisory Council has started sending semi-regular review teams to Rimæ Focas to investigate the mining operations’ procedures. Unfortunately, the LAC doesn’t have jurisdiction over this unclaimed territory, resulting in continual conflict with miners more interested in striking it rich than in dealing with opinionated bureaucrats.

The Æon Trinity has entered a prior-ownership claim on the Rimæ Focas based on an obscure UN-sponsored survey mission in 2097. Æon claims that the endeavor falls under the requirements of the Lunar Prospecting Charter of 2081, wherein an explorer has first right of refusal for newly surveyed terrain. The larger mining operations have already brought their formidable legal departments to bear on the issue and promise to tie the matter up in court for years.

Meanwhile, the Trinity has detected that the computer records of initial explorations of sites across the Moon have disappeared from data banks and the OpNet — even highly-secure systems. Triton Division has alerted its Proteus counterpart to a possible mole or hacker in the organization. No evidence of intrusion suggests miner involvement...yet.

## Mare Ingenii

Orgotek surprised everyone when it revealed the almost completely operational Mare Ingenii facility after the *Mazat* jump-ship station was crippled. The dual psi order/metacorp had made surprising announcements in the past (the development of bioglass, the involvement of Qin in the Mars Terraforming Project, the design of the formidable bioVARGs), but this one was on an

unprecedented scale. Friendly and helpful as Prexy Cassel and his personnel are, the fact that they could keep this secret has the Æon Trinity and the other psi orders rattled. After all, if Orgotek could hide something that big for so long, what else is it keeping under its hat?

## Major Lunar Groups

For every major corporation or social group on the Moon there are a score of minor businesses and splinter groups. There are millions of people on Luna, so it is a practical impossibility to provide comprehensive information about every single group. This section highlights notable organizations operating on the Moon or in near space.

### Amalgamated Business Interests (ABI)

ABI is a vast metanet rivaling Banji and Orgotek, with over 800,000 employees in its ice-mining concerns, financial investment operations, and client companies that produce anything from hair gel to power converters. ABI's corporate offices in Mare Humorum present a pleasant, anonymous decor, with muted colors, wall-to-wall carpeting and unobtrusive background music.

Relations with other companies are poor in light of ABI's canny ability to hire unaffiliated psions for positions in the company. Many high-level support-staff positions are filled by Gifted (telepaths and psychokinetics) and almost every ice-mining transport has a psion on board (usually an electrokinetic or a clairsentient). ABI is even reported to have three biokinetics on "special detail." Competitors acknowledge the practicality of hiring psions and emulate it as best they can. Yet, ABI (outside the psi orders and Æon Trinity, of course) has the single greatest concentration of psions off-planet.

### Anima/Bang

Considering the Moon is the center of clairsentient activity, it's not surprising that bang divinas crawl all over the place. There are hundreds of these musicians/performance artist/seers and thousands of their fans in Olympus, Downside, and outlying sectors — bang even has a following in the Pit. Wherever there's music, there's bang. The only place unwilling to welcome bang is Fado, which is home

to gritty Spanish Blues, and the musicians and artists there are a cliquish lot. The general opinion in Fado is that bangboys and -girls are rich poseurs with slick machines and a funky culture. Any sign of bang or anima adherents in Fado is cause for a near-riot, and the ULPF and Fado Security Force are hard-put to control such problems.

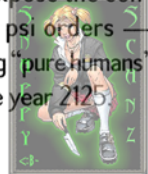
### The Antipodean Brotherhood

The Moon is a paradise for dedicated rock climbers who feel the natural satellite is the perfect escape from sterile civilization. Since most Lunar society is concentrated on the Southern Hemisphere, the self-styled Antipodean Brotherhood focuses on the Northern Hemisphere for challenging mountains and cliffs.

The Antipodes are an even mix of psions and normals, with a current total membership of 600. Legionnaires and clears comprise the greatest number of Gifted in the club, although there are actually a few Norça enthusiasts. The typical Antipodean climbing party has two to four psions and three to five normals. Despite the advantage that low gravity provides, most Lunar mountains are more formidable than even Earth's Everest. The dramatically sheer, jagged rock faces combined with the ever-present danger of vacuum create a challenging environment. This challenge is just what the Antipodeans want; easy climbs bore them. Groups are highly competitive, striving constantly to set new records (fastest ascent, toughest climb, new climbing technique).

### Anti-Psion League

A collection of neutrals who feel that psions are nothing more than Aberrants for a new era, the Anti-Psion League was formed to promote the expulsion of all Gifted from human space. These zealots feel that psi is just taint with a different PR spin, and no amount of scientific data dissuades them of the dramatic contrast between the two (after all, the noeticists are in on it, too, right?). The Anti-Psion League is determined to expose the conspiracy that exists between the psi orders — a conspiracy that involves subjecting "pure humans" to joint Aberrant-psion rule by the year 2125.





Originally a collection of crackpots and social misfits, the Anti-Psion League has over 5,000 members throughout settled space and has become a full-fledged underground organization. The group has also captured the attention of influential backers, including Benjamin Rich of ABI, and the North American Central Security Agency.

### Comstock Heavy Ores (CHO)

The original Nevada-based Comstock Heavy Ores had an assay and claim-staking team on Luna when the Space Brigade took over. When the parent company perished in an Aberrant-induced earthquake, the Lunar team declared itself the corporate heir and went into business for itself. Operating out of Rimæ Focas, CHO employs 700 miners to extract ore and another 400 to handle the company's specialty: on-site refining. CHO uses mini-refineries assembled on the spot, thereby reducing the final volume of ore transported. Comstock also contracts out its processing to rival miners (for a respectable profit).

Word has it that no one knows the Lunar surface and geology better than Comstock. Allegations that company employees were allied with the Space Brigade and harbored Aberrants in "abandoned" mines after the Exodus have yet to be proved. However, even Comstock managers confess that innumerable shafts have been excavated by the company over the years, some of which cannot be accounted for in company records.

### D'Anconia Interplanetary Industrial Development

The D'Anconia family has been part of the Argentine aristocracy for 400 years. It suffered tremendously during the first half of the 21st century from losing all of its South American assets (its primary generators of wealth then) and many of its ablest members to Aberrant terrorists who were trying to "liberate Argentina from existing overlords." After the Exodus, the family's survivors set out to build a new presence for themselves in the solar system.

The D'Anconia family secured development rights to the rich copper veins in Rimæ Focas' east end. D'Anconia has been the Moon's largest supplier of top-grade copper for the last 40 years. The family-run organization, currently employing

1,000 people (75% of which are South Americans), also benefits from whatever other exploitable minerals it finds along the way.

### Dancing Tractor Collective

Lenin's legacy of state capitalism is essentially dead on Earth. Yet the idea of a central authority allocating resources in accordance with its master plan still surfaces from time to time. The Dancing Tractor Collective is one of the more successful ventures. The name comes from the collective's coat of arms that shows agricultural implements, livestock, and people in a shared dance.

The Schröter Valley-based DTC is heavily into the soft technology and anima culture that it deems compatible with the Marxist-Leninist vision. It uses biotechnology whenever possible, even if it's significantly more expensive and less reliable than hardtech. DTC policy claims that this fact helps liberate collective members from the dehumanizing impact of industrial technology and its capitalist associations.

DTC markets two lines of goods: high-grade dairy products pure enough to be safe for Total Allergy Syndrome sufferers, and simple new bioware designs developed by DTC bioengineers. The collective operates in a haze of perpetual controversy. Its members never agree completely about the details of the next Five-Year Plan, and the disagreements sometimes turn violent. Minority factions get expelled for deviations from the collective line, and then readmitted when their skills are required. There is even a DTC Code of Operations that no one else has yet made sense of. The Schröter Valley's security forces focus on keeping disputes contained, but otherwise they don't intervene.

### ExtraTerrestrial Concepts (ETC)

Three friends, graduates of LIT, established ExtraTerrestrial Concepts in 2098. The trio required financial backing to finish experimenting on a new radiation-shielding substance, but they didn't want to just sell their creation to the highest bidder. Deeply in debt, ETC finally unveiled its breakthrough — mylex paneling, a material as strong as steel and clear as glass that cuts down on cosmic radiation by 89%. IR, UV, X-, and gamma radiation are effectively blocked, permitting only visible light to penetrate.

ETC made its announcement only two months before Orgotek introduced its “bioglass” — the biotech equivalent of mylex. The two companies have been in friendly competition ever since, and the respective patented shielding materials have made both companies fabulously wealthy. ETC currently employs only 240 people in its Olympian Towers offices and is hard at work developing top-speed hardtech communications to contact the extrasolar colonies. Interestingly, ETC once again competes with Orgotek. The biotech company recently unveiled its “datapod,” which is a device that carries messages through subquantum space by using a jump ship’s Tesser (see **Trinity Field Report: Extrasolar Colonies** for more information).

### Hunhao Radioisotope Supply

The Moon is poor in radioactive elements: It’s too small to have attracted many while condensing out of the proto-planetary medium, and what little it did gather in is mostly locked down in the center of the planet. Surface and near-surface outcroppings of such elements are *very* hotly contested. The previously unknown Hunhao won a pocket in Rimæ Focas in 2105 through a combination of brilliant public relations, carefully placed bribes, and even the occasional subtly forceful suppression of competitors.

Hunhao employs 1,500 miners at Rimæ Focas; however, its offices are based innocuously in Yutu Yinchon, with the directors living quietly in Olympian Towers. Previously one of the powerful Chinese triads, the group found the then-new Ministry of Psionic Affairs to be a form of competition that it preferred not to challenge. Hunhao shifted resources from China to Olympus, identified a market in which its experience with crime would apply, and went to work.

Given the Moon’s legal inconsistency and volatility, and the extensive crime that occurs there, it’s assumed that Hunhao’s staff continues its illicit activities on Luna. Such endeavors must be extremely subtle, though, as not even Triton Division has detected any foul play on the part of the former crime syndicate.

### ID Squad

Founded in 2111, the Independent Defense Squad is a private group that assists the police and private citizens in apprehending mentally unbalanced individuals. Despite such grim work, the

group tries to keep a positive outlook (a reason members call it the “id” squad — wordplay on part of the human psyche, instead of “eye-dee”).

The squad’s methods are based on theories by Doctor Quentin Vargas of Oxford Luna regarding space psychology and violent crime. Simply put, Vargas suggests that all human beings are insane and that this insanity falls under a personality quirk. However, when humans — indeed, when any mammals — live in close quarters for an extended time, these minor imbalances are heightened severely. Humans are social animals, but they aren’t designed to live in the confined spaces of extraterrestrial colonies or orbital stations.

Most Lunar residents are packed in tighter than even on the densest Nihonjin artificial island. This sardine effect breeds phobias, depression, violence and full-blown psychoses. ID Squad gets flak because it focuses on pattern analysis, which is a reactive method of crime prevention. While its 80 members try to map potential societal flashpoints on Luna, the squad must usually wait until a crime takes place and investigate the “psychological ripples” that it creates.

The squad’s detectives and forensics teams go into the field to assist Lunar authorities in tracking down perpetrators, while its counselors work from Ukiyoshi offices, dealing with witnesses’ and victims’ mental trauma. ID Squad has a small number of clears and freelance telepaths in its employ, but it does work with ISRA and the Ministry on occasion.

### International Consortium on Ecomining (ICE)

Although ICE is a far smaller corporation on the whole than ABI, it rivals the metanational in the ice-mining trade. ICE is sponsored by a collective concern of Chinese, Federated States, UAN, and independent colonies entrusted with transporting frozen water needed to run hyper-fusion generators, life-support systems, and hydroponics facilities. Fully 38% of ICE’s 7,000 employees are dedicated to transporting ice to Mars for the terraforming effort.

Oddly, Æon’s Triton observers have noted that ICE’s Luna division seems to have no business affiliations with the company’s Europa branch, the latter of which is reportedly tied to the Norça.

There are no records of employee transfers between the two divisions, and surveillance of company communication suggests that none is exchanged between the two groups. It appears much as if the two ICE divisions perceive each other as separate corporations or at least as rivals.

### Kamandag, Inc.

This Chinese-backed Philippine company manufactures nonaddictive recreational drugs considered legal in most major countries and on Luna. The company produces 16 popular designer drugs, from the mild and affordable Sheen to the extremely expensive (but according to the literature, worth the price) Volpe.

Kamandag is at odds with the Thai and Colombian drug cartels due to its often more accessible product. Kamandag maintains strict company policies: Its 320 employees live within the company compound in Yutu Yinchon and leave wearing only monofiber outer clothes and a taser. Everyone entering Kamandag — even employees — must submit to a DNA scan and bioware search. The company authorizes the use of lethal force on anyone forcing entry or resisting the scan.

### Kelvin Innovations Alliance

Despite the Alliance's preference for using nontraditional scientific methods, it garners a respectable number of researchers. The core staff of 50 works with anywhere from 3 to 10 times as many guest researchers in an environment reminiscent of a youth hostel. The Alliance has no support staff; every scientist performs daily maintenance duties (laundry, cleaning, repair) that are considered part of their research.

KIA's labs spread across Kelvin Promontory, overlooking Mare Humorum, and contain a bit of everything: observatories, greenhouses, two powerful particle accelerators (one linear, stretching down the promontory slope away from Humorum; one circular, embedded in the promontory face), multiple biological isolation chambers, a well-stocked hospital, and even multipurpose meeting room/lecture hall/classroom facilities.

Speculative science flourishes at Kelvin. Orgone accumulators take up many open spaces and rooftops. Ether analyzers occupy a nearby crater rim. The solar system's biggest Tesla coil (800 meters wide and 40 meters tall) is strapped to nearby Kelvin

Minor Promontory. Efforts to beam power through the feeble Lunar magnetic field have failed so far, but KIA remains hopeful. Even the member scientists who find Tesla-based theories ludicrous see the coil as a symbol of the Alliance's *modus operandi*: You never know if it will work until you try.

### Korist Design Systems (KDS)

Korist is one of the leading companies in the production of *faux vistas*, or artificial-environment projections. The rather simple concept of a fully realistic hologram "window" has made KDS and other companies rich. Millions of apartments — in arcologies, orbital stations, and underground — are totally blocked off from natural view; *faux vistas* create the impression of space beyond the drab plasteel walls. A painting or clever lighting could accomplish the same thing, but *faux vistas* were marketed so cleverly upon their initial release that they are now a standard apartment furnishing.

Korist operates out of Ukiyoshi; its 80 employees are able to keep up on the cutting edge of electronics just by looking around the technophilic sector.

### LunaNet

The Lunar version of the OpNet, LunaNet (also called L-Net) handles the flow of all electronic information from computer traffic to broadcast needs for the Moon. Cellular uplinks to the Lunar computer network are rigidly controlled by the Lunar Advisory Council. Only emergency-response crews and law-enforcement personnel have access to such equipment and accounts. Some large corporations try to wheedle cellular permits for their key personnel, but that is rare. For the most part, LunaNet access requires a physical connection port. There are also transmission nodes connecting LunaNet to Earth's transmission network, but log time is almost always at a premium.

An illegal hack known as "UnderNet" provides a seamier (and, many say, more honest) Lunar computer network. UnderNet violates the 2072 United Nations Telecommunications Agreement. Still, despite the stiff fines associated with even logging onto it, LunaNet has over 500,000 regular users.

For more information on computer networks, refer to the **Trinity Technology Manual**.

## Outbreak Analysis

A small company that tracks and researches emerging diseases on overpopulated Earth, Outbreak Analysis is the premier research laboratory for mysterious diseases like Ebola, Lassa Fever, Equine Pulmonopathy, D, and Kansas Hemorrhagia. OA Luna operates out of Humboldt-Barnard Station as a consulting company for the World Health Organization, the FSA's Centers for Disease Control, the UAN's African Health Organization, China's People's Disease Institute, Lunar Epidemic Control, and the Æsculapian Order.

OA's 145 employees are research scientists, medical anthropologists, doctors, epidemiologists, statisticians, mathematicians, sociologists, and others with far stranger titles (forensic statistical forecasters, viral research manipulation specialists, population sociologists). The Æsculapians utilize Outbreak's extensive database and specialized analytical staff and make up a sizable portion of its psion employees. Outbreak Analysis is the first and last resort for areas afflicted with mysterious diseases — the Sherlock Holmes of the medical profession.

Æsculapians with Æon affiliations have suggested to the Trinity that OA has made considerable breakthroughs in investigating the source of the taint, and in the taint's relation to the subquantum universe. Such findings have yet to be released, apparently by order of Proxy Zweidler himself.

## Sentou Gravity Systems

This Nihonjin corporation is the top producer of pseudo-gravity systems. Sentou covers 46% of pseudo-grav production, as its grids are more energy efficient than any other competitor's. Although Sentou's offices are located in Ukiyoshi, most of its 3,000 employees work on one of three orbital labs where actual grav-crystal production takes place.

## Stavros Weapons Designs

Stavros fills the "no-frills" armament niche. Its personal firearms are simple, ugly, effective, and most importantly, cheap. Slummers and gangsters of all stripes across Luna carry Stavros sidearms (often since they can't afford anything better). The success of its current weaponry has encouraged Stavros to expand its product line. The company is constructing an underground addition to its Mare Humorum manufacturing complex to pursue heavy weapons research and development — an area currently dominated by North America's ClinTech Arms.



## Qin

Despite the fact that the Qin have been in the solar system for over a decade, humans know very little about their alien allies. The entire Qin delegation spent most of its first years in self-imposed confinement inside the Lunar embassy. Only a handful of diplomats — always with a pair of impressive warrior bodyguards — ventured into human environments, and these trips were mainly to attend United Nations sessions or special functions.

The Qin, concealed in humanoid-shaped biotech chassis, were difficult to tell apart at first. They updated their biosuits every few months, each becoming more distinct and mimicking human responses more realistically. While this gave the impression of differences between Qin, it revealed nothing of substance; the Qin can switch biosuits as easily as a human changes clothes.

The improvements to their biosuits seemed to encourage the Qin. They became bold and inquisitive and ventured out into the human universe. Being cut off from the Qin homeworld seemed to increase the aliens' curiosity even more. Hundreds now travel throughout the solar system, assisting with the Mars Terraforming Project, learning about Earth's undersea environments, and marveling at Nippon's hardtech mastery. Qin delegates now attend every UN session in significant numbers, and they socialize in Yutu Yinchon, Ukiyoshi, and even Fado. Their interests seem equally directed at learning about human art and technology.

As of yet, the Qin have not set up any permanent habitations other than their embassy. Even the farthest traveling Qin never leaves the embassy for long. The Æon Trinity has done its best to track the Qin in their peregrinations and confirm that the aliens return to their adopted home at least once every six months. Most, however, seem to prefer going back every month.

The Qin welcome visitors (although most are restricted to the front dome, generally called the "reception center") and invite humans from all social and political backgrounds to many of their race's celebrations. These affairs are uniformly bizarre but intriguing since they give humans tantalizing insights into the Qin. Æon makes a point to send at least one representative of the group to each event, believing that every piece of information learned provides more insight into who the Qin truly are.

## Lunar Law

### Lunar Advisory Council

The original Lunar Unity Agreement covered only the sectors including and adjoining Olympus colony. Almost 80% of the other documented colonies that scatter the Moon have come under the LUA's umbrella in the past two decades. This burgeoning Lunar confederation is guided under the auspices of the Lunar Advisory Council, which has

#### Understanding Aliens

Æon Trinity operatives are urged to use caution when dealing with aliens. While the Qin are our allies, they are still far from human. The biosuits' movements and body language are responses programmed by the Qin from studying humans; there is no real way to interpret a Qin's intent through physical reaction. That can be hard to bear in mind, though. It's not like talking to a mannequin; the biosuits react quite naturally in many cases, sometimes causing even people aware of the artificiality to attribute the Qin with human reactions.

proved itself to be a growing force in interstellar politics — it has its own representative to the United Nations, who speaks for member sectors.

The Lunar Advisory Council supervises the social service and law-enforcement agencies that keep member sectors of the Lunar Unity Agreement safe. Not quite a government agency, not quite a private company, the Lunar Advisory Council has the unenviable task of coordinating efforts between over two dozen major colony sites.

Some of the outlying, isolationist sectors resist the terms of the LUA. These areas seem to delight in causing problems for Lunar authorities. Retrieval of criminals from such sectors requires a good deal of subtlety or an equal measure of force, both of which can rouse locals' ire. These non-LUA sectors are trapped in a vicious circle of resentment,

## Lunar Gangs

Gangs are a fact of life in the Underworld. Places lacking in organized law enforcement are at the mercy of those with the muscle to fill that vacuum. Many gangs in Olympus' lower sectors consist of petty thugs who spend most of their time extracting protection money from the locals, getting high, playing lowball, and getting into turf wars with other gangs. Small gangs number less than a dozen and act as tools for the established crime syndicates. This section covers more powerful gangs with some measure of independence from the syndicates.

