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M A R C M I L L E R ' S **TRAVELLER**[®]

PSIONIC INSTITUTES

Science-Fiction Adventure in the Far Future

Find out what psionic devices are available in Milieu 0 on page 11.

Turn to page 15 for new Special Abilities.

Learn both sides of the history of psionics, starting on page 28.

Warm up for the Igah Hipodile ("Mind Games") on page 42.

Get the details on the prestigious College of Psionics on page 44.

Meet the masters of psionics and other personalities on page 59.

See page 71 for solid campaign ideas and encounters.

The Future is Just Around the Corner

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by Marc Miller

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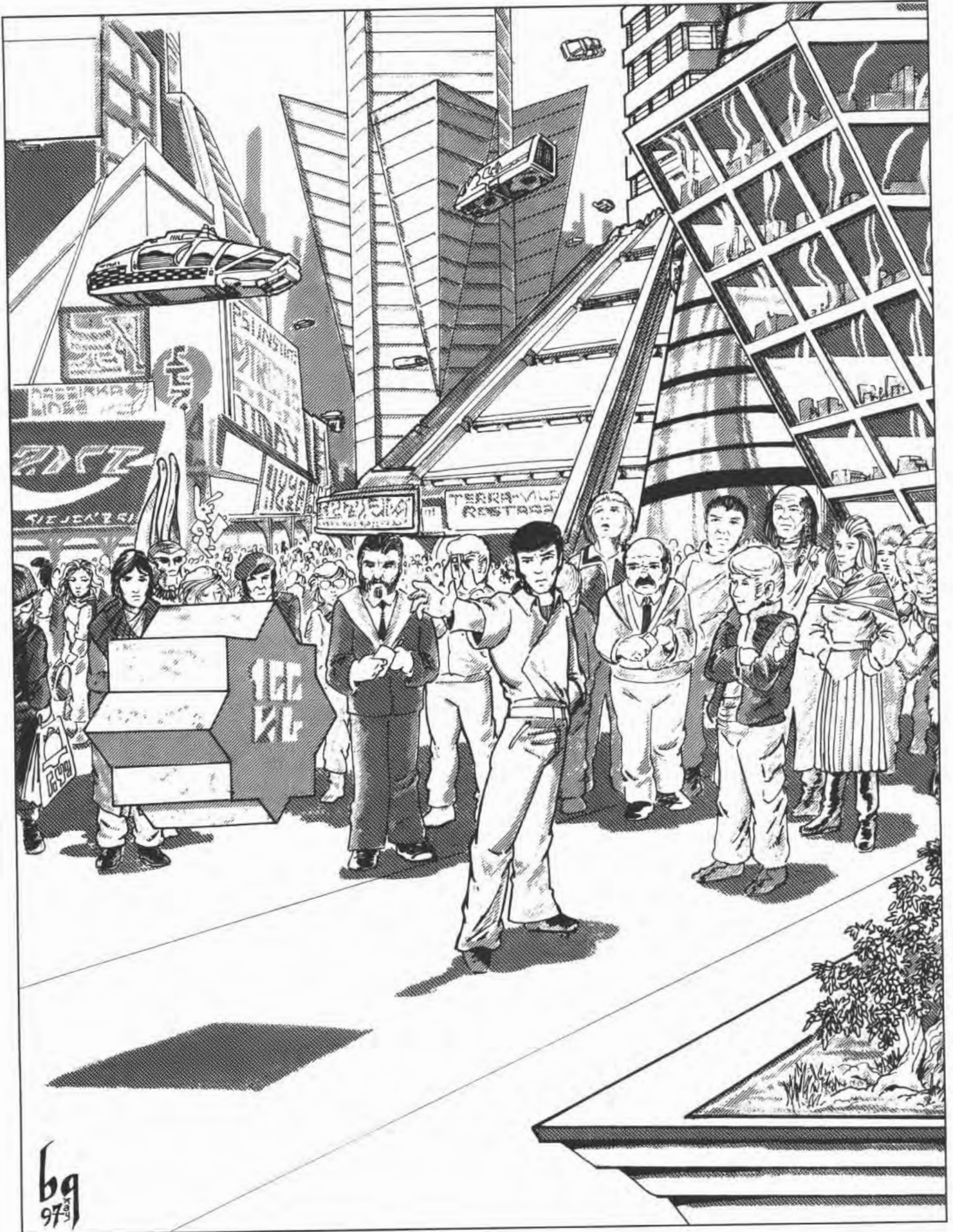
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The game and universe presented in this book envisions a referee or game master as the ultimate supervisor of game play. The publisher is prepared to answer questions about Traveller provided a stamped, self-addressed envelope accompanies the request.