- **Bao:** The Bao have the most positive reputation among the locals; they're more like street-level protectors than the menace to society the Lunar Police make them out to be. Members dress well, are polite, and devote themselves to protecting the citizens within their turf. This devotion does involve receiving weekly "protection" fees, but the locals don't mind. After all, the amount of sly they pay is only two-thirds of that demanded by gangs in other sectors. Bao members are easy to pick out by their "colors"; a leopard print pattern worn variously on hats, vests, pants, gloves, armbands and even in holo tattoos. The gang mentality comes through — though the Bao are known to exact harsh retribution on anyone else who dares to wear Bao colors.

- **Hotbloods:** Named after a second-string Aberrant from Belgium back in the pre-war days, Hotbloods are known as rovers. They have no real turf but roam around the Underworld and even some Downside levels moving drugs, wrecking things, terrorizing citizens, and generally making a menace of themselves. The Hotbloods are mostly runaways from rich sectors like Olympian Towers and Kingston Station. They dress in rags and wave around their parents' stolen

lasers to look tough. They're just rich, spoiled kids who play bad. They're rumored to be connected to the powerful Jamaican posses' illicit drug trade, which is probably the only thing keeping the Hotbloods alive.

- **Büyük Ailemle:** Considering the "Great Family's" scale of operation, it falls more in the category of tong or Mafia than gang. Word has it the Büyük Ailemle has its hands in every activity and has its people on every SubLevel — even on a fair number of surface levels. Though more subtle than most gangs, this one is known to haul out the artillery from time to time. It truly is a family affair, with outsiders allowed into the ranks only through marriage or adoption. And it apparently runs on a merit system, whereby one is given grunt detail until she proves herself.

- **Vikings:** A bunch of Nordic derivatives, cleaner than most gangs in some ways and just as dirty in others, they don't handle drugs, prostitution, or gambling. Vikings leave most of the other black-market trade to the Büyük Ailemle and concentrate on weapons and explosives. The Vikings are in bed with Stavros Weapon Designs and can be hired to strong-arm, but they are not into torture.

- **Poison Clan:** Poison Clan members are said to give Norça assassins a run for the money. In fact, many people assume the clan works for the shifters. In truth, the group is sponsored by one of the Chinese tongs. It handles assassination, kidnapping, blackmail — the more extreme, the better. Poison Clan members are rovers as well, but they are much better at it

than are the Hotbloods. Not even the Æon Trinity has any more information than that; it's said the Poison Clan is harder to track down than an ice cube on Mercury. They know when someone's looking, though. The curious get one warning to back off; if not, the curious take a permanent space walk and an attractive bouquet of flowers is sent to their next of kin.



economic travails and pride. People living outside the Lunar Advisory Council's protection have fewer benefits than those in LUA-signed sectors: reduced security, less competent maintenance, and fewer luxuries. Still, most of these regions are willing to live in inferior conditions as payment for greater independence. Indeed, a number of these sectors are little more than squatter's camps for criminals or fronts for illicit trade.

Unlike isolationist sectors, corporate colonies are funded quite well by their parent companies and don't require a lot of assistance from outside sources. These small sectors refrain from signing the LUA since they feel (often rightfully so) that their own security is enough to address any concerns that may arise within the colonies. These "corporate states" are increasingly problematic to the Lunar Advisory Council since many of them offer competitive employment and services without having to pay taxes or other forms of support.

Issues of land ownership, government influence and private rights have created heavy traffic through Lunar courts. Being able to operate outside the law is an obvious draw for many people. Since they're technically not covered by a governing authority, independent sectors are often within their rights to prohibit ULPF and other government representatives entrance. Only the restrictive cost of establishing a Lunar colony keeps the Moon from becoming a place of rampant lawlessness.

## The United Lunar Police Force

When the various nations and factions of Luna signed the LUA in 2100, almost everyone agreed that some type of centrally coordinated police force was necessary. However, none of the sectors was happy with the idea of having an outside authority come in and enforce the law. Based on the model of international law-enforcement groups first established in the 20th century, the ULPF was prohibited from replacing local law enforcement. Instead, it was made responsible for handling all crimes that concerned sector boundaries, offworld fugitives, and heinous acts like arson or breaching that threatened the lives and safety of large numbers of LUA citizens.

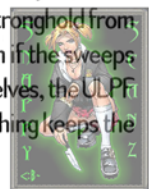
Even though the ULPF is placed under these strict limits, most local law-enforcement divisions resent the organization's broad powers and high-handed manner. A large number of citizens have

similar attitudes. In Upside the residents resent that ULPF officers are not as deferential as their local police, while in regions like Downside and the Underworld, people living on the edge of the law have learned to hate the ULPF because they are much less receptive to bribery and corruption than the local police.

Even the force's periodic sweeps to detect Aberrant activity do little to warm the locals' hearts. As the home of the infamous Space Brigade, Luna is widely regarded as a prime target for Aberrant activity. The six major Aberrant attacks since the creatures' return confirms this hypothesis. All of these incidents were successfully handled by psions led by the Phoenix Squadron and backed up by heavily armed ULPF officers. Further, half of those attacks originated from disused portions of the Underworld. Even so, Underworld residents complain when they see a ULPF uniform no matter the reason. The force notes that Underworlders bitch about the anti-Aberrant sweeps — until the Aberrants actually attack.

All documented Aberrant attacks on Luna have been either major assaults on the most densely populated parts of Olympus or attacks on specific targets like the isolated Persephone complex or the *Mazat* jump-ship base. However, rumors of long-term Aberrant activity in the Underworld persist. While many inhabitants of the Underworld claim that the police force's sweeps are merely an excuse to harass them, the ULPF takes its job very seriously. The anti-Aberrant teams are all equipped with biotech sensors capable of detecting active Aberrant powers and these teams consist of no less than eight heavily armed and armored ULPF officers and at least two Phoenix Squadron members.

In their search for hints of Aberrant activity, agents of the ULPF take the opportunity to intimidate known criminals into providing information, and they pay informants for the latest rumors. So far there has been no definite proof of long-term Aberrant activity in the Underworld, but a few solo creatures have been flushed out. Just as disturbing, there are traces that Aberrants have visited different parts of Luna on several occasions. It is very likely that the Aberrants are searching for a suitable stronghold from which to launch a major offensive. Even if the sweeps don't actually find the Aberrants themselves, the ULPF feels confident that the constant searching keeps the Aberrants from being able to dig in.



While the ULPF's anti-Aberrant activity earns the most publicity, the majority of its work is much more mundane. Officers track down kidnapers, drug dealers, spies, murderers, and thieves. The daily life of an officer is much like that of any other cop — investigating crimes, interrogating suspects, and making reports — but on a somewhat larger scale.

ULPF officers are known to be the strictest police on Luna. While members of the local Upside and Downside police let minor offenders go with a warning, ULPF officers stop at nothing to bring criminals to justice because breaking the New Commandments is a serious offense. Officers regard themselves as more honest and efficient than the local law-enforcement branches. This pride reduces corruption and inefficiency within the ULPF, but it does little to endear the organization to local law-enforcement operatives.

Officers must have a bachelor's degree and complete a two-year training program before being admitted. Investigators work in pairs with standard protection and weaponry; patrols into Underworld generally consist of four agents, while sweep teams are of 10 or more officers in full-combat dress.

#### UNIFIED LUNAR POLICE OFFICER TEMPLATE

##### Physical Attributes

Strength 2

Dexterity 3

Stamina 2

##### Mental Attributes

Perception 2

Intelligence 2

Wits 3

##### Social Attributes

Appearance 2

Manipulation 2

Charisma 2

**Backgrounds:** Contacts 2+, Influence 2, Resources 2

**Willpower:** 5

**Psi:** 1

**Gear (investigation):** Nondescript suit (fiberweave lining), Banji Lightning taser baton, Aris SureSting flechette pistol, Wazukana DX70-L Personal Computer

##### Abilities (typical)

Brawl3(or Martial Arts3)

Athletics 1, Drive 3,

Firearms 3, Melee 2,

Stealth 1

Resistance 1

##### Abilities (typical)

Awareness 2,

Investigation 3

Bureaucracy 2,

Engineering 2,

Intrusion 1, Medicine 1

Rapport 1

##### Abilities (typical)

Intimidation 2

Command2, Subterfuge1

Savvy 2





(Lt. Bushido agent, cellular link to LunaNet, printer attachment), cuffs, ID card, vocoder (English, Chinese, Swahili, French, Portuguese, Spanish).

**Gear (standard patrol):** ULPF uniform (reinforced, vac suit hookups), armor vest; other equipment as above.

**Gear (heavy detail):** ULPF uniform (reinforced, vac suit hookups), field suit, main weapon (selection of Orgotek Hornet VI laser carbine, L-K s7-MT netlauncher, L-K Junior r3 light coilgun, or Voss 88T plasma gun), grenade launcher attachment with grenades (four of each type), EMK, other equipment as above.

## Vacuum Emergency Response

The two greatest dangers on Luna are breaches and fire. A wall breach into vacuum can depressurize an area within minutes, and a fire racing through a habitation complex can use up the oxygen and poison the atmosphere with smoke in an incredibly short time. To supplement the automatic pressure bulkheads and fire-suppression systems, the Lunar Advisory Council formed Vacuum Emergency Response teams.

The VER teams mean the difference between life and death for millions. Aside from fighting fires and patching any breaches, the teams also serve as paramedics and bomb-disposal personnel. Many of the Legion's Phoenix Squadron are with them periodically. For easy identification, all on-duty VER workers wear electric-blue uniforms that double as reinforced armor and have collapsible hoods and gloves to seal into vac suits.

Even in the worst parts of the Underworld or the heart of the Pit, VER teams are welcome — both to avoid the distrust and antipathy toward normal law enforcement in these areas and to prevent the VER from becoming a Lunar secret police. The VER teams are authorized to arrest only those individuals who are actively endangering public safety. Interfering with VER workers is an extremely serious crime and most Lunar residents regard it as little different than breaching.

When automatic sensors detect a problem or a citizen calls in an emergency, the closest VER team mobilizes. Due to widespread placement, a squad can reach any LUA member station within 10 minutes. In Upside or Downside, the average response time is only four minutes. VER technically protects only those sectors that have signed the LUA; however, VER personnel do not restrict themselves from offering assistance to anyone, should the need arise. They care little for "sector boundaries" — their job is to save lives.

The standard team has five members, often with one who is a member of Phoenix Squadron. Many teams have *Æsculapians* to assist with the injured, or ISRAans to help find breaches. Personnel are authorized to use whatever means necessary to reach a crisis site — official skimmers, commandeered vehicles, overrides for trams or elevators. Also, they are not liable for any property destruction caused in the course of resolving a crisis. (The Lunar Advisory Council coordinates damage relief with a sector's local government.) Once the emergency is over, the team administers first aid to any injured party until paramedics arrive to take the patient to the nearest hospital.

Each VER teamer has a wristpad with a specialized computer agent. This agent, a reproduction of the VER central monitoring SI computer called "the Fireman," maintains an open cell link with the central-monitoring station whenever his team is in the field. This agent also has a complete listing of security overrides for every automatic pressure bulkhead and fire-suppression system on Luna.

After the Aberrants' return, VER powers were expanded to make them an efficient paramilitary organization in the defense of Luna. Teams are authorized to use deadly force to protect the integrity of Lunar stations and the safety of their residents. For this reason, they are the only nonmilitary personnel on Luna authorized to use heavy weapons. In addition to these weapons, all VER teams carry a plethora of different equipment, depending on the nature of the emergency they face. To supplement this factor, all large buildings are required by LUA law to contain portable fire-fighting and breach-patching gear.

### VACUUM EMERGENCY RESPONSE TEMPLATE

#### Physical Attributes

Strength 2  
Dexterity 3

Stamina 3

#### Mental Attributes

Perception 2

Intelligence 2

Wits 3

#### Abilities (typical)

Brawl 1 (or Martial Arts 1)  
Athletics 3, Drive 3,  
Firearms 2, Melee 2,  
Stealth 1

Endurance 3

#### Abilities (typical)

Awareness 2, Investigation 2  
Bureaucracy 1, Engineering 3, Intrusion 1,  
Medicine 2, Science 1,  
Survival 2  
Rapport 1

**Social Attributes**

Appearance 2  
 Manipulation 2  
 Charisma 2

**Abilities (typical)**

Intimidation 1  
 Command 2  
 Savvy 2

**Backgrounds:** Contacts 2+, Influence 3, Resources 2

**Willpower:** 6

**Psi:** 1

**Gear (standard):** Vac suit, Banji Lightning taser baton, Wazukana DX70-L personal computer (Nightingale agent), Wazukana CP100 wrist computer (the Fireman doppelganger agent, cellular link to the Fireman SI), cuffs, ID card, patch kit, emergency kit, vocoder (English, Chinese, Swahili, French, Portuguese, Spanish).

**Gear (crisis):** As above, with Patch.

## Lunar Customs

With the exception of ships landing at private sites attached to non-LUA member stations, every craft landing on the Moon must be inspected by the Lunar Port Authority, a branch of the Lunar Advisory Council. Customs inspections are quite thorough, since importing illegal drugs or weapons is a serious crime resulting in immediate arrest and prosecution.

Port Authority officials search all incoming ships and check the identity of all arriving passengers. As long as an individual is a registered citizen of at least one LUA-member nation, he is free to move through the region. Otherwise, he must have a visa (a three-month visitor's pass costs ...). Aside from these basics, the Port Authority is always alert for fugitives and stolen goods that arrive at or depart from the Moon. It also ensures that animals and plants undergo a one-month quarantine before being let into greater Lunar society.

Incoming ships are normally inspected much more carefully than are outgoing ones. In most cases, leaving the Moon is simply a matter of the ship captain having the correct files, checking to see that every passenger has appropriate passage, and performing a brief safety inspection. However, whenever a major robbery or other serious crime has occurred in an LUA sector, inspections of departing ships are stepped up to prevent criminals from escaping.

## Importing Weapons

Bringing in weapons regarded as a threat to public safety results in fines and immediate imprisonment or deportation. Importing melee weapons

and nonlethal missile weapons is legal as long as the person transporting them doesn't have a criminal record and keeps them in storage while Upside. Only law-enforcement officials, military personnel, and licensed bodyguards are allowed to transport lethal missile weapons to the Moon — and they must have appropriate documentation. Anyone else must store a weapon in lockdown at the port.

There are other options for those who feel that the law is too strict: An individual can hire someone to smuggle weapons to the Moon, and some Port Authority guards aren't above bribes. But discretion is the rule of the day. Trying to illegally import a single Orgotek Stinger is not terribly difficult, but passing the guards while wearing three autopistols on your belt and a biotech carbine slung over your shoulder is an entirely different matter.

Also, even the most isolated debutante in Olympean Towers knows that you can buy a wide range of weapons in the Underworld or the Pit. Any nonlethal weapon can be found for sale in the back of some of the larger pawnshops in these places — and a buyer can see something with a little more kick, if he knows how to ask. Prices tend to run one dot category higher than what the weapons cost normally — nasty weapons may even run two dots higher.

## Weapon Laws

Outer walls are constructed of extremely tough and advanced composite materials; only the most powerful penetrating weapons are capable of breaching mylex and plasteel. While a standard interior wall can take only four Lethal Health Levels before that portion disintegrates, an exterior wall has an effective 3 [5] armor rating and can take up to eight Lethal Health Levels before rupturing. As a result, a single shot from a light autopistol will almost never blow a hole in an outer bulkhead. Still, the Lunar authorities enforce strict weapon laws. Only military or specially licensed law-enforcement personnel may legally carry heavy firearms.

## Nonlethal Weapons

Flechettes, sonics, tasers, and webguns are legal almost everywhere on Luna, except Upside (essentially, weapons that inflict only Bashing damage). Only in the highest floors of Olympean Towers, where all weapons are restricted, does one find an exception. Flechette weapons, in particular, were specifically designed to be used in pressurized environments.

### Lethal Weapons

Light personal sidearms like autopistols and laser pistols (penetrating weapons with a Lethal damage rating of four or fewer dice) are illegal only at surface level and above. It's almost impossible for these weapons to cause a breach due to their poor penetrating power.

Heavy autopistols and lasers (penetrating weapons with a Lethal damage rating higher than four dice) are illegal in all LUA-member sectors. This measure is mainly precautionary since even a heavy-caliber slug is unlikely to pierce reinforced plasteel. By law, even having such a weapon in a secure place is a crime, resulting in the weapon's confiscation, a hefty fine, and a possible jail term. Yet, most authorities are willing to overlook a transgression and let the individual off with a firm warning to not be seen in public with that hand cannon again.

All heavy weapons (plasma guns, coilguns, fragmentation grenades) are extremely illegal everywhere on Luna, and having one can result in deportation or long jail terms. Even a light coilgun has a good chance of punching through an exterior

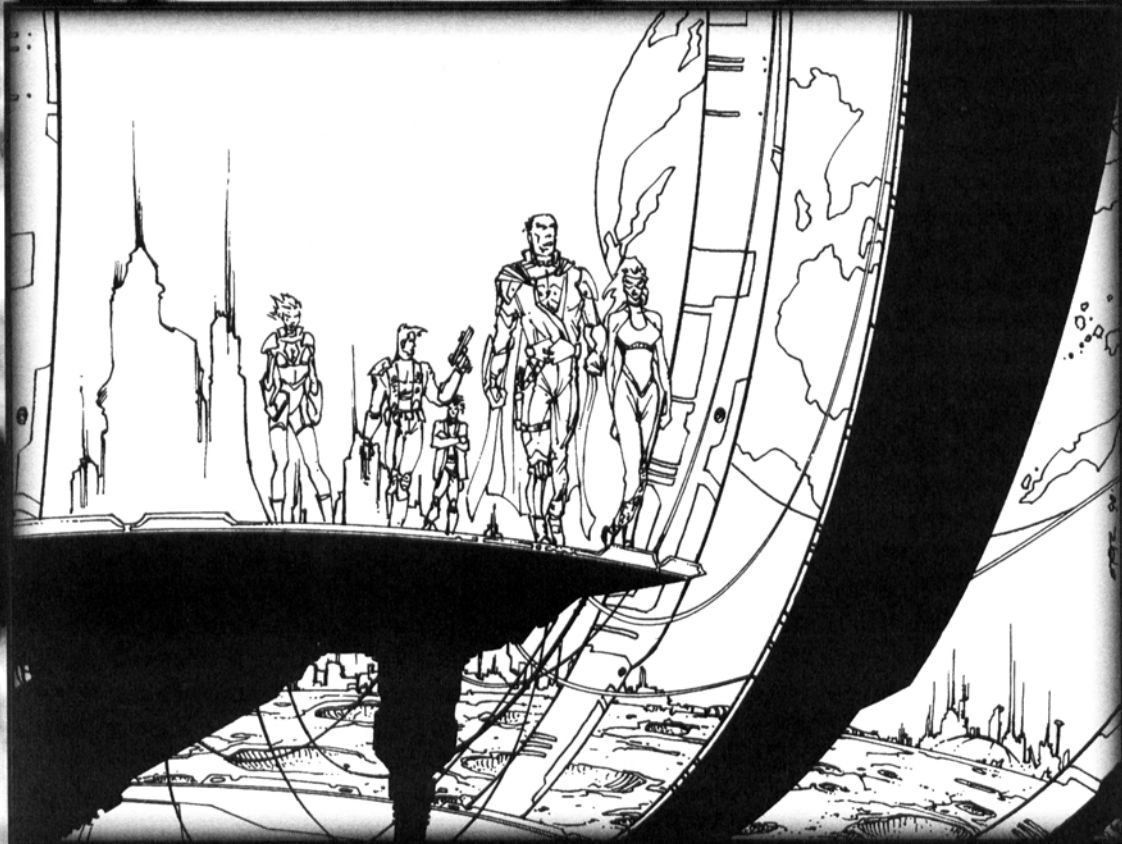
bulkhead, spelling death for everyone in the area. Brandishing a heavy weapon is treated as threatening to breach, and using one in a pressurized area is considered attempted breaching.

### Enforcing Weapon Laws

Upside prohibits weapons of any sort. Only law-enforcement officers, military personnel on active duty, and specially licensed bodyguards can carry weapons. The wealthy residents of Upside want their homes to be safe and secure, and they spare no expense to ensure it.

In theory, these same laws also apply to Downside; however, the police are spread far too thin to pick up every twink carrying a screamer. As long as only nonlethal or melee weapons are carried, the police rarely worry about minor infractions (unless someone is injured or killed). Downside police primarily use the local weapon laws to hassle individuals that they can't prove guilty of more serious crimes.

Although the same restrictions theoretically exist in the Underworld, the police venture down there only to check out serious disturbances. The authorities



aren't worried about punks with peashooters; they're more interested in the trouble at hand. Even so, Underworld residents often take the initiative to enforce the laws on their own if they feel duly motivated.

The President and her thugs are the only law in the Pit. Because the Pit is not part of the LUA, the ULPF has no jurisdiction there. Anyone who goes to the Pit unarmed is either a fool or the President's close friend or ally. While some of the more powerful locals either have their own security or pay the President for protection by her "security force," the rest are on their own. The President does offer a substantial bounty, dead or alive, for those who attempt breaches. Everything else is entirely unregulated, unless the President simply doesn't like you.

Independent colonies make their own weapon laws. Most independent corporate bases have laws as strict as those on Upside; the majority of "free colonies" are fairly similar to Downside, and squatter's camps are not much safer than the Underworld.

## Justice on Luna

There are two forms of justice in sectors protected by the Lunar Unity Agreement: LUA and local. LUA laws deal only with major crimes, justice is swift and generally fair, trials involve juries, and punishments cover fines, probation, deportation, prison terms, or even death. The Lunar Advisory Council (with assistance from Æon) monitors LUA courts carefully; bribing or otherwise attempting to unfairly influence the judges is a serious offense. In practice, only potential political repercussions, important political figures, or metacorporation heads influence LUA court decisions.

## Upside

Local justice varies much more. In Upside, justice is uniformly swift, but the outcome often depends on the relative status of the victim and the accused. While serious crimes usually receive a fair trial regardless of the identity of those involved, crimes like assault, minor vandalism, fraud, and petty theft have variable punishments. Downsidiers or offworlders found guilty in Upside generally face heavy fines or long prison sentences, while Upsiders found guilty of equivalent crimes are just fined (which is seldom a problem for the wealthy to pay) or receive lesser punishments, like remote-monitored probation. Nonviolent crimes are often resolved quickly with these

fines. A trial can be held without a jury at the defendant's option, with only the lawyers and the judge involved. The outcome of these trials depends on the complex web of loyalty, power, and obligation that binds Upside society together.

## Downside

Downside justice is slow, inefficient, but usually fair. Good resources can get a defendant a better lawyer, but this wealth rarely sways the judge or jury. Similarly, subtle promises or threats of Upside influence can merely annoy most judges and put the defendant in hotter water than he was in before.

Although the system is fair, the courts are overworked and slow, the jails crowded and dirty, and the defendants in almost half of the trials are represented by appointed public defenders. It can take several weeks to many months for a case to come to trial. However, performing a few favors for properly placed bureaucrats can speed up this process considerably. To further reduce the case load, numerous cases never come to trial — first offenses often get off with just a warning, while repeat offenders of lesser crimes can plead guilty in return for reduced sentences. Guilty verdicts can produce an extremely vast range of punishments, but they are usually well-matched to the crime.

## Underworld

The Underworld occupies an unusual position. It technically falls under the LUA, but most parts are lawless enough that even the ULPF goes there in emergencies only. Although it lacks a significant police presence, the Underworld maintains a semblance of order through the influence of crime syndicates and gangs. The Lunar Advisory Council leaves the area to its own devices, sending VER teams or ULPF squads in under critical circumstances (life-support failure, murder, Aberrant infestation). Whenever these teams go down, they are always in large, well-armed groups.

Residents know that unless there is an actual dead body, the ULPF usually does nothing. Any nonlethal activities that Underworld residents wish to perform on each other are generally ignored, and residents are left to protect themselves. Many of those who live in the Underworld go outside armed. The occasional ULPF patrol and anti-Aberrant sweep keeps the worst and obvious crime at a minimum, but residents buy the best locks they

can afford and everyone knows that anything that isn't well-protected is prime to be stolen.

While life in the Underworld does not consist of the constant gun battles depicted in action holovids, violence is not uncommon and theft, drug use, and prostitution of all sorts are rampant. The only way to find justice is to get friendly with the ULPF or with one of the syndicates.

### The Pit

The President rules with an iron fist, and her armed security staff (called "Secs") patrols much like a merciless, trigger-happy version of the ULPF. The Secs are under orders to prevent murder and other serious violence — that which was unauthorized by the President, of course. Bounty hunters are also welcome to search for criminals.

If the Secs capture a "criminal," a rough trial is held. One of the President's lieutenants, or occasionally the President herself, asks plaintiff and defendant to state their case. Based on facts, the political climate, or personal whim, the "judge" then makes his ruling. If acquitted, the defendant goes free and the plaintiff seeks retribution at his own risk. A guilty verdict results in a severe fine, public beating, or the "space walk." Unless the accused has committed a crime against the President, bribes can buy an innocent verdict for almost any crime, including murder. Victims and the accused have even gotten into actual bidding contests to see who could produce the largest bribe. Law in the Pit is harsh and far from just, but it is also quite popular with most residents, at least until they are chained up in front of the power plant.

### Non-LUA Sectors

Currently only 20% of Luna's inhabited colonies refuse to sign the LUA. These regions are theoretically denied the protection of the Vacuum Emergency Response and refused access to basic services provided to all sectors under the LUA compact. However, "independent sectors" are also at liberty to make their own laws free of ULPF interference. The vast majority are corporate bases that desire the freedom and secrecy that independence provides, marginal squatter settlements that get by through stealing from wealthier sectors, or small communities that use common sense and majority-rule to make law.

The corporate bases that have not signed the LUA prefer absolute privacy and secrecy to pursue their individual projects. Rumors abound of secret weapons research, illegal genetic modification, illicit-drug development, and even experiments involving taint. Considering the stakes involved in such endeavors, corporations don't hesitate to exact immediate and harsh justice on transgressors. Corporate spies and defectors are captured or even killed. Theft of sensitive documents or committing violent crimes results in termination and immediate expulsion to an LUA colony. However, if the criminal is important enough, the company may ignore significant crimes as long as the individual comes through on the job. The few visitors let inside such bases are often warned beforehand by LUA officials that any actions they perform while there are beyond the reach of any outside agency.

Squatter settlements are ramshackle affairs run by a collection of individuals, or by a charismatic leader. Almost all of these settlements are quite small, as they hold no more than a few hundred wretched souls. The sole law in such places is that of survival. People avoid harming each other because residents who are violent or disruptive are driven out. Actual trials are extremely rare. Individual vengeance or mob action are generally the only forms of law enforcement found here.

A few independent communities are based on anarchistic or libertarian principles and allow all behavior that does not result in harm to another person. One anarchy-based colony, the Violet Collective, has become a haven for illegal drug use and is infamous for its open-air drug markets and exotic brothels. Justice in the Violet Collective and the few similar communities is largely based on a combination of mediation for minor offenses and an informal jury system that administers an eye-for-an-eye style justice which, if the victim or his survivors choose, can be replaced by the accused paying them a substantial fine.

## Near Space

There are simply too many objects in circumterrestrial space to provide a complete catalog of them all. The hundreds of stations have proven to be focal points of human development on cultural, political, scientific and, inevitably, illegal levels. Near space is simply a reflection of human society on Earth, Luna, and elsewhere.

## Lulong Station

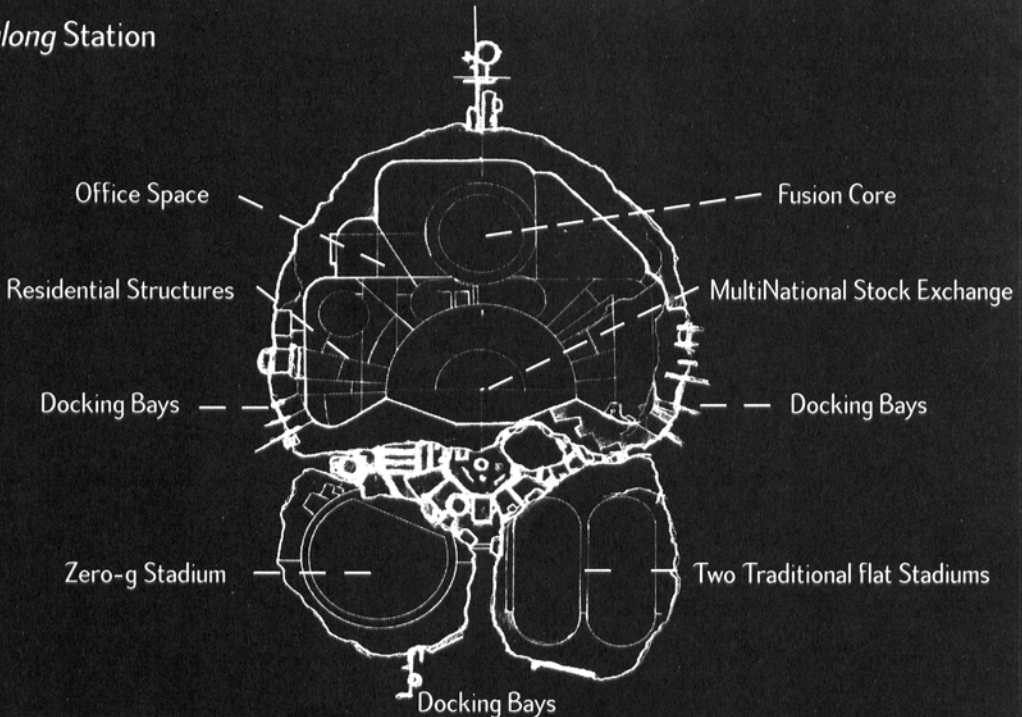
The station is divided into three spheres — hollowed-out asteroids that act as natural superstructures and furnish protection from solar radiation. The largest sphere, at four kilometers in diameter and over twice the size of the other two, serves as the primary habitat. It contains the residential structures, docking bays, fusion core and a great deal of office space. The MultiNational Stock Exchange is also located here.

The first of the smaller spheres is mostly a single hollow area that serves as the stadium for several zero-g sports, including gravball and winged jai-alai. The last sphere has two traditional flat stadiums. Both of these spheres have locker rooms, spas, training facilities, hotels, and restaurants as well as back-up generators and docking bays.

The citizens of *Lulong Station* are invariably in the best of health. While it is not actually true that one will get kicked off the station for being overweight, there is a direct correlation between physical fitness and social status. Indeed, several different cliques place emphasis on sundry aspects of health (e.g., long life, raw musculature, physical endurance). With all the exercise possibilities available on the station, its residents have a low opinion of those who don't take the time to be physically fit.

Although *Lulong* residents are overly concerned with physical fitness, they politely overlook the physical side effects of stress (inevitable for those who work on the floor of the Exchange). Similarly, mental fitness lacks emphasis on *Lulong*. A number of residents exhibit what would be considered low-level neuroses in other environments.

### Lulong Station



## Mujukuu Station

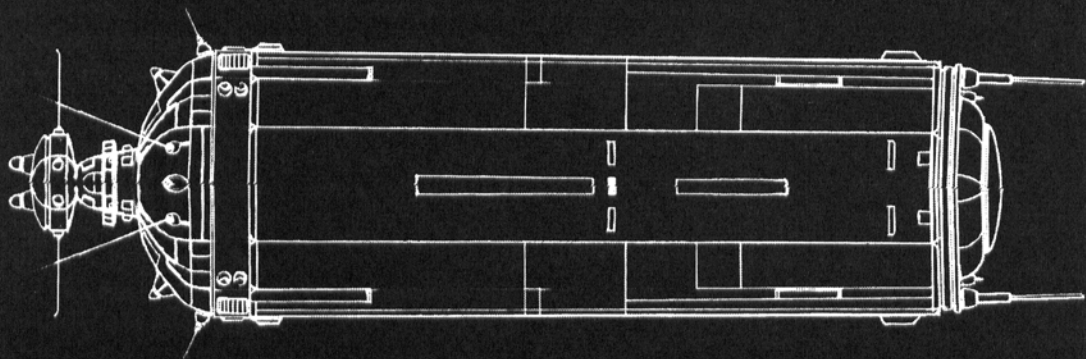
While beautifully designed inside and out, *Mujukuu's* disc-shaped structure is otherwise unremarkable. The edge of the disc holds docking facilities, with the core containing important systems like life support and the fusion core. A terrarium and park covers the top center portion of the disc. The rest of the structure is comprised of residences, small business offices, art galleries, studio space, theaters, art museums, and hotels.

The OS is home to the *Mujukuu* Center for the Arts — the cultural nexus of orbital society. While artistic endeavors are not ubiquitous among *Mujukuu's* residents, everyone on the station who isn't an artist knows one. While the emphasis is on the visual arts (including painting,

holo art, and film), *Mujukuu* is also home to sizable communities of sculptors, writers, musicians and dancers. The St. Petersburg Modern Freeform Ballet Troupe, relocated to the UAN station, is literally interstellar in its fame.

The weapons factory in *Mujukuu's* "basement" has drawn a number of retired soldiers and mercenaries. These military types have integrated remarkably well; a handful even consider themselves to be "warrior-artists." A segment of the artistic community has likewise felt the martial influence — a style of painting known as "New Kurtzbergism" is currently popular. It is based on careful exaggeration of wrestling human forms to suggest ontological issues.

## ORGULHO DE CÈU STATION



### Orgulho de Cèu Station

The designers of most new orbital stations take advantage of pseudo-gravity systems to create dynamic, asymmetrical OS shapes. *Orgulho de Cèu's* designers were the cautious sort. They wanted to make sure the station retained artificial gravity in case the grids suffered a shutdown, and they also needed to minimize the power drain that pseudo-grav causes. *Orgulho de Cèu* was therefore designed as a rotating cylinder, the centrifugal force creating artificial gravity.

### The Escher Factor

In a space station, "down" is entirely relative. It depends on how the engineer decided to orient the grav-crystal projection grids. Architects and designers exert a great deal of effort providing a consistent frame of reference. However, in more utilitarian situations, one room can have six floors or none at all. The Storyteller may apply +1 difficulty to Perception- and Dexterity-based rolls when characters first try to find their way around oddly laid-out structures with inconsistent gravity orientations.

Approximately 80% of the residents are practicing scientists in fields like biology, botany, chemistry, physics, biotechnology and a number of medical pursuits. Fully 20% of those people work for Marquez Laboratories, which is one of the foremost bio-engineering research firms currently in operation. *Orgulho de Cèu* residents are divided between those on the quest for greater understanding of the universe and those pursuing the Almighty Yuan.

A side effect of the station's emphasis on science results in many residents spending their free time discussing abstruse philosophies in the station's pubs and teahouses. Epistemology and teleology are particularly popular topics, and it is impossible to go into a bar without hearing Wittgenstein or UAN-philosopher Fairholt quoted at least once.

## Bakuhatsu Spacecraft Factory

### LO-2

LO-2 is just one of six Bakuhatsu orbital stations. It comprises a long spine to which ships under construction attach, with a boxy central core containing crew residences and control facilities. The core is 30 decks tall, and the spine extends 250 meters from end to end. LO-2's core gravity is oriented parallel with the core's long axis. The space dock spines are in zero gravity, and some portions of the fabrication section are also zero-g to ease production. Typically, six ships are under construction at one time.

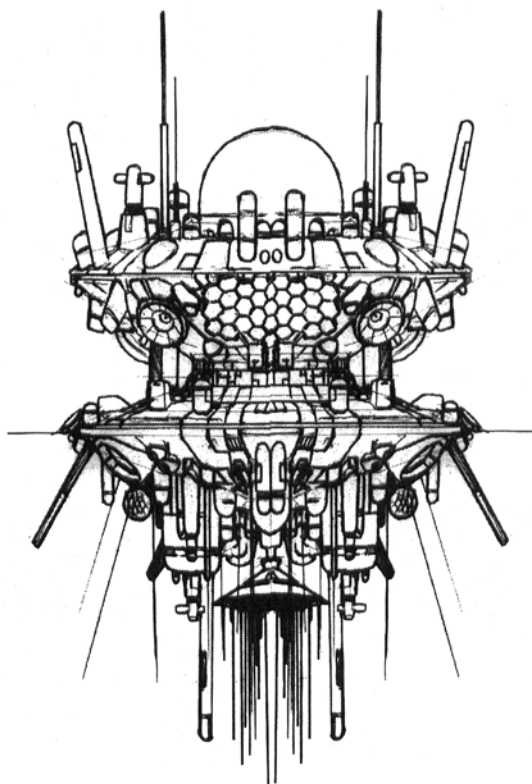
The bottom half of the core contains the parts-fabrication plant, which receives raw material on a weekly basis from Luna and the Asteroid Belt. The finished parts are conveyed to the appropriate construction platform to be installed by robotic construction equipment, with some direct human assistance. Construction staff consists of just over 100 "steel workers" (those who physically work on the ships), 50 "floorwalkers" (who monitor parts assembly), and another 50 supervisors and support personnel. There is also a small customer service staff of six who act as liaisons with visitors (prospective customers, orbital patrols, industry inspectors).

The station itself is crowded but comfortable. Entertainment for off-duty personnel is provided by a holo arcade and a small theater. Regular shuttle service is available for those who need to spend some time carousing in Olympus.

The steel workers on LO-2 and its five sisters are dedicated; LO-2 currently runs at 17% over Bakuhatsu's estimates. The workers are bound tightly by complex philosophies of work and the icon of the spacecraft, which is seen as the tool for the physical and mental expansion of mankind. They do not regard psi as an "appropriate" medium for evolution (a common opinion in Nippon). This staunch viewpoint has resulted in several ugly incidents during off-time trips to Olympus' Downside.

### GN Orbital Media Center

GNOMC has been subjected to constant upgrading and refits since it went online in 2084; its original elegant double-saucer shape was lost long ago under multiple layers of new construction. The station is at the cutting edge of communications technology, and

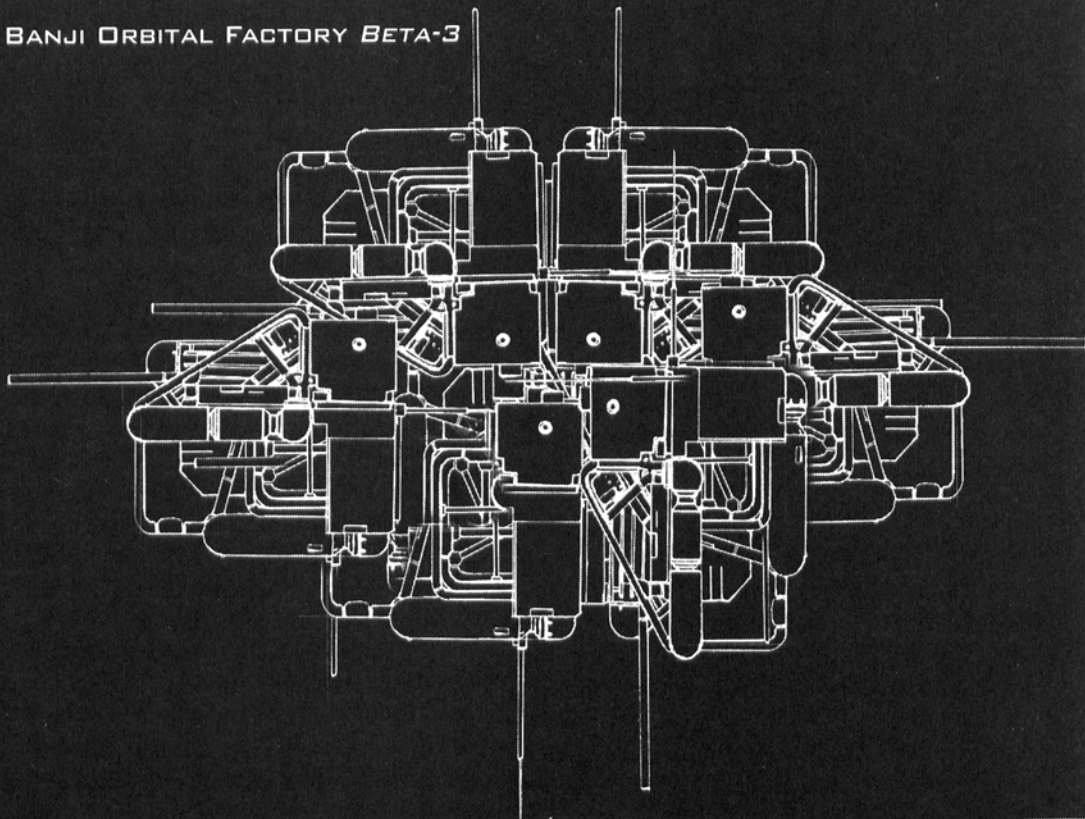


aside from its own programming, GNOMC broadcasts over 200 channels of news or entertainment. It routes millions of personal communications per second, and it has one of the largest concentrations of computing power in Earth-Luna orbit. Gravity is kept at Earth-normal throughout the bulk of the station, but the largest antenna arrays are at zero-g to prevent structural strain. Further, several programs are produced on-station, with the holo-stage gravity grids adjusted to best suit the program.