Imperium Games, Inc.



1: INTRODUCTION

Welcome to *Psionic Institutes*, a role-playing supplement for **Marc Miller's Traveller (T4)**. This book lets referees and players develop detailed settings and characters based on the psionics theme. Topics covered in this book include random generation of Psionic Institutes, using psionics in Milieu 0, successful integration of psionics into **Traveller** campaigns, and background information on the psionics community around the founding of the Third Imperium.

In addition to rules and background, adventure material is included. The final three chapters of the book provide several patron encounters, amber zones, and short adventures related to psionics. Sidebars located throughout this book offer glimpses into the lives of psionicists in the Third Imperium. They show the rules and background in action, as well as supplying potential adventure hooks (some of which have been developed into the adventures found in the final chapters). All of this information enables referees to add spice to their **Traveller** campaigns through psionics.

This chapter offers an overview of the concepts that are further detailed in the rest of the book. There is background information on societal views of psionics within the Third Imperium, including specific examples of those on each side of the issue. Also included is a selection of individual worlds and pocket empires outside of the Imperium, which hold divergent opinions of psionics. The major theories of how psionic powers work are provided, accompanied by a sampling of equipment based on one such theory.

Required Materials

As a supplement for T4, this book relies on previous works. *Psionic Institutes* calls for the following materials:

Marc Miller's Traveller. As an expansion of the **Traveller** game, the basic rulebook is necessary.

Milieu 0. Since this book deals specifically with psionics as encountered within the Milieu 0 setting, a copy of the *Milieu 0* supplement (which provides background data for the years 0 through 200 of the Third Imperium) is a prerequisite for using *Psionic Institutes*.

First Survey. While not absolutely necessary to play, this book does reference several worlds given in the *First Survey* supplement (which provides maps and world data for the nine sectors covered within the Milieu 0 setting).

Pocket Empires. Like *First Survey*, the *Pocket Empires* supplement is not necessary. However, this book does include several pocket empires in its background information, and *Pocket Empires* provides additional details on the function and progress of pocket empires, as well as how to play out their growth and conflicts.

Psionics in the Third Imperium

During the first few hundred years of the Third Imperium, Psionics is an accepted part of life for most citizens. Several branches of the Imperial government are rumored to include psionicists, some of whom (for example) are said to advise Cleon and his senior staff when opposing negotiators are not telling the truth.

On prominent worlds throughout the Imperium, citizens can attempt to learn psionic powers by going to the neighborhood Psionics Institute. On even the most sparsely settled worlds, there will sometimes be a local master of the art, helping to bring the ancient discipline to new frontiers. On the other hand, there exist people and organizations adamantly opposed to the practice of psionics.

Societal Views of Psionics

At the time of the founding of the Third Imperium, most people do not think about psionics much. There are relatively few highly trained psionicists, so it simply is not a part of everyday life. The most common exposure to psionics is through action-packed holovids, wherein the heroine triumphs over evil through the use of her fantastic (special effects-created) psionic powers. However, on worlds that favor psionics, there are those psionicists who seek to bring greater integration of their practices into the fabric of society. On other worlds, there are those who would like to see an end to all psionicists and the institutes that train them.

Psioniphiles: Some of those who favor the use of psionics view psionicists as being similar to any other trained professional. These people are interested in the benefits that psionicists bring to society, much as many people respect civil engineers for the benefits they bring. Others take a more fanatical view, sometimes based on religion, and work to bring about mandatory psionic examinations for all citizens, as well as mandatory training for all who show psionic potential.

Psioniphobes: Some of those who oppose the use of psionics view psionicists as menaces to society. For example, the idea that someone could tell with absolute certainty when one is lying has a chilling effect on many people. Others view psionics as the work of evil forces, and oppose it on those grounds. Serious psioniphobes work toward outlawing psionicists and psionic institutes. The most fanatical psioniphobes attempt to bring about laws that require lobotomies or even capital punishment for known psionicists. Occasionally these people take the law into their own hands, regardless of what the local laws have to say about psionics.