On-station staff is kept to a minimum; there are approximately 20 news anchors, another 30 on-air personalities, 100 technicians of various sorts, 50 support personnel, and up to a dozen guests at any one time. There are also 40 residents whose titles are "Protocol Technicians," who are experts in both communications law and communications technology. Protocol Technicians (or pro-techs) mediate and negotiate with other media networks, OpNet node facilities and commcops on issues of propriety, bandwidth, censorship, and other niggling details of the broadcast industry. GNOMC is a bustling warren of activity at all times, with shows being produced around the clock.



## BANJI ORBITAL FACTORY *BETA-3*



### Banji Orbital Factory *Beta-3*

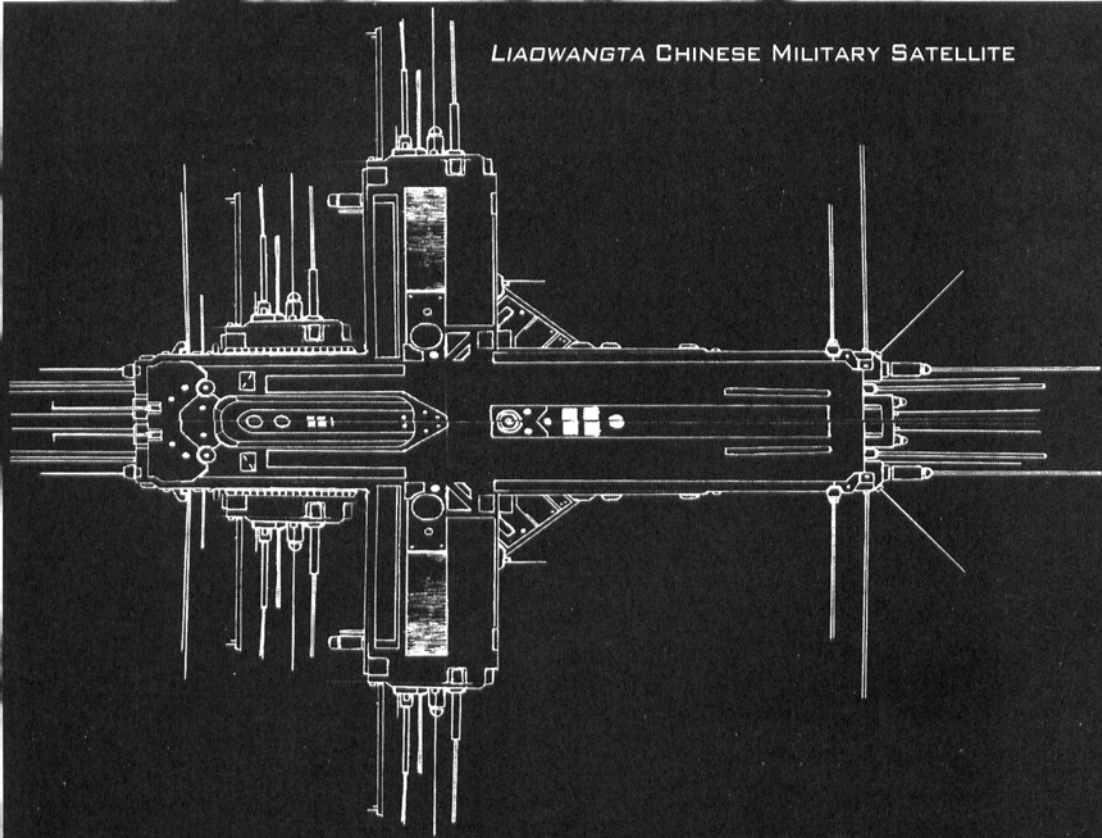
*Beta-3* is designed for efficiency, not habitation. To the human eye, it is a chaotic mix of pipelines, tanks, assembly lines, heat sinks, and automated docks. The entire structure is a rough rectangle that is 200 meters across its longest dimension. It's a mass of zero-g and unpressurized manufacturing areas, rapidly moving machinery, and random radiation bursts — all with infrequent warning markers. The ubiquitous pipes contain all manner of acidic chemicals and molten metal while extensive cabling handles massive electricity flow. Any one of these things, if breached, would be greatly damaging to even a vac-suited human.

Normally, only five people staff *Beta-3* at a time, as all processes are computer-automated. The station's habitable portion is a cramped and claustrophobic structure 20 meters across and consists of a few airlocks and emergency lifepods, a residence wing, and an elaborate control room for monitoring the rest of the station and directing any necessary human intervention. The newly added security personnel has doubled the staff, and although they reside in a trio of Minimum Habitation Units (MHUs) docked to the habitable section, conditions remain quite cramped.

Assignment to *Beta-3* is considered extremely unwelcome by most Banji personnel. In many cases, it's a "last chance" assignment; if the employee doesn't shape up on this job, he's given his walking papers. It's believed that since Banji is expanding the station's capabilities into weapons construction, the company will have to add more spacious quarters as an incentive for workers to keep a closer eye on their work.

A quartet of squatters recently docked their own MHUs deep within the station and tapped its power core. On-site Banji personnel, although aware of the squatters, have decided not to try to remove them. The staff considers them harmless since their power drain is negligible and they apparently haven't caused any systems damage; yet, their location would let them inflict a great deal of damage were they so inclined. Radio communications have even begun between the Banji staffers and the squatters — anything to alleviate the tedium of long-term space detail. The Banji employees have not reported any of this data to their superiors since it would result in expulsion of both staff and squatters (and it gives the Banji personnel a relatively safe way to rebel against their superiors).

## LIAOWANGTA CHINESE MILITARY SATELLITE



### *Liaowangta* Chinese Military Satellite

*Liaowangta* is the largest military station in current operation. It is roughly a cross-shaped facility 200 meters across. Pseudo-gravity grids are oriented “down” toward the station’s hub, helping to provide structural strength. The outer points of the arms are dry docks with no gravity systems. Scanning gear and sensor arrays are located at the ends of each arm and on the dorsal and ventral faces of the hub.

The station houses 125 permanent personnel, and another 60 are rotated in for six-month tours. As with all military facilities, discipline is tight. The day is organized into three eight-hour shifts, with 60 soldiers on duty at one time. Of these, 10 are support personnel, 10 are on scan duty, 25 maintain or repair ships, and the remainder are assigned to ship detail or scanning as needed. The five personnel apart from this rotation are the command staff and a resident member of the Ministry, whose position is best described as an “advisory one.”

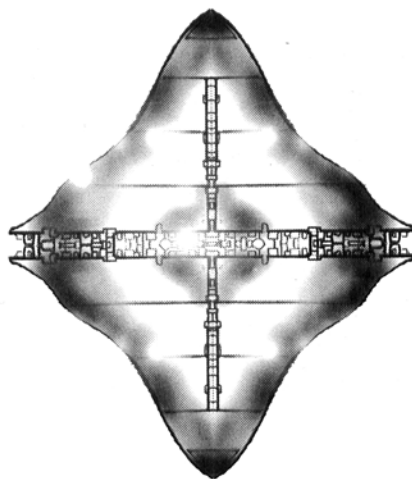
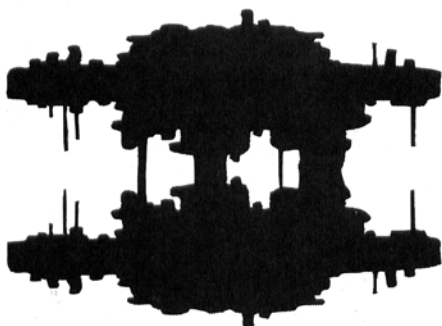
Scan duties involve checking over images of Earth that the computer flags. Some sites (large military bases belonging to forces inimical to China, for example) are always flagged. Others are noted if the computer observes changes that it cannot understand, or which it believes are a cause for concern. Scan duty shifts involve viewing hundreds of these flags and determining if they require further investigation, as well as other tedious administrative duties like updating the computer’s image filters. Scan detail is quite boring and leads some less disciplined personnel to set the computer to flag such things as nude beaches, certain celebrities, and the occasional family member.

Ship repair is conducted in zero-g, although “repair” is something of a misnomer. Most of the work done here is maintenance and component replacement. Official Chinese replacement schedules are conservative, and some personnel are known to do a brisk black-market business by selling perfectly serviceable “worn-out” components. The parts are smuggled out on the weekly supply vessels.

### Armstrong Orbital Rehabilitation Satellite

This station was built at the Æon Trinity's direction as an alternative to Russia's Gulag. Although known only to high-ranking members of the Trinity and the psi orders, *Armstrong* holds more than hardened criminals; it is also storage for rogue psions and an Aberrant. Since the Black Hole, as it's also called, is an official penal site for the Lunar Advisory Council, it's relatively easy for Æon to transport in criminal psions. Biochemical Alteration Nodes (see **Hidden Agendas**, page 39) implanted in each rogue psion render him virtually comatose, making the possibility of jailbreak rather unlikely.

The Aberrant is under tight lockdown, the subject of intensive scrutiny. The being that calls itself Kios Dorit was captured when it tried to infiltrate the United Nations in 2110. While Dorit came along surprisingly quietly, Æon has thus far been unable to divulge the Aberrant's intentions, even by using telepathic probes. Æon applied tremendous spin control after the capture to present Kios Dorit as the traditional "bulging-skulled tentacular freak" that everyone expected (the former Norça Heironymous Dieda assumed the role for the benefit of the holonews). In truth, the Aberrant seemed to be able to shift its form — the only reason it was noticed was due to the disruptive aura that its taint produced within the subquantum stratum. Æon and the orders are exceedingly interested in discovering how Kios Dorit can reverse the physical mutations that were assumed to be the hallmark of Aberrants. After all, if one Aberrant can change its form, what's to say others aren't doing it as well?



### Lacordaire Orbital Hotel

The uppermost levels house the station's communications gear while the bottom levels contain navigational beacons and optical telescopes. The center holds the docking ring with the levels above and below containing reception, administration, elegant shopping promenades, theaters, and restaurants. *L'Orbital's* intervening floors contain convention facilities and suites (which grow more luxurious and expensive as one gets farther from the center). The hotel was designed with pseudo-gravity grids aligned in the same direction to avoid disorienting the guests.

The event planners encourage guests to socialize; dances, stage shows, or receptions are planned nightly. A select number of the "guests" at these events are actually staff who are planted to draw the guests out and keep them entertained. There are even a few prostitutes available (through discreet inquiries in the right places). They are presumably freelance, since *L'Orbital* admits no involvement in such activities. Yet, considering that the staff prides itself in knowing everything that happens on the station, it's likely that the prostitutes and *L'Orbital* have an arrangement.

Lacordaire's reputation is based on its image as a center of high society and culture, which can be maintained only by being proper and following the nuances of etiquette at all times. The staff of *L'Orbital* blanches at even the rumor of bad publicity, and anything unseemly that happens on the station is covered up efficiently.

This chapter covers basic rules information and behind-the-scenes notes for the Storyteller. Most of the sections are fairly innocuous and are included to help the Storyteller expand the scope of a Luna-based series. Still, there is some information (notably that on Aberrant activities) that is intended for Storyteller eyes only. Players who wish to keep a level of mystery in their own minds regarding the Trinity Universe should skip this chapter entirely.

## Life in Space

### Life Support

“Life support” does not simply refer to the continuation of airflow. The phrase refers to air recirculation, temperature control, water and sewage processing, energy supplies, emergency response and food production. The air filtration system in the typical colony or orbital station is a vast network of vents, fans, crawlspace-and-smaller ductwork, and high-pressure wind tunnels. The entire process interrelates with hydroponics complexes, heating systems, and precise computer processing monitors — all designed to make living in a plasteel box as comfortable as possible.

### Elgee Characters

Although elgees have problems due to their brittle skeletal structures, they are supreme in their native gravity. Elgee muscles are not as strong as fulgee ones, but they still possess a human’s basic muscle mass, still evolved from an Earth-gravity heritage. And all elgees maintain a stringent athletic program to extend their lifespans and reduce the degradation of their bone structure.

In game terms, an elgee character cannot get higher than four dots in any of his Physical Attributes, although he automatically gains two dots of Specialty in Zero-g for the Athletics Ability.

A character having passing familiarity with life-support systems could probably understand the cryptic computer readouts set unobtrusively at every bulkhead and junction. These give him sufficient information — air quality, temperature, pressure — to determine if a particular passageway is safe to enter and proceed along. (Being able to understand such a display implies that he is also able to figure out how to make an otherwise unsafe passageway safe, although this process involves overriding intricate security protocols.) The web of circulation systems remains mostly incomprehensible to the untutored, and a random shutdown results in the rapid dispatch of emergency teams to repair the problem, even in the Pit.

Lunar emergency response is one of the most prompt, comprehensive infrastructures known to humanity. By necessity, any perceived threat to life support, whether it is a water conduit shutdown or a reactor core breach, receives immediate attention by VER teams.

### Non-Standard Gravity

Though the dangers of Low-gravity Aggravated Osteoporosis guarantee that human habitats are 1g (Earth-normal) environments, some occupations require that time be spent in low gravity. The information below deals with acclimation and the differences in human abilities in low-gravity conditions. These rules should be considered an optional expansion on the Gravity rules in *Trinity*, page 234.

Only a few colonies on Luna retain their native gravity, mainly Old Town and lower parts of the Underworld. The Moon is not a completely weightless environment, however; things still fall, just slower. If a character in Luna’s natural gravity leaps with all his strength — which, on Earth, would net roughly a one-meter jump — he *will* crash into a wall or ceiling. Hard. Many sectors that are fully plated with gravocrystals still pad or carpet the ceilings in case of power failures. In such an event, local medical clinics invariably see an increase in the number of minor head injuries.

## A Smoker's Nightmare

Smoking still exists in the 22nd century, although much of the harmful thrill of it has been weeded out. Smokers on Luna are treated with anything from severe frowns to outright hostility because a colony is indeed a closed environment. Anything that produces extra strain on life support, like smoking, fires, or chemical emissions is thought to be in excessively bad taste. That one person may not directly put a lot of strain on the system, but Lunar residents have a "Think Globally, Act Locally" attitude.

Public smoking is illegal in many towns, though individual policies vary. Some towns impose a smoking tax on those who are regularly tagged by life-support computers as issuing excessive particle emissions.

## Lunar-Gravity Acclimation

Luna's gravity is 0.17g — about one-sixth that of Earth (the four large Jovian satellites and Titan have comparable gravities). When a character is first exposed to these conditions, he requires 10 hours, minus his **Athletics** Skill Total, to acclimate himself. Professional assistance (someone who has been in Lunar gravity at least three times previously) halves the initial time.

Until the character has adjusted, the Storyteller should apply +1 difficulty to the character's physical actions (+2 difficulty if she must do something rapidly, on instinct). After becoming acclimated, the character adds an additional die to all tasks relating to physical endurance, and another die to those involving lifting or jumping (for a total of two extra dice when lifting or jumping).

## Zero-Gravity Acclimation

The basic lesson on zero gravity is that it doesn't exist (see **Trinity**, page 75). An average 100 kg person is in a 0.00000000068 g field simply generated from the mass of his own body. However, whether one calls it "zero-g," "microgravity," or "free fall," it feels like floating and is very disconcerting to first-timers. Upon first exposure to zero-g, the player makes a standard **Resistance** roll. Failure results in the character vomiting and suffering disorientation for one hour (one day on a botch). The acclimation time for zero-g is a base 20 hours, minus the character's **Athletics** Skill Total. As with getting used to Lunar gravity, professional assistance halves the initial time.



Until the character has adjusted, the Storyteller should apply +2 difficulty to the character's physical actions (+3 difficulty if she must do something instinctively) and +1 difficulty to any tasks involving endurance. After becoming acclimated, the character adds one die to all tasks involving jumping or physical endurance. "Lifting" is meaningless in zero-g, as any degree of strength can move any mass, given enough time to push it. (However, since mass remains constant, damage inflicted due to crushing mass does not change.)

## Decompression

Unprotected humans exposed to vacuum die messily and painfully within a few minutes. All long-term Lunar residents have learned to fear anything that can puncture the outer walls of their fragile world. Opening an area to vacuum is known as "breaching." Breaching is, of course, a serious crime — merely threatening or conspiring to breach results in a hefty fine. Being convicted of breaching or attempting to breach any region of Luna results in a one-way trip to the Black Hole.

Selenites take terrorism of this sort very seriously, and the few breaching attempts made since the end of the Aberrant War have resulted in a mob killing the perpetrator (usually by taking a space walk without a suit) before law-enforcement officials arrived. Residents are also very careful about any weapon that could possibly breach the walls separating them from the vacuum of space. Even the most lawless sections of the Underworld are still fragile. Brandishing a coilgun or a laser carbine anywhere on Luna marks you as a threat to public safety; the locals will either call security or deal with you on their own.

## Vacuum

If a character finds himself in hard vacuum without a vac suit, the simplest way for a Storyteller to resolve the situation is to inform the player that the character dies in a gruesome, rapid fashion. This matter can be frustrating for the player, however, and doesn't give the Storyteller the opportunity to describe the character's gory demise in cinematic detail.

**Trinity**, page 256, provides a very simple description of the effects of vacuum for those who like things quick and (relatively) clean. **Hidden Agendas**, page 43, lists further details on exposure to vacuum for the morbidly curious.

## Aberrant Activity

Aberrants are looking hard at Luna, but not in the way most people think. As some analysts have already noted, Aberrants still raid the Earth and the Moon every so often, but their main attention seems to be devoted to surrounding humanity slowly and drawing that noose tightly.

Aside from the obvious danger of being caught in an Aberrant net with no chance for escape, this situation reveals a grim fact: The creatures seem to be forming a unified agenda. Historically, the Aberrants didn't even agree on fighting back against humanity in the 21st century (although *Æon Trinity* spin doctors have most people believing otherwise). A vast number of the unfortunates did lash out, maddened by their inability to control their incredible abilities. Yet, a notable minority assisted humanity in defending innocents against their genetic brethren.

The beings that left in the Exodus scattered in small groups, unable to agree on a common destination. The time they spent among the stars altered the Aberrants and their offspring dramatically but showed them the necessity of working together. The Aberrant leaders — who remain unnamed as of yet due to the obvious difficulty in getting spies into Aberrant camps — are devising new plans of attack different from their previous indiscriminate raids. If they want to reclaim Earth as their rightful domain, they can't just wade in and start blasting. Humans are weak compared to Aberrant might, but enough of them can take out an Aberrant.

This time the war calls for communication and tactics between Aberrant groups. On a simple level, this means shutting down the humans' resource points in space and forcing them into one spot. There's more to it than that, though. Small groups, usually only pairs, are sent through warps to Earth or Luna to find suitable places for staging points. The Moon — particularly the lawless mess of Underworld — would be perfect, but the Aberrants' disruptive taint invariably exposes them to Gifted searchers. The psions have become so skilled at these sweeps that Aberrants seldom get very far before being set upon.



Aberrants recently added a new wrinkle to help cover their scouting missions. Other Aberrants go through elsewhere to raise a ruckus — simple misdirection. The Aberrants hope that humans will be so busy repelling the obvious attacks and hunting down the false infiltrations that they'll miss actual advances.

### Bullethead

Cleon Wirsome, better known to humans as "Bullethead" due to his massively distended cranium (his head takes up a good third of his entire body mass), is in charge of harrying Luna. Aside from the assaults he performs himself, Bullethead has a crew of 20 "third-generation" Aberrants. Cleon is a clever tactician, but he finds planning attacks through warps frustrating in the extreme (especially since he cannot get the hang of shaping warp points himself).

One of his infiltration groups recently reported a favorable underground site on Luna, a forgotten deep estate built by an eccentric Nihonjin billionaire who died of Total Allergy Syndrome before he could move in. Although too small to be a rallying point, the site could be useful as a base from which to stage further diversionary attacks.

**Nature:** Leader

**Allegiance:** Aberrants

#### Physical Attributes

Strength (rugged) 7

Dexterity (fast) 4

Stamina (resilient) 10

#### Mental Attributes

Perception 3

Intelligence 3

Wits (ingenious) 5

#### Social Attributes

Appearance 0

Manipulation (authoritative) 4

Charisma 3

**Powers:** Cleon does not possess psionic Aptitudes (see **Trinity**, page 303, for details). He does, however, have the following abilities:

*Density:* Bullethead's physical structure is as hard as granite, giving him heightened resistance to damage and an increased healing ability. All damage

#### Abilities

Brawl 3, Might 2

Athletics 4, Firearms 3,

Melee 2, Stealth 4

Endurance 3, Resistance 2

#### Abilities

Awareness 4, Investigation 3

Engineering 2, Intrusion 3,

Medicine 1, Survival 3

Rapport 1

#### Abilities

Intimidation 5

Command 4, Subterfuge 4

Savvy 2



to Bullethead is considered Bashing for purposes of applying defenses and determining healing time. Cleon can use only half of his Stamina rating to soak psi-based attacks, although they are also resolved as Bashing damage.

*Hyper Perception:* Cleon can process sensory input at incredible speeds. He is considered to have the Telesthesia power Omniscience (see page 81) on at all times (this ability is restricted to sensing only those things in his immediate vicinity).

*Kinetic Pulse:* Bullethead can project a focused burst of physical force with a medium range of 500 meters. The attack uses his **Taint** score as the attack roll and inflicts 8d10 Lethal damage.

*Life Support:* As part of his reconfigured physical structure, Cleon is not effected by the extremes of hard vacuum.

**Aptitudes:** Although Bullethead doesn't technically have psi abilities, he has Aberrant powers that produce some similar effects. The following Modes are listed for ease of reference: Empathy 5, Psychbending 4, Latrosis 3. (Substitute Cleon's Taint score for Psi when using Aptitudes.)

**Backgrounds:** Allies (fellow Aberrants) 4, Cipher 3, Contacts 2+, Followers (attack squad) 5, Influence 2, Resources 3, Status (Aberrants) 4

**Willpower:** 7

**Psi:** 0

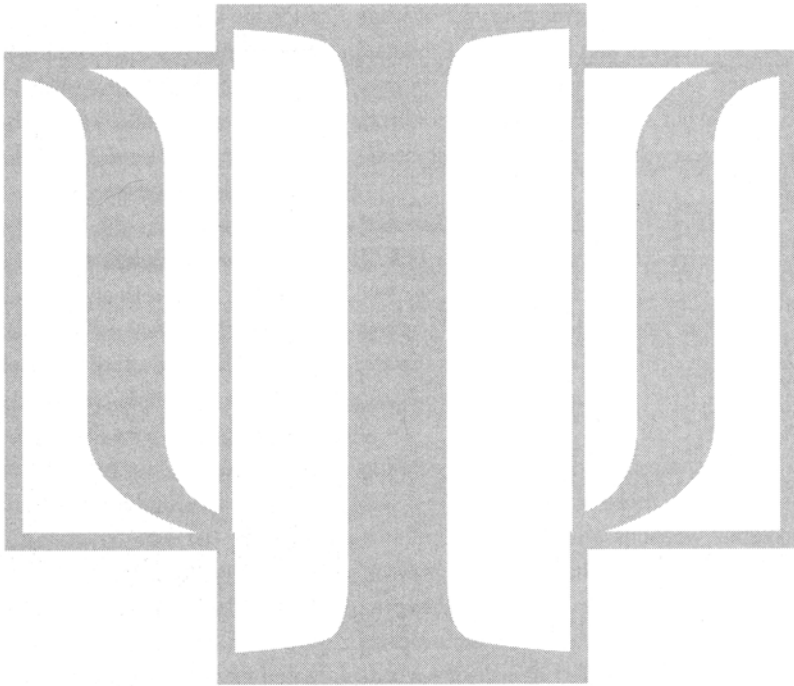
**Taint:** 9

**Gear (investigation):** Clothes, cellular uplink, vocoder (English, Chinese, Swahili, Portuguese, Spanish).

### Aberrant Attack Squad

These are third-generation Aberrants — offspring born warped by taint. They are representative of the types of Aberrants that are most often seen in attacks. Attack squads range in number from two to five Aberrants. They are sent through warps every so often to random Lunar sites and orbital stations, strike fast and hard, and flee back to the warp points to get picked up.

The Storyteller should use the statistics listed in **Trinity**, page 303, for these Aberrants and make whatever modifications he feels are suitable for the story.





This chapter describes a variety of specialized equipment used in orbit and on Luna. While used in near space, most of this gear has a relatively minor presence on Earth itself. Further, individual costs can vary with availability and where a character is looking. But, just because a piece of equipment is not available commercially doesn't mean that characters can't get it. Getting such a device requires going through illicit channels and gives the Storyteller free reign to assign whatever cost he feels is suitable (or to even demand payment in favors or other gear, rather than cash).

## Weapons

Stavros has an edge on the competition in grabbing a sizable portion of the Lunar weapons market. Still, despite Stavros' Lunar manufacturing plant, Banji's numerous orbital facilities and formidable marketing capabilities give this metanational a strong presence in near space as well.

- **Autopistol:** Light sidearms are extremely unlikely to cause a breach, but they are still effective at perforating your average summer. Stavros and Banji have produced compact, powerful autopistols that are easy to conceal but still pack a punch. Aside from design, these weapons perform almost identically.

**Banji Bolt.** Tech:  $\Omega$ , Accuracy: +1, Damage: 4d10L, Range: 40, Maneuvers: Ms Sa Tw, ROF: 2, Clip: 12, Concealability: P, Mass: 0.3, Cost: ••

**Stavros 9mm Snub.** Tech:  $\Omega$ , Accuracy: 0, Damage: 4d10 L, Range: 45, Maneuvers: Ms Sa Tw, ROF: 2, Clip: 15, Concealability: P, Mass: 0.5, Cost: •

- **Flechette:** Needlers are the weapons of choice for those in space who feel that nonlethal weapons are for wimps, but who don't want to blast a hole in a wall. Stavros' flechettes aren't as top-quality as those produced by Aris or Orgotek, but their low price and quick rate of needle fire make them preferred weapons by Lunar criminals. (Flechette weapons have adjustable fire settings. "Low" inflicts the lowest listed damage and fires the fewest number of darts, "Medium" does more

damage and shoots more darts, and "High" inflicts the highest listed damage and expends the greatest number of needles.)

**Stavros 15nps.** Tech:  $\Omega$ , Accuracy: 0, Damage: 2/4/6d10 L, Range: 24, Maneuvers: Ms Tw, ROF: 5/10/15, Clip: 50, Concealability: P, Mass: 0.5, Cost: •

**Stavros 25nps.** Tech:  $\Omega$ , Accuracy: 0, Damage: 4/6/8d10 L, Range: 32, Maneuvers: Ms Tw, ROF: 10/15/25, Clip: 85, Concealability: J, Mass: 1, Cost: ••

## Tools

- **Banji Smart Grapnel:** A vacuum-worker's best friend, this pistol-shaped device fires a flexible, computer-controlled cable with a hook-and-magnet gripping device. The voice-controlled dedicated agent can follow directions such as, "Fire that way, loop around that girder, then attach to that clamp over there." The grapnel has compressed gas micro-jets that enable it to make "course corrections" in mid-trajectory, and the cable can support up to 2,000 kg. The grapnel is nearly useless in gravity since the launching mechanism is not powerful enough to keep it aloft, and it does not fire forcefully enough to inflict damage (although it can be used to attach the grapnel to a sufficiently large piece of metal that a subject may be wearing).

Tech:  $\Omega$ , Mass: 4, Cost: •••

- **Enviro-Bubbles:** Two-meter clear plastic bubbles with an extremely compact and limited air recycler and a large, airtight zipper. They are used for quick-and-dirty transport of people and vacuum-sensitive goods through space. The recycler will last one person for four hours before requiring new filters and batteries. Tech:  $\Omega$ , Mass: 20, Cost: ••

- **Minimum Habitat Units:** MHUs are the smallest colonies available. They are boxes 3 x 10 meters in size, with self-contained environments complete with fusion engine, small thrusters for maneuvering in vacuum, computer, waste and air recycler, grav-crystals, and an integral bed and toilet facilities. They are used as the nucleus of

any new construction project, or as homes for those with hermit tendencies. Bundled together, they can be low-rent housing or cheap hotels.

Tech: Ω, Mass: 3 tons, Cost: ●●●●●

- **ROVots:** ROVot is a blend of “Remotely Operated Vehicle” and “robot.” A ROVot is a rough rectangular (50 x 25 x 25cm), semi-independent machine used for remote work in vacuum that, while it may not require a human presence, does require human judgment. Each has several manipulator arms, cameras, maneuvering micro-thrusters, a simple computer with agent, and a radio link-up to the control unit. A ROVot can be manipulated either by verbal instructions to the agent (“Remove those bolts and take off that panel”) or by direct control of the manipulators.

The ROVot effectively has 2 Strength and 1 Dexterity, with 4 Athletics (Zero-g), 3 Leg-erdemain, and 3 Might (the player uses these to roll for the device’s operations). Pilot is required to operate a ROVot manually (characters using one without Pilot are at +2 difficulty in performing its tasks).

Tech: Ω, Mass: 20, Cost: ●●●

## Vehicles

- **Banji Personal Vacuum Unit:** PVUs occupy the middle ground between craft and vac suit. The unit is a rough cylinder 2.5 meters long and 0.8 meters in diameter with a clear bubble helmet on one end and three arms equally spaced around the circumference. (Typically, one arm is used to anchor the unit while the occupant manipulates the other two.)

The PVU is designed for long-term exposure to vacuum. It is tougher, more versatile and more comfortable than a regular vac suit. Each unit is equipped with a variety of tools that can be used in place of the default “hands” — small compressed gas jets for maneuvering, a dedicated agent, built-in smart grapnel, and the usual communication and emergency gear. A PVU can be worn for up to 150 hours on a full load of consumables (although the occupant will certainly be glad to get out by the end).

The PVU is considered a vehicle for purposes of determining armor ratings (although its mass is figured in kilograms). It likewise requires the Pilot Ability to be used effectively (characters using a vac unit without Pilot are at +1 difficulty to all physical tasks).

Tech: Ω, Mass: 10, Cost: ●●●●●, Armor: 1 [3]

- **Emergency Pods:** By interplanetary custom, every space station has sufficient emergency pods for its standard population. They are simple 2.5-cubic-meter boxes with compact air recyclers, batteries, rations, a waste recycler, and an emergency beacon. They can keep six people alive for a week in cramped discomfort, and for another week in *extreme* discomfort.

Tech: Ω, Mass: 1, Cost: ●●●●●

- **Bakuhatsu “Sparrow” Shuttle:** The Sparrow is the taxicab of the orbital community and is nearly ubiquitous around all the large habitations. It consists of little more than an enclosed cabin capable of seating six (including pilot), a small cargo area, and a fusion engine at the back with maneuvering thrusters.

VT: Hybrid

Tech: Ω

CS: 60 km/h

TS: 85 km/h

VS: 2

Handling: +2

Mass: 3

Cost: ●●●●● ●

- **Iceships:** Water is one of the most useful, valuable commodities in the solar system. These vessels constitute the backbone of interplanetary trade, as they transport ice from the Asteroid Belt and various moons to where it is needed. They are mammoth, ungainly craft, designed to be anchored to “iceteroids” many times their mass and to push them into new orbits. During the journeys, which may last several months, they begin processing, melting, and purifying the water, refreezing it and packing the ice in vast inflatable storage areas. Iceships are a common sight in circum-terrestrial space; at least a dozen of them criss-cross the solar system at any given time. Most are of Bakuhatsu manufacture.

VT: Freighter

Tech: Ω

VS: 2 unloaded, 1 with asteroid

Handling: 0

Mass: 250,000 unloaded, 1,000,000 minimum with asteroid

Cost: ●●●●● ●●●●●

Armor: 3 [5]

Weapons: One turret-mounted, heavy laser

cannon (Accuracy +2, Damage 8d10 [5] L); one missile bay with 12 smart missiles (Accuracy +3, Damage 10d10 [15] L).

## Bioware

- **Focal Crystal:** The violet crystal every clairsentient wears is more than a simple ornament; it is a special piece of bioware designed to interact with the Clairsentience Aptitude. A clairsentient character can input psionic shorthand into the crystal using Subliminal Communication. The crystal doesn't have to be formatted, and although it is bioware, the crystal is so small and simplistic that it effectively has no Tolerance. It reacts only to the nuances of Clairsentience, making it useless for other psions.

Tech:  $\Psi$ , Mass: negligible, Tolerance: 0, Cost: N/A

- **Psi Print Enhancer:** A three-meter-long coil, the enhancer looks like rubber but it is actually a strong, flexible muscle that holds whatever position the user puts it in and relaxes easily at the touch. When placed in a circle around an object, the enhancer magnifies and clarifies the psi impressions set into the object. It enables a psion to pick up a psi print that otherwise would have faded.

The time an object must be in a subject's possession for it to leave a psi print is reduced to three hours. Further, the imprint "remains" on an object for three hours for every six hours that the individual had it in his possession. See **Trinity**, page 194, for normal durations of psi prints. The enhancer must be formatted to the user to function.

Tech:  $\Psi$ , Mass: 5, Tolerance: •, Cost: ••

- **Scryin:** A clear can find it difficult to share the information she learns when using her psi powers. Describing an event or a vision clearly is challenging. However, if she could simply show what she saw to others, the job becomes immensely easier. Thus, the scryin.

A scryin has a slightly curved glassy screen about 5 cm thick with a thin layer of phototropic cells embedded in the center. The "screen" is set in a biopolymer rim for protection and can project hazy images not unlike a hardtech viewscreen. It also has a "vox box," an audio output device similar in design to a larynx that can reproduce sounds that the clear hears. The psion must be within 10 meters of the scryin for it to receive the character's sensory input. Most scryin are hand-held devices, although

some can be as large as two meters across.

The scryin must be formatted to the user, and it is limited by the clairsentient's native ability. It cannot add range, clarity to the "view," or provide any abilities that the clairsentient does not normally possess. It just displays for others what the clear sees.

Tech:  $\Psi$ , Mass 2 to 100, Tolerance: •, Cost  
••• (small) ••••• (large)

- **Vision Recorder:** A clairsentient receives a vast influx of sensory information, and he never knows when what looks like a trivial detail might be the key to an entire puzzle. Therefore, many clears own a vision recorder, which is a finger-sized mollusk that serves as "zip-drive for the brain."

The vision recorder (or vizzer) must be formatted to the user, which involves placing the small device at the base of the clear's skull. There, the vizzer extends microfilaments through the psion's skin and connects to the parts of the brain that record sensory perception. As long as the vizzer remains on the clairsentient, it records the sensory input the clear receives. The device cannot be reformatted to another psion.

Operating a vizzer is much like meditating; focusing allows the psion to recall events from the device that he experienced. The psion may mentally "leaf through" stored memories, "flag" anything important, and delete old cells of information. In game terms, the player may make a Meditation roll to retrieve a stored memory; the number of successes indicate the degree of detail recalled. A clear cannot use Clairsentience powers to try and view stored memories from a different angle (after all, she can't do that with her own memories); however, a telepath could use Pilfer on a vizzer just as he could on the clear. A recorder's maximum capacity holds about 300 hours of stored memories.

Assuming the psion is eating a healthy, balanced diet, the vision recorder draws all necessary nutrients for proper functioning from its host's body. However, a single level of Bashing damage inflicted directly on the vizzer kills it and destroys the stored memories instantly.

Tech:  $\Psi$ , Mass: negligible, Tolerance: •, Cost  
••

## Proxy Otha Herzog

**T**he Man Who Sees Everything has very little to hide. His past is a matter of public record, and despite his reclusive tendencies, Herzog tries to be receptive to inquiries no matter what their source. His influence over recent decades has had a profound, though subtle, impact on human society. Indeed, Herzog could become a powerful religious figure should he choose. Even though he's taken great steps to show that he is not the "Hidden Imam," others desire to promote him to godhood. This reason is one of many why the Old Man stays out of the limelight and comes forward only when he feels it is unavoidable.

Despite his typical soft, distracted demeanor, Herzog is by no means naive. His taking extensive measures to make the universe think *Huruf al-Hayy* floats somewhere on the fringes of the solar system proves this fact. The Old Man is willing to take extraordinary steps to protect individuals or courses of action that he feels are important to humanity's future. He is not above manipulating others (within reason), or playing



on conscience, pride, or glory to steer them down a course of the proxy's choice.

His gentle attitude keeps both enemies and supplicants off-base. Even so, Herzog knows he's not fooling everyone — the other proxies and Æon stay on their toes when dealing with Herzog. The Old Man may be perpetually distracted, but that's because he is information-gathering constantly. It doesn't do to underestimate such an advantage.

### Herzog's Agenda

In general, the Clairvoyance Proxy is willing to let his "siblings," the psions of ISRA, pursue personal agendas as long as those goals do not conflict with humanity's greater good. Herzog sees his role as one of a guide. He spends much of his time projecting his senses into the subquantum universe, looking at future potential and determining the best course for humanity.

The proxy's visions have revealed to him that a fearsome force is on its way to our solar system. Not only are the multiple Aberrant groups growing more unified in their efforts to strike at humanity, but an alien armada will soon descend on Earth. If mankind does not present a unified defense against these invaders, the combined threat of Aberrant attacks and alien assaults may shatter human civilization.

Problematically, Otha Herzog's expansive senses have proved to be a hindrance in procuring accurate data about this impending threat. He has projected himself so far into the subquantum stratus to learn of the future that he is finding it difficult to focus on the present. The Old Man knows that he has told the Huruf Mashriqi, his fellow proxies and the Æon Trinity of the imminent dangers — the only problem is, Herzog doesn't know in which *time* he told them. It remains to be seen if Otha Herzog can extract himself far enough from the subquantum flux to return fully to the present.

## Mashriqi

ISRA's structure is not conducive to formalized leadership. Still, it's impractical for such an organization to not have people calling the shots in some capacity. The Mashriqi fill this role by offering advice and support to fellow clears, but seldom by giving direct orders.

Proxy Herzog himself appoints most Mashriqi. A new Mashriqi is given little or no advance notice of his new designation and only a general idea of his responsibilities — in most cases, a response to an imminent event (referred to as a Temporary Focus Region). Tenure is often temporary and lasts until the event is reconciled. The Mashriqi knows his time in the spotlight is over when he receives a personal message from the Old Man that thanks him for assistance “in this time of trial.”

Most seers consider being a Mashriqi irritating or even traumatic — ironic, since clears often look to the Mashriqi for guidance. Being a Mashriqi is a thankless responsibility; it's never been defined clearly, so seers seldom know the full extent of what is expected of them. And when the assignment finally ends, the former Mashriqi often returns gratefully to his own pursuits.

A select few hold permanent positions within the Mashriqi. Referred to as the “Huruf Mashriqi,” these people act as Otha Herzog's personal representatives within the order and when dealing with other groups (psi orders, the Æon Trinity, governments).

## Princess Lila Faoud

Proxy Herzog found the Princess, last royalty of a splintered Saudi Arabia, at the gaming tables of Oman. With no nation to lead, Faoud had immersed herself in Oman's decadent society. The Old Man drew her from this “new Riviera” to ISRA, making Princess Lila one of his first converts to both the Clairsentience Order and Baha'ism. Faoud seems to see Herzog through messianic glasses, but as of yet, this has caused little conflict between the two.

In her 70s, yet having lost none of the cosmopolitan glamour of her youth, Princess Faoud is the School's “cultural representative.” She splits her time between vibrant Olympus and elite Oman — smoothing relations and making deals for ISRA with the major players in the political and social arenas.

## Abbas Kastami

The Al Alif Mashriqi called “Kastami” is a cipher to even the Æon Trinity's vaunted Triton Division. In truth, he is the man once known as Abbas Kiarosani, the infamous Persian general involved in multiple wartime atrocities during the collapse of the old Muslim regime.



Kiarosani's remorse at committing brutalities on his own people was so unbearable that the general spent two decades as a hermit in the deserts of Central Asia. He spent every day forcing himself to relive his actions as self-imposed punishment. The Prometheus Effect served as a cathartic release and revealed to Kiarosani a way to atone. Training the Al Alif gave him a new purpose. Abbas Kastami's devotion to Herzog is legendary, even among the loyal Huruf Mashriqi.

## Tez MacDonald

MacDonald is possibly the best detective in the whole of human space. In his days before becoming a psion, MacDonald was a lawyer for the struggling Pueblo Nation. He learned of Herzog's initial inquiries and was crafty enough to lead the

Old Man on a chase through the American Southwest territory. Using only his own natural wits, MacDonald incredibly countered the proxy's abilities for days. Since being triggered, his investigative skill has grown immeasurably.

MacDonald spends much of his time wandering through human space searching for significant latents and flushing out hidden criminals. He has a number of safe houses, but his main residence is within Pueblo territory not far from the primary Orgosoft Farms.