While there is a wide variety of reactions to psionics among individual worlds, the Third Imperium as a whole can be typified as neutral in regard to psionics. However, since it has been discovered that Emperor Cleon Zhunastu used a psionicist as an advisor (whether knowingly or unknowingly is not clear to those not in the highest circles of power within the Imperium), the public has begun to polarize on the issue. Slowly,

Master Regiil looked out over the Institute's campus, savoring the bright greens and yellows of the Zuarkrian landscape and inhaling the crisp morning air. His thoughts leapt nimbly among his most important accomplishments. His graduation from this Institute, advising Cleon for a time (and in the process saving that great and honorable man from some disadvantageous alliances with dishonorable people), returning here to teach the disciplines to future generations, and the wonderful things some of his first pupils had already accomplished. He sighed contentedly, and took a sip of Draa.

He heard footsteps behind him and chuckled. "Not a good choice, Eneri. That method does not work quite well enough to fool a serious student of psionics." He turned around to find what he had known he would: Eneri, sneaking up behind him, seeming ready to leap upon him in effort to catch him unaware. The mischievous young woman often played such games, testing the limits of her powers, and sometimes the patience of her mentor. "Your mind must not be completely blank if you wish to convince someone to attribute a given meaning to a set of actions. The very blankness of your mind is detectable to those schooled in the Art. You must provide the illusion of one set of thoughts, while hiding your true thoughts. But, that takes time. In time, all things come."

Eneri sighed. While she had found telekinesis easy enough, she had not yet built up her telepathic skills. Doing so was key to success as a psionist... at least, the type of life she wished to lead as a psionist. There would be no sedate, stately life as an instructor or advisor for her! No, she would go out among the hinter worlds, and there she would make her mark. She would help create a society based on psionics. She had heard rumors of such, far beyond the known sphere of space. She planned to create one closer to the center of the new Imperium. A society completely independent of technology, of interstellar trade, and most of all independent of Cleon Zhunastu. She sighed again. As Master Regiil had said, all things would come to her in time. She would be patient. Great goals demand great patience, as her father used to say. Yes, she would be patient for this, the greatest goal she could imagine - freedom from Cleon's tyranny.

Master Regiil continued as if he did not know the troubled young woman's thoughts. "Come, let us enjoy the view for a few more moments. Then, we will go inside and practice your mental skills." And perhaps, he thought, he would someday be able to convince Eneri of the kindness of Cleon Zhunastu. After all, Regiil had seen inside Cleon's mind, and knew the man to be beyond reproach.

Thinking further on what he had told Eneri about hiding one's thoughts, he momentarily toyed with the idea that Cleon could secretly be a psionist. That would explain the disparity between the man he knew and some of the reports he was hearing. But he quickly dismissed that thought, knowing it to be simply his mind inventing fantastic solutions to troubling questions. Of course the Emperor wasn't a psionist. Else, why would he have need of psionic advisors?

helped by politicians and other leaders who have agendas of their own, the neutral parties are beginning to choose sides as the public debate continues.

Psionics and the Imperial Government

Due to the range of opinions about psionics within the Third Imperium, Cleon has not publicly embraced the concept of psionics. However, he has somewhat covertly included psionists among his advisory staff. In addition, several branches of the government are assumed to be using psionists to one degree or another. None of these rumors has been officially confirmed, but the common belief is that psionists are indeed retained by the Imperial government in certain situations. What follows is a synopsis of the most prevalent and widely believed rumors.

Psionics in the Imperial Military

Some sources say that the Army and Navy both employ psionists in one capacity or another, most likely in intelligence-gathering roles. Some also claim that the Imperial Scout Service uses psionists, particularly when contacting newly-discovered alien, sentient beings. Skeptics point out that the limited range for psionic powers, along with the rarity of top-quality psionists, makes their deployment in military situations very doubtful.

There are a few anecdotal reports of the usage of psionics in military and first-contact situations, but all have been thoroughly denounced by those in a position to know such things. At best, they will only assert that it may be possible that a few members of the military have developed some degree of psionic talent on their own time. However, it is the official policy of the military to discharge any known psionist based on the security risk they represent. There is no evidence that any military branch actively recruits or trains psionists.