### William Kaige Miller

Still an adolescent when ISRA went public in 2106, Miller has the dubious honor of being the most publicly recognized ISRA next to Herzog himself. Not only is William (never "Bill") a member of the Old Man's "inner circle," but he is also the great-grandson of Selene Miller. Unlike his grandfather Dante, who used his notoriety to promote elgee rights, or his mother Olympia, who was a proponent of extrasolar exploration (and was stranded on Karroo when the Upeo vanished), young William shuns the limelight. Despite his efforts to immerse himself in an engineering career and training

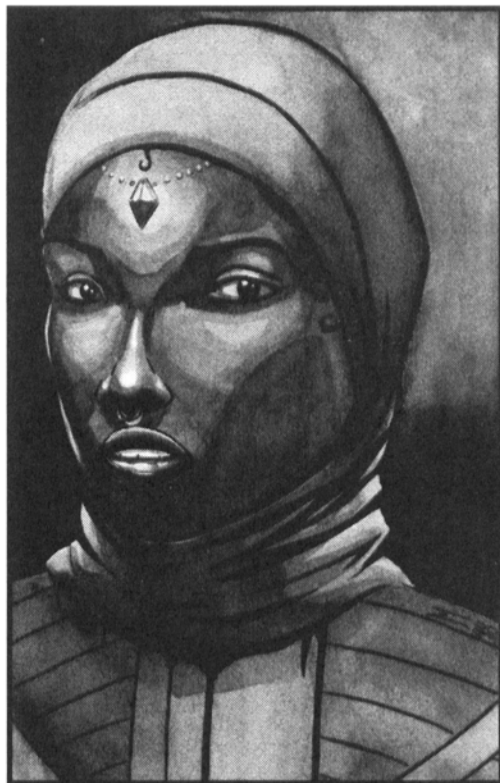


new clairsentients, the "teen seer" is hounded by the media.

William keeps a residence in Old Town, but the threat of LAO naturally makes this more of a Miller family obligation than a personal choice. He spends an increasing amount of time at the School's facility near the Mount.

### Antonia Noordsij-Doso

The founder and Mashriq of the Hajj, Antonia is an incorrigible nomad (Herzog discovered her roaming Botswana in a land rover) and a gifted organizer. She serves as the jump-ship pilots' recruiter and principal trainer. Noordsij-Doso has no fixed place of residence, as she splits her time between the Lunar jump-ship site and the Leviathans still in our solar system.



Antonia formerly served as liaison between ISRA and the Upeo wa Macho during the early years of humanity's deep-space exploration. These responsibilities shifted back to Otha Herzog shortly before the teleporters' disappearance, reportedly due to some sort of personal difficulty between Noordsij-Doso and Proxy Atwan. This rift might have been just a case of two similar personalities rubbing each other the wrong way.

## Johan Rydell

Although psionically neutral, Rydell holds a place of distinction within ISRA. He is Otha Herzog's closest friend since childhood and he provides a kind of temporal anchor for the Huruf Mashriqi (and for the Old Man); his inherent common sense injects a vital "un-Gifted perspective" to the seers' visions.

Rydell spends much of his time at the School's small site near Olympus. He attends to the School's practical concerns, handling the donations from ISRA members and making sure that the various ISRA hostels have the financial assistance they require. Johan has expressed concern recently at Herzog's increasing degree of withdrawal, but he can do little besides keep himself available should the proxy need him.

## Tatie

Tatie's parents were part of a small town in Romania subject to Aberrant domination in the latter days of the war. Their child was born with Cellular Decay Syndrome, a rare taint-influenced disease. Blind, deaf, mute, and subject to massive cellular trauma, the child lacked even a name when the village was liberated. She was turned over to a Bucharest research hospital and spent 40 years as a research subject attached to a machine in almost total isolation.

Herzog saved her. The woman came to Luna and became a clear. Taking the name Tatie, she lives in an elaborate cybernetic life-support system in *Huruf al-Hayy*, where she monitors each new clear's passage through the Prometheus Effect. The tank acts as a surrogate womb for her, and she looks kindly upon new clears as her children; conversely, many seers think of her as a maternal figure. "Mom," as Tatie is often called, communicates with others through computer-agent interface and Subliminal Communication.

## Philip Vaughn Williams

Drunken and directionless when Herzog found him, Vaughn Williams left his teaching post in Scotland for ISRA without a second thought. Apparently, this abrupt move was due less to having suddenly found renewed purpose in life than out of simple boredom. But he took to sifting through the subquantum Totality with skill that rivaled Herzog. The Joycean Mashriq has been instrumental in

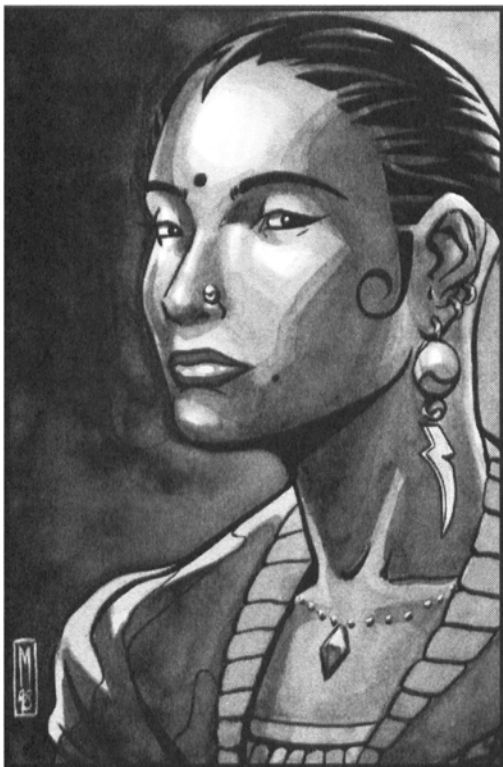
locating a number of Long-Term Focus and Temporary Focus Regions.

Recent rumors among clears suggest that Vaughn Williams has become dangerously unstable due to renewed drinking or psionic dysfunction (or possibly even both).

## Varuni "VV" Venkatesan

Despite his clairsentient insight, Herzog was almost too late in reaching the woman who would become the Ductran Mashriq. Varuni was a low-level publicity controller for a Calcutta fiction news network. She attempted suicide only hours before the Old Man found her; Herzog barely got Varuni to the hospital before the drugs could kill her.

Since getting a second chance with ISRA, "VV," as she signs herself, works behind the scenes and ceaselessly promotes ISRAns' contributions to society and, more recently, she coordinates affairs between the School and the Æon Trinity. Although Varuni doesn't have the same public recognition as Princess Lila or William Kaige Miller, she has tremendous clout among the Australian media conglomerates. She shuttles frequently between her offices in Sydney and the School's surface Lunar complex.



## Notable Clairsentients

### Laraine Beil

Actually an electrokinetic, Laraine left Orgotek shortly after her first employment contract came up. She was already a follower of Baha'i and was very interested in studying under Otha Herzog. The Old Man was waiting for her and quickly put Laraine to work configuring *Huruf al-Hayy's* power systems. Laraine's only goal seems to be keeping the subselenic complex running with the help of Tatie and the small ISRA support staff.

### Axel and Claudine De Sambucy

The De Sambucy twins are, at the age of fifteen, among the youngest psions activated currently. Singly, each twin has notable but not terribly remarkable psionic ability. Working in tandem, however, the pair have psychonavigational talents rivaling Proxy Herzog himself. Noetic theorists are puzzled by the proximity Alex and Claudine require to perform their more impressive feats. While noeticists argue over the ramifications, the youngsters take full advantage of their current celebrity status on Luna.

### Mikel Kravets

Mikel is a recovering alcoholic who is currently employed as assistant cook in the Æsculapian Wanjing Clinic on Mars. Although his telesthetic faculty is quite high, Mikel refuses to take an active role in ISRA information-gathering and remains sullenly aloof from the School's factionalism. Mikel was one of the earliest Ductran agitators according to rumors among young clears, but he left the movement after a meeting with the Old Man.

### Mbiru

A recent supermodel sensation, the clairsentient known only as "Mbiru" is something of a tired flavor. Interestingly, Mbiru doesn't seem particularly bothered by her fade from notoriety. She made shrewd investments with her modeling income, and donates much of the income to the School. The remainder helps Mbiru finance her archaeological interests. Mbiru's clairsentient talents are quite helpful in the current dig she's sponsored in Zimbabwe.

### Colin "Harbinger" Pansaktrang

A photographer for the Brazilian press, Colin's psi abilities and intense aesthetic standards constantly lead him into trouble. He appears with alarming regularity at political hotspots just before they erupt, a knack that has gained him the nickname "Harbinger." He was in the media just recently for his controversial exhibition, "Photographing the Unimaginable: Digging Up the Bones," which the Brazilian government never even allowed to open.

### Elaine Rhee

One of the few rogue psions to elude capture for any length of time, Elaine is known to be one of the leaders of the Pyongyang Reform Party. She uses a combination of her clairsentient talents and computer skills to perform terrorist acts against the Chinese establishment. These abilities have likewise been key to Elaine (along with most of the PRP members) avoiding capture for the past three years.





## Cassandra Tonterîa

A former member of Al Alif, Cassandra left ISRA to found ID Squad. Aside from her clairsentient talents, she is a trained psychoanalyst. Her auxiliary talent in the Mentatis Mode has been of great use in tracking down a number of mentally unbalanced criminals. Since being captured by the serial killer Linus Vande Voort during her investigation of him two years ago, Cassandra supervises ID Squad's counselors from the offices in Ukiyoshi.

## Varya

duties of the woman known only as Varya. She was appointed Mashriq recently. Herzog has yet to respond to inquiries by others regarding her responsibilities, and Varya herself is just as cryptic. This mystique isn't that unusual for a Mashriq; most ISRAns assume that she is working in some capacity in the Qadiyya or Al Alif. Varya just spent a number of months working closely with Philip Vaughn Williams, and of late, she has emulated Tez MacDonald's pursuit of especially potent psi latents.

## John Zsolt

One of the most powerful latents sensed in recent memory, Zsolt was the subject of a multiorder recruitment attempt. Although he has clairsentient tendencies, Zsolt's psi potential is so strong that he would make a puissant psion for any order. Zsolt is reportedly extremely reluctant to become one of the Gifted despite this formidable psionic capability. ISRA keeps him on the move, out of reach of the other orders, while they try to persuade him to join the School.

## Significant Luna Figures

### Dante Miller

The only child of Selene Miller, Dante is the head of the Low-gravity Rights Advocacy, or LRA. Dante is also an outspoken opponent of the elgee-fostering program; he feels it's psychologically scarring for children to be wrested from their families and placed in an environment where they're mocked by their peers (as his daughter Olympia

was). Dante spends much of his time encouraging relations between the LRA and groups like Beaulac Clinic, the Moonbeam Charitable Fraternity, and Sabom Gravity Systems.



At 60, Dante is quite old for a victim with LAO. Spinal surgery helped him avoid the slow collapse of his torso, although his indomitable will is also a huge factor. Dante Miller is a charismatic social figure despite his frequent confinement to a wheelchair.

### Benjamin Rich

Benjamin Rich, CEO of Amalgamated Business Interests, is one of the most powerful figures in intersolar commerce. Others tend to attribute his nodding acquaintance with sanity to the eccentricity of the wealthy. His temper is legendary, sparking at the slightest thing — and dying down just as quickly. Rich seldom explodes over the same thing twice, which keeps those around him on their toes. Still, Rich usually handles the ABI Board of Trustees with jovial civility and his thousands of employees with paternal courtesy.

Rich's eye for investments is as renowned as his temper, though his associates think themselves lucky that he uses the former far more often. The model of European culture and appearance, Rich smiles often — some say too often — and the gleam never seems to leave his eyes. Rich's business competitors fear this barely suppressed hilarity more than his anger. His aggressive public recruitment of psions seems at odds with his private support of the Anti-Psion League; however, Rich simply feels that the only good psion is one in his employ.

Although married and with two children, no one has seen Rich's family since they left on an extended vacation to Sydney three years ago. Their absence apparently does not faze Rich at all.

### The President

Rumors abound regarding the identity and background of the mysterious woman known only as "The President" (or occasionally as "Boss Lady") — that she's a psion, one of the proxies, an Aberrant, a war criminal, a former president of the FSA, an advanced Nihonjin SI construct — but the answer remains a mystery even to her closest lieutenants. In truth, the President is a neutral human of disturbing genius: She is an incredible tactician in both the military and political senses, able to spot dozens of likely courses of action and their relative merits in mere seconds.

To the denizens of the Pit, the President's past is of little import. She exists, and that's enough for them. She is the ultimate authority in an otherwise lawless sector, the boss of a criminal empire lying in the shadow of Olympus.

The President used her brilliance along with her driving desire for power to expand her empire under Luna's surface. The Boss Lady spent the past few years consolidating her control over the Pit, but in recent months, she seems interested in expanding her criminal operations into the Underworld. There have already been skirmishes between the President's men and the crime syndicates entrenched in Olympus' low levels. It's quite likely that these scuffles will grow into a full-scale war, as neither side seems inclined to back down.

### Abraham Powell

This native of Israel-Judah was recently appointed field director for ID Squad. Despite the unceasingly grim nature of the organization's pursuits, Powell maintains an easygoing manner with his staff. His ability to be in the right place at the right time has likewise drawn appreciative comments from ID Squad; some even suggest that Powell might be a psion.



Powell has latent telepathic tendencies. Since he hasn't experienced the Prometheus Effect, he cannot control this psionic potential; it functions as little more than heightened intuition and enables him to tap into a suspect's thoughts when Powell least expects it. The Field Director is determined to not rely on something as fickle and unfocused as latent psi.

## Character Templates

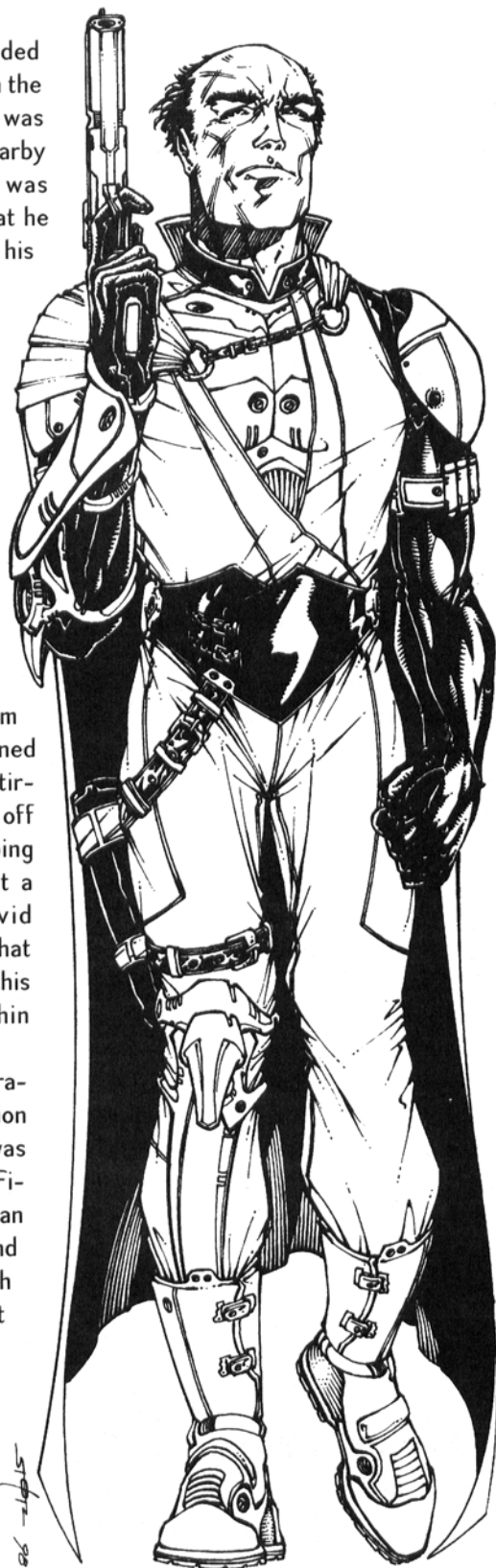
The following templates represent a small sample of the characters one might encounter from the Clairsentience Order or on Lunar peregrinations. They can be incorporated with relative ease into a series — either used as is, or modified more to the Storyteller's taste.

## Qadiyya Hunter

Before the Prometheus Effect expanded his senses, David Warnock lived quietly in the same Queensland enclave in which he was raised. His parents ran a small hostel nearby and never hesitated to tell DW (he was "David" only when they were angry) that he didn't stop by often enough. DW occupied his time by painting landscapes, doing odd maintenance and repair jobs for various local businesses, watching holofilms and dreaming of adventure. The first three decades of his life were simple and uncomplicated. Despite the peace and relative prosperity, DW wondered that there wasn't something more waiting for him in the universe.

Warnock got his answer when he made one of his infrequent and irregular visits to his parent's place. A man named Ellis Cordo just happened to be staying at the hostel, and upon seeing him DW felt a twinge — what he later learned was his dormant psionic potential finally stirring into life. That first twinge touched off something inside DW. Even before stepping into the Prometheus chamber, he felt a change inside. Meeting Cordo, David Warnock knew that he had finally found that "something" that was waiting for him all this time — ironically enough, it was within Warnock the entire time.

ISRA expanded DW's world view dramatically. Warnock's powers of observation led him into the Qadiyya, where he was trained in Clairsentience and martial arts. Finally awakened to a purpose far greater than himself, DW took to it all with a vigor and determination he'd never felt before. With his initial education complete, Warnock set out to wander near space, following his intuition to solve mysteries and to right wrongs. Although having been in the field only a short time, some of Warnock's fellow seers speculate that his outlook and methods make him a perfect addition to Al Alif.



**Image:** A deliberately nondescript man of average height and wiry build, Warnock has the delicate bone structure of a dancer or Lunar aristocrat. He is in his late 30s, although his only real sign of aging is that his dark hair has grayed and receded far up his head. Warnock moves like a younger man, and his face is still almost childlike in its unlined tranquility. His dark eyes are a bit smaller than average in proportion to the rest of his face, seeming to give him a permanent squint. Warnock wears functional coveralls in neutral tones, an overshirt, and a durable monofiber-weave overcoat. The webgun he carries is primarily for effect; Warnock prefers to rely on his close-combat abilities.

**Roleplaying Hints:** While you're a good person, you aren't naive. You do your best to treat everyone

around you with respect and consideration as long as they deserve it. The depraved and conscienceless deserve nothing less than the full weight of justice. You generally tell the truth — perhaps not the whole truth, but at least you don't flat-out lie. You give personal and professional advice, sometimes without being asked, but you try not to take yourself too seriously. You're a firm believer that everything happens for a reason — you just haven't found out what all the reasons are...yet.