Psionics in the Diplomatic Corps

The Diplomatic Corps is responsible for low-level interactions between the Imperial government and other offworld governments. Within it, there are several departments, each devoted to a specific area of responsibility. One such is the Department of Intelligence, within which is the Analysis Branch.

It has been alleged in several independent reports that many telepaths and clairvoyants work for the Analysis Branch, assisting in the culling of truth from fiction during diplomatic talks, as well as playing a role in overall intelligence gathering. Credence has been lent to these reports by the department's refusal to either deny or substantiate the rumors.

Psionics in the Ministry of Information.

The Ministry of Information's Research Division is reputed to utilize psionists with powers of telepathy and clairvoyance to a great extent in espionage, propaganda, and counter-propaganda efforts. Officials within the Ministry of Information attribute such rumors to the effect of popular books and trivids, which provide a romanticized notion of the role of espionage.

While rumors and counter-rumors like these abound, it is important to note that it is highly unlikely that the Imperial government uses psionists to any

great degree. Hiding such a fact from the public would be extremely difficult. Since no such facts have surfaced, it is apparent that the use of psionics is slight, if it exists at all, within the Imperial government.

The Pro-Psionist Movement

There are four major organizations working on an interplanetary scale for wider acceptance of psionics. Each takes a decidedly different approach to the problem, with equally different results. Thus far, none has had a significant, widespread impact on the way society views psionists, however.

The most widely recognized group is The Psionics Club, which uses political means to achieve its goals. Their main activities include lobbying the Imperial and major world governments for legislation that establishes psionics as a legitimate practice and psionists as legitimate professionals. The organization has worked with the University of Sylea's College of Psionics toward establishing professional licensing requirements for psionists, although these have not yet been enacted into law. The Psionics Club is best known for working the talk radio and tridee circuits, joining with other panelists on both sides of the issue to debate psionics. Members tend to be older, more literate, patient, wealthy, and law-abiding.

Psionist Rights is a more activist-oriented organization. Members stage protests and other calculated media events in order to focus public attention on the plight of psionists. Although they maintain good relations with The Psionics Club, and sometimes join them in panel discussions, Psionist Rights members tend to grow impatient with that group. They are best known for their penchant for getting at least one sign-carrying member on-camera for every media event, whether the event is related to psionics or not. Members of Psionist Rights tend to be young, literate, and middle-class.

The Association for Open Society espouses the belief that the full integration of psionics into society and government would create and enhance true social justice. It is devoted to creating a utopian vision of such a government within the Imperium as quickly as possible. Currently, the Association is split between two wings, one moderate and one radical. The moderate wing envisions working through the existing social structures to slowly implement reforms designed to increase the presence of psionics within society. The radical wing, on the other hand, advocates a violent overthrow of existing social structures, and their subsequent replacement with utopian, psionics-based equivalents. The moderate wing holds some influence within Imperial society, but is finding conservatism to be an impediment to its ultimate goal. The radical wing holds little influence in society, but has committed acts of terrorism in the group's endeavor to create a "Utopian" society.

Every movement has its extremist outfit, and Psionics Now! fills that role in the pro-psionists' movement. Its activities tend to be jarringly extreme — best known for the time its members managed to shut down the starport at Sylea for over four hours. Because of incidents like these, the general public and the other pro-psionist organizations have very nega-

tive opinions of Psionics Now!. Members tend to be young, and there is a good deal of crossover with various anarchist organizations.

The Anti-Psionist Movement

Naturally, there are those who are using various means to stop the spread of psionics. Some are within the Third Imperium's Moot. Others are members of various planetary governments. Still others are just average citizens. Most of these people operate independently of each other, but some few have formed alliances through which they hope to bring about the end of psionics as an accepted practice.

One such group is Psilence, which seeks to block all positive media attention toward psionics and psionists. They do not stage marches or rallies, nor do they go on news programs and make negative statements about psionics. Instead, through political pressure and consumer boycotts, they seek to force media outlets to only broadcast those stories that portray psionics in a negative light. By removing the good and leaving only the bad, they reason that the public will be swayed to their view of psionics.