**Aptitude:** [Clairsentience] Psychometry 4 (Psionic Echo, Subliminal Communication, Insight, Find the Flaw, Static Memory, Flashback), Telesthesia 1 (Sense Mastery)

**Gear:** Overcoat (reinforced lining), Alchemy Webgun (formatted), Steinhardt VirtuX Minicomp (Lt. Bushido agent), focal crystal

NAME: DAVID "D W" WARNOCK  
SERIES:

ORIGIN: INNOCENT  
NATURE: VISIONARY

APTITUDE: CLAIRESENTECE  
ALLEGIANCE: ISRA

ATTRIBUTES AND ABILITIES

PHYSICAL

MENTAL

SOCIAL

**STRENGTH** ●●●○○

Brawl ○○○○○  
Might ○○○○○

**DEXTERITY** ●●●○○

Athletics ●○○○○  
Drive ○○○○○  
Firearms ●○○○○  
Legerdemain ○○○○○  
Marital Arts ●●●○○  
Melee ○○○○○  
Pilot ●○○○○  
Stealth ●●○○○

**STAMINA** ●●●○○  
(Tenacious)

Endurance ○○○○○  
Resistance ●●○○○

**PERCEPTION** ●●●○○  
(Patient)

Awareness ●●○○○  
Investigation ○○○○○

**INTELLIGENCE** ●●○○○

Academics ○○○○○  
Bureaucracy ○○○○○  
Engineering ●●○○○  
Intrusion ●○○○○  
Linguistics (Braille) ●●○○○  
Medicine ○○○○○  
Science ●○○○○  
Survival ○○○○○

**WITS** ●●○○○

Arts ○○○○○  
Meditation ●○○○○  
Rapport ○○○○○

**APPEARANCE** ●●○○○

Intimidation ○○○○○  
Style ○○○○○

**MANIPULATION** ●●○○○

Command ○○○○○  
Interrogation ○○○○○  
Subterfuge ○○○○○

**CHARISMA** ●●○○○

Etiquette ○○○○○  
Perform ○○○○○  
Savvy ●○○○○

HEALTH	
Bruised	-0
Hurt	-1
Injured	-1
Wounded	-2
Maimed	-3
Crippled	-4
Incapacitated	
Dead	

COMBAT									
ATTACK	ACC	DMG	ROF	FT	ARMOR	RTG	BULK	FT	B L

**INITIATIVE** 5  
**MOVEMENT** WALK RUN SPRINT  
5 15 20



PLAYER:

ADVANTAGES

**WILLPOWER**  
●●●●●○○○○○

**PSI**  
●●●●●○○○○○

CLAIRESENTECE

Psychometry ●●●○○  
Psychonavigation ○○○○○  
Telesthesia ●○○○○

AUXILIARY MODES

○○○○○

BACKGROUNDS

Cipher ●○○○○  
Contacts ●●●○○  
Resources ●●○○○  
Status (ISRA) ●●○○○  
○○○○○  
○○○○○  
○○○○○

## Muzzein Divina

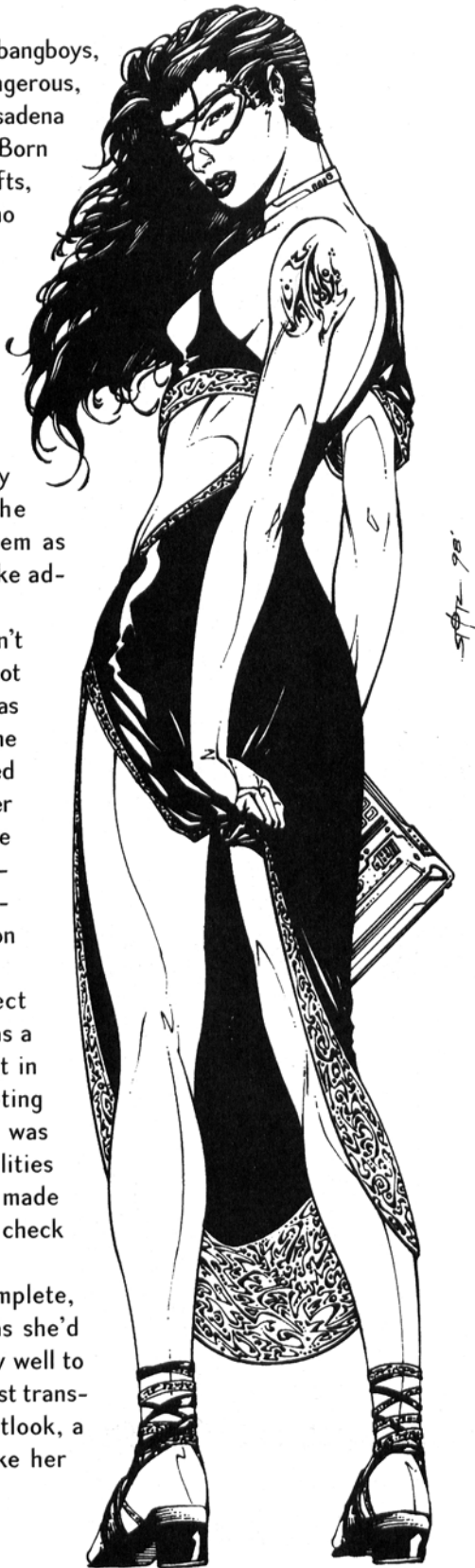
One of the hottest of the new wave of bangboys, Tau Dellux is the sort of duplicitous, dangerous, fabulous creature that parents in New Pasadena and Singapore warn their children about. Born blind and unable to benefit from optical grafts, she grew into a disaffected adolescent who naturally fell in with the Bangkok anima cultural underground.

Despite her physical handicap, Tau persevered, her natural talent, savvy and magnetism making her much sought after by the anima bang crowd. This same special something finally drew the attention of ISRA agents. Tau initially disregarded their urgings to join the Clairsentience Order, looking upon them as just another pair of scammers out to take advantage of a seemingly frail youth.

The clears didn't push, but they didn't leave, either. After weeks, Tau's curiosity got the better of her. It was obvious that she was only interested in becoming a psion if she might gain some kind of sight as well as added skill in bang music. That didn't seem to bother the ISRAnS — not that Tau would have cared one whit if it had. Tau sensed an opportunity, a new direction, and most importantly a way to make a lasting impression on the anima scene.

Experiencing the Prometheus Effect and actually *seeing* for the first time was a jarring experience, but Tau soon took it in stride. She'd survived this long by adapting to circumstances, and becoming a psion was no different. Tau learned her new capabilities with impressive speed — although she made sure to take the time between sessions to check out the Luna bang scene.

Once Tau's initial training was complete, she blew out of Oberstufe as quickly as she'd arrived. Tau went back down the gravity well to Earth with a media box in tow, her greatest transformation complete. Tau has a fresh outlook, a new style, and a determination to make her mark on the Asia bang scene.



**Image:** Dellux underwent so many cosmetic gender alterations that it is difficult to reconstruct her original appearance, her age, or her true gender. She (or he, on occasion) is fairly short, although her long legs make her seem taller. Tau accentuates them with brightly colored leggings, short-cropped tops, and high-platform boots. Although Clairsentience gives her superior perceptive abilities, Tau still cannot see. She keeps her hair long or wears ionized glasses to shield her blank, staring eyes. Needless to say, Tau Dellux' fashion taste is beyond fabulous.

**Roleplaying Hints:** You are the voice of the psi generation, the living embodiment of everything the Old Man and his circle talk and dream about. You are the Psi Eye, the one who knows. Flaunt it. Use your powers casually, as though they are the most natural thing in your world.

Your bang is a jittery, high-energy style, filled with short musical and image digressions. You like to improvise around big blocks of static, weaving the white noise into a coherent whole, combined with heavy ultrabass rhythms.

Always remember that you spent years of your life shut out of the world of sight, and now you're making up for lost time. Experiment, even outrageously, with the boundaries of your social environment.

**Aptitude:** [Clairsentience] Psychometry 1 (Subliminal Communication), Psychonavigation 2 (Orientation, Dowsing), Telesthesia 3 (Sense Mastery, Danger Sense, Sensory Projection)

**Gear:** Wazukana MRS55 bang board, Wazukana DX70 Personal Computer (Beck agent), fashionable clothes, ionized glasses, focal crystal

NAME: TAU DELLUX  
SERIES:

ORIGIN: OUTSIDER  
NATURE: HEDONIST

APTITUDE: CLAIRESENTIENCE  
ALLEGIANCE: NONE

ATTRIBUTES AND ABILITIES

PHYSICAL		MENTAL		SOCIAL	
<b>STRENGTH</b> ●○○○	<b>PERCEPTION</b> ●○○○	<b>APPEARANCE</b> ●○○○			
Brawl ○○○○	Awareness ●●○○	Intimidation ○○○○			
Might ○○○○	Investigation ●○○○	Style ●●●○			
<b>DEXTERITY</b> ●○○○	<b>INTELLIGENCE</b> ●○○○	<b>MANIPULATION</b> ●○○○			
Athletics ●○○○	Academics ○○○○	(Catty) ●○○○			
Drive ○○○○	Bureaucracy ○○○○	Command ○○○○			
Firearms ○○○○	Engineering ●○○○	Interrogation ○○○○			
Legerdemain ○○○○	Intrusion ○○○○	Subterfuge ●●○○			
Martial Arts ○○○○	Linguistics ●○○○				
Melee ○○○○	Medicine ○○○○	<b>CHARISMA</b> ●○○○			
Pilot ○○○○	Science ○○○○	Etiquette ○○○○			
Stealth ○○○○	Survival ○○○○	Perform ●●○○			
		Savvy ●○○○			
<b>STAMINA</b> ●○○○	<b>WITS</b> ●○○○				
Endurance ○○○○	Arts ○○○○				
Resistance ○○○○	Meditation ●●○○				
	Rapport ●○○○				

**COMBAT**

ATTACK	ACC	DMG	ROF	FT	ARMOR	RTG	BULK	FT
						B	L	

EXPERIENCE

**HEALTH**

Bruised	-0	□
Hurt	-1	□
Injured	-1	□
Wounded	-2	□
Maimed	-3	□
Crippled	-4	□
Incapacitated		□
Dead		□

**INITIATIVE** **MOVEMENT**

5 WALK 5 RUN 14 SPRINT 26

**PSI ORDER ISRA**

PLAYER:

**ADVANTAGES**

**WILLPOWER**

○○○○○○○○○○

○○○○○○○○○○

**PSI**

●○○○○○○○○

○○○○○○○○○○

**CLAIRESENTIENCE**

Psychometry ●○○○

Psychonavigation ●○○○

Telesthesia ●●○○

**AUXILIARY MODES**

○

○

○

**BACKGROUNDS**

Contacts ●○○○

Followers ●●○○

Influence ●●○○

Resources ●○○○

○○○○

○○○○

○○○○

○○○○

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## Jump-Ship Pilot

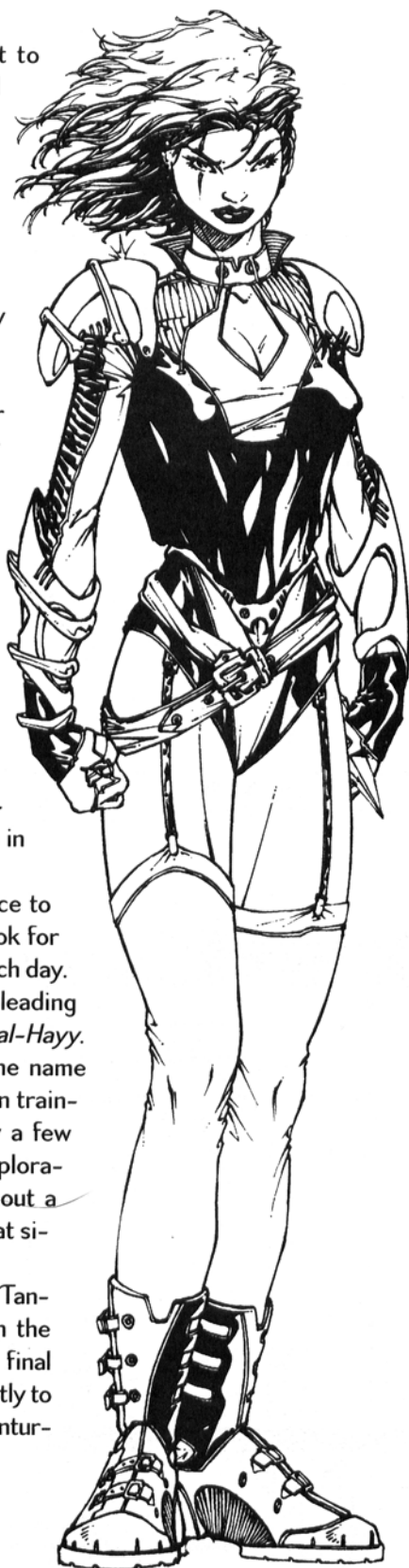
Jennifer Uhl always found it difficult to relax in the here and now. The crowded Montevideo sprawl streets of her childhood made her nervous. Her sullen family alternately ignored and smothered her. Her frustration and nervous energy provoked fits of frenzied hyperactivity, after which she remembered little.

Then Tez MacDonald showed her a way out. He found Jennifer sprinting aimlessly through the Montevideo sprawl, in the throes of a frenzy of energy. MacDonald matched her pace and talked to her, his relaxed demeanor and soothing voice bringing Jennifer down from her hyperactive state. Her rapid, directionless pacing became a calm stroll with a stranger who spoke of the greater universe that surrounds all, and Jennifer's connection to it.

Jennifer had certainly heard of psions, but she'd also heard of freaks and perverts. When Jennifer looked at MacDonald, though, she had a flash of insight. She saw the potential MacDonald spoke of, the opportunity for exploration and discovery — both in the cosmos beyond, and within her own soul.

The School gave young Jennifer a chance to escape her mundane and irritating life, to look for something more than just getting through each day. She left home with her family's cursing and pleading echoing after her, and journeyed up to *Huruf al-Hayy*. After being triggered, Jennifer Uhl took the name "Tangerine" to signify her new life and began training with the Hajj. Unfortunately, after only a few weeks of training, her hopes of extrasolar exploration were dashed. The Upeo vanished without a trace — how could she venture into the great silence of the universe now?

The jump ship program was the answer. Tangerine pushed feverishly for involvement on the project and was delighted to make it to the final round of pilot testing. She has formatted recently to the Leviathan *Iroqatsi* and looks forward to venturing into the greater beyond.



**Image:** Tangerine is a compact, strongly built young woman in her mid-20s. She has dark eyes, the pale ghost of a long-dead suntan, and long butter-blond hair that she usually bunches up under a hat or plastic skullcap. She wears jumpsuits, old T-shirts or whatever else comes to hand — fashion is not a priority for her.

**Roleplaying Hints:** You live alone with a cat and several houseplants, but you spend most of your time with *Iroqatsi*. For too long, you felt cramped and imposed upon by the people around you. You never felt that you could rely on anyone, whether they were strangers or close acquaintances.

You are a woman of extremes. You cultivate a flat, emotionless manner when dealing with others to save yourself from needing anyone. Only when you get excited (piloting *Iroqatsi*, scouting new stellar terrain, hearing of new discoveries) do you become animated — even hyper-enthusiastic — about the subject at hand.

**Aptitude:** [Clairsentience] Psychometry 1 (Subliminal Communication), Psychonavigation 5 (Orientation, Zero-g Dance, Dowsing, Psi Cloak, Farsensing, Astrolocation), Telesthesia 1 (Sense Mastery)

**Gear:** Flightsuit, casual clothes, Steinhardt VirtuX Minicomputer (Atlas agent), focal crystal

NAME: JENNIFER "TANGERINE" UHL    ORIGIN: NOBODY    APTITUDE: CLAIRSENTIENCE  
 SERIES:    NATURE: LONER    ALLEGIANCE: THE HAJJ

### ATTRIBUTES AND ABILITIES

PHYSICAL	MENTAL	SOCIAL
<b>STRENGTH</b> ●●○○○ Brawl ○○○○○ Might ○○○○○	<b>PERCEPTION</b> ●●●●○ (Discerning) Awareness ●●●●○ Investigation ○○○○○	<b>APPEARANCE</b> ●●●●○ Intimidation ○○○○○ Style ○○○○○
<b>DEXTERITY</b> ●●○○○ Athletics ●○○○○ Drive ○○○○○ Firearms ○○○○○ Legerdemain ○○○○○ Martial Arts ○○○○○ Melee ○○○○○ Pilot ●●●●○ Stealth ●●○○○	<b>INTELLIGENCE</b> ●●●●○ (Vigilant) Academics ●●○○○ Bureaucracy ○○○○○ Engineering ●○○○○ Intrusion ○○○○○ Linguistics (BRILLE, CHINESE, FRENCH) ●●○○○ Medicine ○○○○○ Science ●●●●○ Survival ○○○○○	<b>MANIPULATION</b> ●●●●○ Command ○○○○○ Interrogation ○○○○○ Subterfuge ●●○○○
<b>STAMINA</b> ●●○○○ Endurance ○○○○○ Resistance ○○○○○	<b>WITS</b> ●●○○○ Arts ○○○○○ Meditation ●○○○○ Rapport ●○○○○	<b>CHARISMA</b> ●●○○○ Etiquette ○○○○○ Perform ○○○○○ Savvy ○○○○○

**PSI ORDER**  
**ISRA**

PLAYER: **ADVANTAGES**

**WILLPOWER**

**PSI**

**CLAIRSENTIENCE**

Psychometry ●○○○○  
 Psychonavigation ●●●●○  
 Telesthesia ●○○○○

**AUXILIARY MODES**

**BACKGROUNDS**

Device ●●●●○  
 (formatted jump ship)  
 Resources ●○○○○  
 Status (ISRA) ●●●●○

### COMBAT

ATTACK	ACC	DMG	ROF	FT	ARMOR	RTG	BULK	FT
						B	L	

**EXPERIENCE** \_\_\_\_\_

HEALTH					
Bruised	-0				
Hurt	-1				
Injured	-1				
Wounded	-2				
Maimed	-3				
Crippled	-4				
Incapacitated					
Dead					

INITIATIVE	WALK	RUN	SPRINT
4	5	14	26

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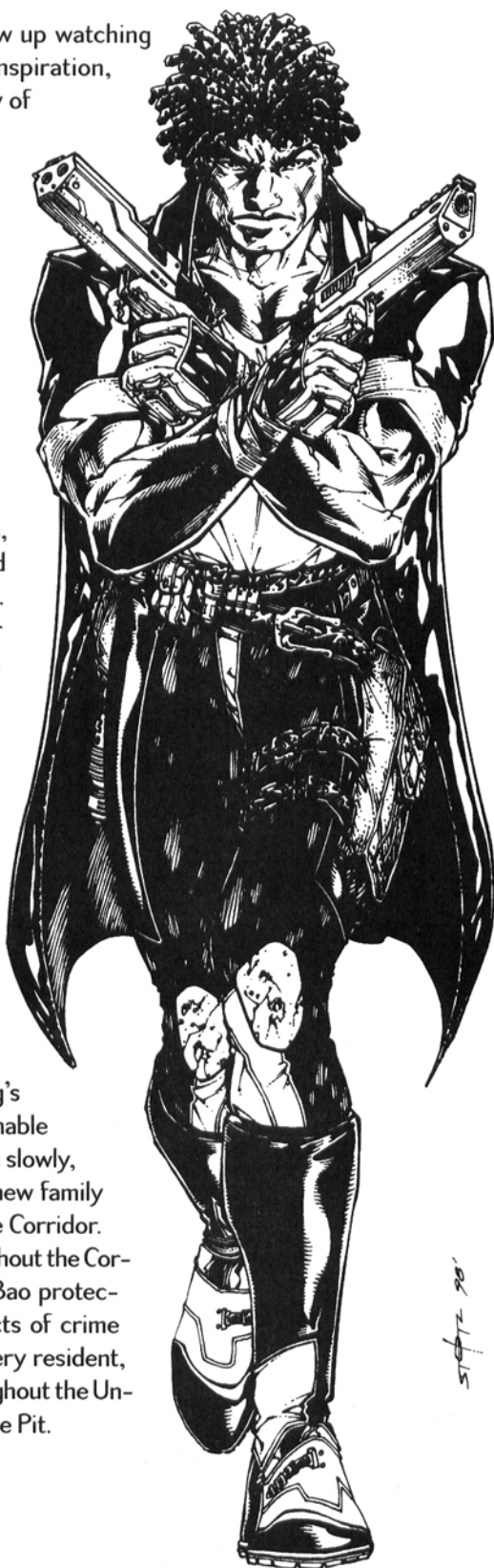
## Underworld Gang Member

Just another slummer, M'Kani grew up watching his parents' lives slowly lose joy and inspiration, their hopes crushed in the harsh reality of Luna's Downside. They were one family of thousands who never realized their dream of a new life on the Moon. Still an adolescent, M'Kani watched powerlessly as his family fell apart, his mother selling what remained of her soul as contract labor for ABI, his father staying to try his hand at all manner of failed endeavors.

Father and son ended up in one of the Underground's textureless, unfeeling flophouses. They struggled as best they could, M'Kani, barely in his teens, soon caring for his father as the man aged prematurely from some unnamed disease. Then one day M'Kani's father never awakened; the sickness had claimed him. Soon, the youth was faced with the option of starving, selling his body or joining a gang. He saw the Bao as the least of all evils, and wheedled his way into the gang's good graces.

The Bao are good to M'Kani, and vice versa. Far from the scruffy mascot he once was, M'Kani is a top lieutenant in one of the largest, best organized groups in all of Downside. Within the gang, he's considered one of the most visionary Bao members, often thinking of ways to expand the gang's influence into more respectable areas. Unable to prevent his family from disintegrating slowly, M'Kani is all the more protective of his new family — the Bao, and the sad residents of the Corridor.

M'Kani is a constant presence throughout the Corridor, making sure that business under Bao protection remains safe and that inevitable acts of crime abide by Bao rules. He knows almost every resident, operator, prostitute, and transient throughout the Underworld and even into Downside and the Pit.



**Image:** Athletic and well-built, M’Kani moves much like a leopard, his gang’s totem. His midnight-black complexion shows his African heritage, while his narrow eyes reveal his Vietnamese background. He is careful to keep his face expressionless, since he considers showing emotion a sign of weakness. Those who know him understand that the less emotion M’Kani shows, the more angry he is. Although a capable hand-to-hand combatant, he keeps a few sidearms “just in case.” M’Kani’s jacket is long enough to cover his Aris flechette from casual observation, but short enough to brush back easily for intimidation...or use.