The Thought Protection League was originally formed in direct response to Ricardo de Leon y Kikiishi's "Principles For the Integration of Psionics Into Sylean Federation Society", first announced at the Congress of Psionics Research in -25 IE. Ipshuda Nishugii, a radical Vilani with violent tendencies, formed the Thought Protection League. The League has achieved several successful acts of terrorism, some particularly infamous. The League's stated goal is the eradication of the psionic practices through the elimination of psionists.

Aykthul Industries, a diversified holding company, also funds a non-profit organization known as Action!. It is mainly involved in holding marches and public demonstrations geared toward swaying public opinion. However, Aykthul Industries itself is rumored to take a more active role in the extermination of psionists outside of the Third Imperium. Action! is not known to have engaged in any such direct activities.

Terrans for Truth, the well-known organization involved in various activities geared toward giving those of Solomani descent greater influence in Imperial politics, also has a branch dedicated to eliminating psionics from the Imperium. Although the members don't dedicate nearly as much energy to anti-psionic activities as to their core goal, they have been known to stage incidents that cast psionists in a negative light.

Psionic Institutes in the Third Imperium

Like public opinion of psionics, Psionic Institutes that exist within the Third Imperium are not homogeneous. In fact, there is a great variety, and the bulk of this book will explore the range of institutes possible. What follows is a brief look at the characteristics of Psionic Institutes in the Third Imperium.

The Diversity Of Psionic Institutes

Psionic Institutes vary in number of students, student-to-teacher ratio, quality of amenities, quality of instruction, and number of disciplines taught. One may

Eneri began packing her bags. As the clothing and personal items flew across the room, landing perfectly in her cases, she thought excitedly of the opportunities that lay before her, now that she had graduated. She would first travel to Shibasiim. It would take at least a few months to get there, and she would have to pay for passage on the new, more expensive Jump-2 ships. Once there, it would all be worth while. All of it. Dealing with her parents. Struggling to meet Master Regiil's standards. The long trip. It would all be over, and she would begin her new life.

She thought of Master Regiil for a moment, turning the fond memories over in her mind. True, at the time some of them had not seemed fodder for fond memories. Like all the times he criticized her (gently, always gently). Like the time he forced her to hold a large rock aloft for longer than she could stand. ("Know your limits, Eneri," he had said. "Knowing what you cannot do is as important as knowing what you can do.") Or the time she was caught surreptitiously probing her roommate's mind. She had only wanted to find out whether the woman was, as she suspected, in training for Cleon's Psi Advisors. It was innocent enough. But then her probing thoughts tripped the woman's psi shield alarms. Oh, the stink that was raised over that!

She had broken one of the primary rules of the Institute. Although being publicly reprimanded and made to do community service had been humiliating, the worst was the sad look and weary sigh from Master Regiil upon arriving at the scene of her crime. Oh, would that she could only erase the sorrow of that sigh, and the sadness of that look, from her mind. . .

But, that was all over. Finished. Now, she had only to think of being on Shibasiim! They had an appreciation for psionics there. She would help them build a society based on the openness and trust possible only among psionicians. And they would be free of the meddling Cleon. Soon, oh, soon!

be a huge campus to rival any University, while another may be a modest studio. It may be located far from the bustling city, or it may be in the center of a shopping mall. It may be run by people who are well versed in all of the psionic disciplines, or they may simply know how to levitate small objects. Some Institutes even offer learning via electronic mail or comm unit.

But, generally, there are four categories of Psionic Institutes: commercial schools, scholarly institutions, governmental institutions, and secret societies. Each fills a specific role. All four are detailed in Chapter 2.

Locations of Psionic Institutes

Any world that is accepting of psionics will almost certainly have one or more psionic institutes. Such worlds with large populations tend to have a greater concentration of institutes of all types. Worlds with lower populations may also have institutes, although they will naturally tend to be smaller and more focused on one or two disciplines. However, some psionic masters find it advantageous to locate their facilities on bucolic, out-of-the-way worlds, requiring potential students to travel a distance (and thereby creating one test of a student's true desire for the knowledge). The above holds true in a general sense in the Third Imperium, in pocket empires, and among former Second Imperium worlds which have not yet been incorporated into any larger interstellar government.