**Roleplaying Hints:** You’re not a thug, but simply a man making the best of a bad situation. You’re not a psion, either, but you don’t need strange powers to get the job done. You help the helpless

and you’re not a martyr about it; you look out for yourself first in all circumstances. You use force appropriate to the circumstances — or diplomacy, should the situation warrant. You have learned a great deal about human nature from your time on the streets, despite your lack of formal education.

Your roots go back to the kings of kwaZulu, but also to the slaves in the Americas and to down-trodden workers in Vietnam. You can do nothing about oppression, but this is your world and you’ll fight like the leopard you are — the Bao, the Ngo — to make sure that what you *can* do gets done, in whatever way possible.

**Gear:** L-K Personal Protector laser pistol, Aris SureSting flechette pistol, armor vest, Davidson-Wheeler American motorcycle, drug kit (CureAlls, sterilizers, stims)

NAME: M’ KANI NGO  
SERIES:

ORIGIN: OUTSIDER  
NATURE: ARCHITECT

APTITUDE: NONE  
ALLEGIANCE: BAO

ATTRIBUTES AND ABILITIES

PHYSICAL

STRENGTH ●●●○

Brawl (Dirty Maneuvers) ●●●○  
Might ○○○○

DEXTERITY ●●●○

Athletics ●○○○  
Drive ●●○○  
Firearms ●●○○  
Legerdemain ○○○○  
Martial Arts ○○○○  
Melee ●●○○○  
Pilot ○○○○  
Stealth ●●○○○

STAMINA ●●○○○

Endurance ○○○○  
Resistance ○○○○

MENTAL

PERCEPTION ●●○○○

Awareness ●●○○○  
Investigation ○○○○

INTELLIGENCE ●●○○○

Academics ○○○○  
Bureaucracy ○○○○  
Engineering ○○○○  
Intrusion ○○○○  
Linguistics (Vietnamese, Swahili, Portuguese) ●●○○○  
Medicine ●○○○  
Science ○○○○  
Survival ○○○○

WITS ●●○○○

Arts ○○○○  
Meditation ○○○○  
Rapport ●○○○

SOCIAL

APPEARANCE ●●○○○

Intimidation (Innuendo) ●●○○○  
Style ○○○○

MANIPULATION ●●○○○

Command ●●○○○  
Interrogation ●○○○  
Subterfuge ○○○○

CHARISMA ●●○○○

(Suave)  
Etiquette ○○○○  
Perform (Street Trade) ●○○○  
Savvy (Street Trade) ●○○○

COMBAT

ATTACK	ACC	DMG	RDF	FT	ARMOR	RTG	BULK	FT
						B	L	

EXPERIENCE

HEALTH

Bruised	-0	□
Hurt	-1	□
Injured	-1	□
Wounded	-2	□
Maimed	-3	□
Crippled	-4	□
Incapacitated		□
Dead		□

INITIATIVE MOVEMENT

WALK	RUN	SPRINT
6	5	15 29



PLAYER: ADVANTAGES

WILLPOWER ●●●○○○

PSI ●○○○○○○○

APTITUDE

AUXILIARY MODES

BACKGROUNDS

Contacts ●●●○○  
Resources ●●○○○  
Followers ●●○○○  
Influence ●○○○  
Status (Bao) ●●○○○

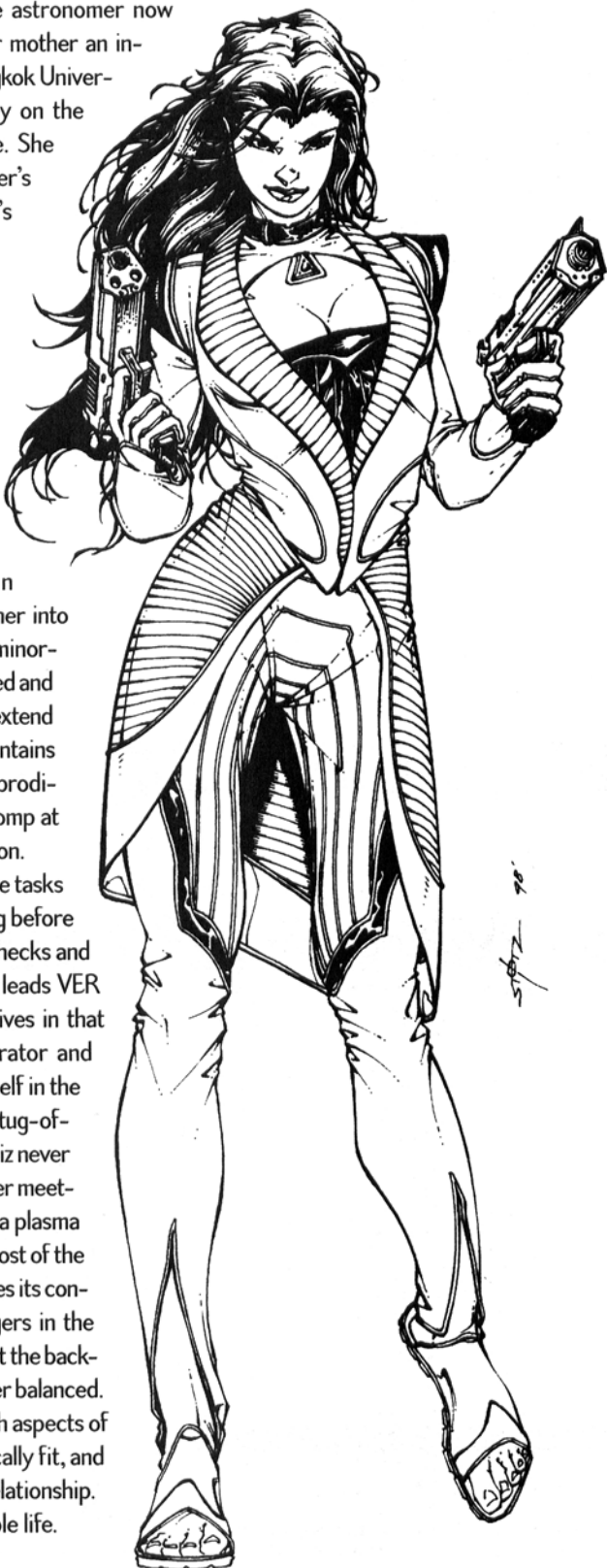
## Emergency Team Leader

Her father an adventuresome astronomer now stranded at Khantze Lu Ge and her mother an intense engineering professor at Bangkok University, Elizabeth Hong Xiao saw early on the wonder and excitement in science. She soon grew to embody both her father's unbridled curiosity and her mother's keen perception. A six-year co-op degree (with honors) from LIT landed Elizabeth a job on a Vacuum Emergency Response team; five years later, she was a senior life-support engineer.

In contrast to a relatively normal home life (her husband, Gustavus, is a commercial pilot for ABI's Sunrise Spacelines, and the two have a comfortable home in Kuweka Mizigo), Liz's work sends her into danger. Liz is one of a tremendous minority who is familiar with the complicated and extensive life-support conduits that extend throughout Olympus. No one map contains every turn and addition, but Liz's prodigious memory is as good as a minicomputer at recalling details for later transcription.

Liz attends to her administrative tasks quickly yet thoroughly each morning before she heads into the field where she checks and repairs life-support systems — or leads VER teams into emergency zones. She lives in that nebulous limbo between administrator and technician and frequently finds herself in the middle of the resulting bureaucratic tug-of-war. Each time her agent alerts her, Liz never knows if it's to summon her to another meeting on budget allocations or to stop a plasma leak in Lejarias. Although Liz finds most of the administrative duties tedious, she likes its contrast to the frequent physical dangers in the field. Strangely enough, Liz finds that the back-and-forth between the two keeps her balanced.

The constant challenges in both aspects of her job keep Liz mentally and physically fit, and Gus gives her a fulfilling personal relationship. She cannot imagine a more enjoyable life.



**Image:** Clean, precise, and impeccable describes Liz's personality and appearance. Although her Asian heritage is by no means exotic on Luna, she is considered attractive. She wears her VER field uniform whenever possible, preferring its simple functionality over ever-changing clothing styles. For Liz, practicality is important.

**Roleplaying Hints:** You are confident in your technical skills, and you feel eminently suited to the role you play in society. This pride can be a problem at times, since you have no

tolerance for people who give you advice without your requesting it. As a team leader, you must rub elbows with management all too often. Preferring the danger of field work over the intrigue of bureaucracy, you spend as little time as possible on administrative tasks.

**Gear:** Standard: VER uniform, Banji Stun Baton, fighting gloves, Wazukana DX70 (Chris agent, HUDset, keyboard, cell link). Field gear: armor vest, tool kit, repair kit, EMK, vac suit, Banji Third Hand hover platform.

NAME: ELIZABETH HONG XIAD  
SERIES:

ORIGIN: PIONEER  
NATURE: ANALYST

APTITUDE: NONE  
ALLEGIANCE: VER



ATTRIBUTES AND ABILITIES

PHYSICAL		MENTAL		SOCIAL	
<b>STRENGTH</b> ●○○○○	<b>PERCEPTION</b> ●○○○○	<b>APPEARANCE</b> ●●●○○			
Brawl ○○○○○	Awareness ●●○○○	Intimidation ○○○○○			
Might ●●○○○	Investigation ●●○○○	Style ○○○○○			
<b>DEXTERITY</b> ●●○○○ (Agile)	<b>INTELLIGENCE</b> ●●●○○ (Clear-headed)	<b>MANIPULATION</b> ●●●○○			
Athletics ○○○○○	Academics ○○○○○	Command ●●●○○			
Drive ●○○○○	Bureaucracy ●●○○○	Interrogation ○○○○○			
Firearms ○○○○○	Engineering (Life Support) ●●●○○	Subterfuge ○○○○○			
Legerdomain ○○○○○	Intrusion ○○○○○	<b>CHARISMA</b> ●●○○○			
Martial Arts (Multiple Opponents) ●●●○○	Linguistics (Chinese, English, Japanese, Oath) ●●●○○	Etiquette ●●●○○			
Melee ●●●○○	Medicine ●●○○○	Perform ○○○○○			
Pilot ○○○○○	Science (Physics) ●●●○○	Savvy ●●○○○			
Stealth ●●○○○	Survival ○○○○○				
<b>STAMINA</b> ●●○○○	<b>WITS</b> ●●○○○				
Endurance ●○○○○	Arts ○○○○○				
Resistance ○○○○○	Meditation ○○○○○				
	Rapport ○○○○○				

PLAYER: ADVANTAGES

WILLPOWER ●●●●●○○○○○○○○○○  
○○○○○○○○○○○○○○○○○○

PSI ○○○○○○○○○○○○○○○○○○○  
○○○○○○○○○○○○○○○○○○○○

APTITUDE \_\_\_\_\_  
○○○○○○○○○○○○○○○○○○○○

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

AUXILIARY MODES \_\_\_\_\_  
○○○○○○○○○○○○○○○○○○○○

BACKGROUNDS

Allies ●●○○○  
Contacts ●○○○○  
Resources ●●●○○  
Status (VER) ●●○○○  
○○○○○○○○○○○○○○○○○○○○  
○○○○○○○○○○○○○○○○○○○○  
○○○○○○○○○○○○○○○○○○○○

**COMBAT**

ATTACK	ACC	DMG	RDF	FT	ARMOR	RTG	BULK	FT
_____	□	□	□	□	_____	□	□	□
_____	□	□	□	□	_____	□	□	□
_____	□	□	□	□	_____	□	□	□

EXPERIENCE \_\_\_\_\_

**HEALTH**

Bruised	-0	□
Hurt	-1	□
Injured	-1	□
Wounded	-2	□
Maimed	-3	□
Crippled	-4	□
Incapacitated		□
Dead		□

INITIATIVE **7** MOVEMENT  
WALK 5 RUN 16 SPRINT 32

The following list of books, films, music and graphic art are things I found useful when writing about ISRA. Still, they're meant only as suggestions for players and Storytellers looking for inspiration for portraying either clairsentient states or the organizational tone of ISRA. Use whatever inspiration works best for you.

— Robert Scott Martin

### Recommended Reading

**J. L. Borges** — "The Aleph." Possibly the best example of "clairsentient fiction."

**G. I. Gurdjieff** — *Meetings With Remarkable Men*. The autobiographical travels of another (alleged) clairsentient saint through the Near East. A fair, if cursory, portrait of various strands of Sufi mysticism that went into this book.

**Frank Herbert** — *Dune*, and sequels. Often brilliant depictions of omniscience and its uses, both tactical and strategic. The late books (if you can make it that far) are even better at portraying what the clairsentient mindset is like.

**James Joyce** — *Finnegan's Wake*. A book that is as dense as Otha Herzog's "Holographic Text," *Finnegan's Wake* is actually more dream than novel. Some people even use it for divination purposes.

### Recommended Films

***Koyaanisqatsi* and *Powaaqatsi***, by Godfrey Reggio. These two films are image and music only; there is no dialogue. The first is more compelling, being the portrait of the modern world as "life out of balance." The sequel (*Powaaqatsi*) is not as brilliant, but it is more hopeful about non-Western cultures' ability to evolve with the modern world economy. Both could be considered canonical expressions of "Otha Herzog and his holographic vision."

***La Jetee***, by Chris Marker. A short French film about time travel, prophecy and fate, told through dialogue and still images. A good introduction to the difference between noetic consciousness and everyday life, and yes, *Twelve Monkeys* does resemble this film.

***Last Year at Marienbad***, by Alain Resnais. Another French film, this one dealing with time, *deja vu* and love. Recommended as a look into ISRA's "House Made of Prophecy" and also the Sharifiyya's approach to its matchmaking activities.

***Meshes in the Afternoon***, by Maya Deren. A short, experimental film; one of the primary inspirations for this book's take on the visionary experience. As with Clairsentience in general, do not search for a linear, coherent structure here; just let the images flow over you and let your intuition work at figuring them out.

### Recommended Music

Not only does ISRA have a distinctive "soundtrack," but those of you on the infobahn are sure to argue over your own list on the Internet. Sound is as integral to the clairsentient insight as vision; a few of my most important sources follow.

Any dub mix, compilation or tape. Dub is a heavily processed electronic production style that originated in Jamaica. Having certain elements in common with techno and "academic" electronic music, dub distorts and transforms music into something that is sometimes called "ghost music" and that is the main inspiration for "Muzzein Bang" and the sounds of Orbital Baha'i in general. If I tried to describe it in more detail, I'd start to sound technical. ***Macro Dub Infection*** is a decent sampler to start with, or if you prefer something a bit more humanistic, try ***History of the Congos***.

Just about anything from the good folks at Axiom. Pick up one of the samplers to decide which acts on the label fit your take on ISRA — Axiom runs the gamut from hard-core Middle Eastern Sufi chants to techno remixes to the spoken word of Hakim Bey. Yes, when I write Otha's dialogue, he talks in Hakim Bey's voice.

[No reflection on Hakim Bey, but when I write Otha's dialogue, I have a couple beers first. — Bates]

For something a bit calmer and more introspective, the minimal music of Philip Glass (*Glassworks* and *Koyaanisqatsi* are two excellent places to start) and Meredith Monk (*Book of Days*, *Turtle Dreams*) is a good place to jump into the world of minimalist music. This is the soundtrack for the serene, blissfully ordained world of *Huruf al-Hayy* and the noetic Totality: crystalline structures, simple patterns. If you like this stuff, Brian Eno, Steve Reich, and Wim Mertens all take it into different directions.

### Recommended Painters

For those of you who learn through pictures, it can be inspirational to try and see the noetic Totality in the experiments of the Cubists (Braque, Picasso, and so on). By attempting to represent the same object as seen through multiple viewpoints at once, these painters were anticipating the disorientation of Clairsentience. There are other schools of modern art that have contributed to my take on ISRA, but Cubism is by far the most important.

## Credits

**Writers:** Robert Scott Martin (Psi Order ISRA), Jonathan Woodward (Near Space); Judith A. McLaughlin, Andrew Bates (Luna)

**Additional Material:** Bruce Baugh, John R. Snead

**Developer:** Andrew Bates

**Editor:** Allison Sturms

**Additional Editing:** Ken Cliffe

**Vice President in Charge of Production:**

Richard Thomas

**Art Director:** Lawrence Snelly

**Cover Art:** Rick Berry

**Front and Back Cover Design:** Matt Milberger, Jeff Holt

**Layout and Typesetting:** Jeff Holt

**Artists:** Rob Dixon, Jason Felix, Jeff Holt, Mark Jackson, Leif Jones, William O'Connor, Rob Stotz, Griffon Sykes

## Special Mention

Ain't technology grand? White Wolf has an official chat forum for **Trinity** that enables fans to talk about the game. There's another unofficial **Trinity** discussion list on the internet. Both give participants free reign to say exactly what they think about **Trinity** and to puzzle together over the game's numerous mysteries.

There've been a number of spirited debates and perceptive comments from both lists' participants since they started up. Barely a day goes by that I don't see someone uncover a new insight into the Trinity Universe.

So, thanks to the fans on both lists, for keeping me on my toes and for helping to ensure that this game stays its course. Your input is always welcome.

Check out the White Wolf web site (<http://www.white-wolf.com>) for the official **Trinity** list. And if you'd like to join the unofficial discussion group, send an email <majordomo@innocence.com> with "subscribe trinity [<your address>]" in the body of the message.



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This book uses science fiction for settings, characters and themes. All science fiction, geopolitical scenarios and psi-related elements are fiction and intended for entertainment purposes only. Reader discretion is advised.

Check out White Wolf online at

<http://www.white-wolf.com>; [alt.games.whitewolf.com](http://alt.games.whitewolf.com) and [rec.games.frp.storyteller.com](http://rec.games.frp.storyteller.com)

PRINTED IN CANADA



CREDITS

NAME:  
SERIES:

ORIGIN:  
NATURE:

APTITUDE:  
ALLEGiance:



### PHYSICAL

### MENTAL

### SOCIAL

PLAYER:

WILLPOWER

STRENGTH ●○○○○

PERCEPTION ●○○○○

APPEARANCE ●○○○○

Brawl ○○○○○  
Might ○○○○○  
○○○○○

Awareness ○○○○○  
Investigation ○○○○○  
○○○○○

Intimidation ○○○○○  
Style ○○○○○  
○○○○○

DEXTERITY ●○○○○

INTELLIGENCE ●○○○○

MANIPULATION ●○○○○

Athletics ○○○○○  
Drive ○○○○○  
Firearms ○○○○○  
Legerdemain ○○○○○  
Marital Arts ○○○○○  
Melee ○○○○○  
Pilot ○○○○○  
Stealth ○○○○○  
○○○○○

Academics ○○○○○  
Bureaucracy ○○○○○  
Engineering ○○○○○  
Intrusion ○○○○○  
Linguistics ○○○○○  
Medicine ○○○○○  
Science ○○○○○  
Survival ○○○○○  
○○○○○

Command ○○○○○  
Interrogation ○○○○○  
Subterfuge ○○○○○  
○○○○○

STAMINA ●○○○○

WITS ●○○○○

CHARISMA ●○○○○

Endurance ○○○○○  
Resistance ○○○○○  
○○○○○

Arts ○○○○○  
Meditation ○○○○○  
Rapport ○○○○○  
○○○○○

Etiquette ○○○○○  
Perform ○○○○○  
Savvy ○○○○○  
○○○○○

### COMBAT

ATTACK

ACC DMG RDF FT

ARMOR

RTG BULK FT  
B L



#### HEALTH

Bruised	-0	□
Hurt	-1	□
Injured	-1	□
Wounded	-2	□
Maimed	-3	□
Crippled	-4	□
Incapacitated		□
Dead		□

INITIATIVE	MOVEMENT
WALK	RUN
SPRINT	

POSSESSIONS

CASH

GEAR (CARRIED)

EQUIPMENT (OWNED)

APTITUDE

**CLAIRSENTIENCE**

BASIC TECHNIQUES

PSYCHOMETRY ○○○○○

PSYCHONAVIGATION ○○○○○

TELESTHESIA ○○○○○

AUXILIARY MODES

○  
○  
○

**BACKGROUND INFORMATION**

ALLIES

FOLLOWERS

CIPHER

INFLUENCE

CITIZENSHIP

MENTOR

CONTACTS

RESOURCES

DEVICES

STATUS

MERITS

TYPE COST

FLAWS

TYPE BONUS

APPEARANCE

Age

Hair

Eyes

Ht.

Wt.

Race

Gender

Nationality

Native Language



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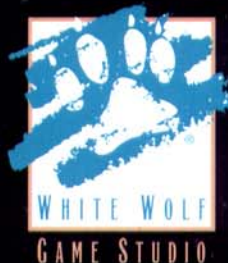
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