Psionics Outside of the Third Imperium

Although psionics is far from prevalent in the Third Imperium, it is even less so out among the pocket empires and unaligned worlds. While there are a few worlds and empires that are psioniphilic or psioniphobic, most are simply unaware of the phenomenon. The following are some of the more notable exceptions:

Guuki (Dagudashaag/1207)

The Guukian Federation is a psioniphilic pocket empire that includes the nine worlds arranged in a triangular cluster between Guuki (1007), Uddiki (1206), and Sirshur (1208). This normally peaceful, early-interstellar pocket empire is being invaded by the Kimalad Empire. Currently lacking the technology to carry the war back to Kimalad, they have been forced to fight in their own space, attempting to repel the invaders.

Kimalad (Dagudashaag/1506)

This world is the center and power base of a pocket empire which extends from Nipe (1406) to Armiirk (1705), also encompassing Uumin Duu (1507), Nuunza-aind (1604), and Imar (1605). The emperor, Jyond Quasot, is a master of manipulation. He has turned his subjects into rabid psioniphobes with his stories of Guukian spies within his empire. He has used this fear of psionics in order to consolidate his power and eliminate his enemies. He is currently riding the tidal wave of public psioniphobia to war with the neighboring Guukian Federation.

Marlakasi (Core/1615)

Originally a barren world (and therefore not formally a member of the Imperium), by the year 13 it had been colonized by the deposed government of Shibasi-

im. At that point, the small population was mostly made up of psionics, although a few of the loyal non-psionics from Shibasiim also migrated here. Naturally, it is very psioniphilic. By the year 15, formal diplomatic relations had been established with Cleon's government, with a clear intent to join the growing empire.

Shibasiim (Core/1316)

This world, virtually in the middle of the Third Imperium's sphere of influence, has not been formally contacted. Federation scouts made covert observations in -38, but saw the world as of too little economic consequence; it was, after all, at a low-tech level, with a small population, and very little land. Technically it is a balkanized world, but the populations of the tiny countries located on the various, small islands are insignificant. The only government of true import was that of the psioniphilic country in existence on the main landmass (which may have also had something to do with the Sylean Federation's reluctance to formally contact the world).

Shibasiim was ruled by psionics until the year 12, when a revolutionary force was successful in overthrowing the government. It has since turned rabid psioniphobic. Aykthul Industries has a very lucrative operation on this world, as well as the two adjacent worlds, Belicose (Core/1317) and Imdi Mi (Core/1416). It is rumored that the current government is just a puppet of Aykthul Industries. If that is true, Shibasiim cannot be expected to join the Imperium willingly for as long as Aykthul is in control, since Aykthul's antipathy toward the Third Imperium is well known.

Shig (Massilia/0510)

This high-population world has built its culture around psionics. One of its inland lakes has the curious property of interacting with the psionic powers of those who go beneath its surface. The first time a person with psionic potential immerses himself in it, his powers are unlocked. Additional immersions result in a temporary but substantial increase in the person's psionic level.

Pilgrimages to the lake are required of every citizen upon reaching adulthood. Thereafter, only those chosen by the government are allowed to return. The highest psionic talents are conscripted into government service "for the good of the world."

Shig is a member world of the Third Imperium. Its current ruler, Queen Kaliena Wain, is guiding the world to greater integration into the interstellar community while trying to preserve its unique culture.

How Psionics Works

There are many theories of how psionic powers operate, but none have been proven conclusively. The following are brief synopses of the theories most commonly cited in popular literature.

Ancient Artifact

All psionic activities originate from an Ancient artifact. The ultimate communications system would be one which required no physical instruments - located entirely in jumpspace or an alternate dimension - and monitor the thoughts of every individual, and open

Eneri's heart leapt as she caught sight of the tiny port city of Basili on her shuttle trip down to Shibasiim. So small. So beautiful. So perfect. As the shuttle's artificial gravity cut out, she felt a little disorientation, unused to the slightly stronger gravity of this world. She stood up, collected her luggage, and exited the shuttle.

As she crossed Shibasiim Down, she saw soldiers coming toward the shuttle she had just exited. She watched as they surrounded the shuttle pilot. The leader stepped forward and said something, gesturing toward the shuttle with his gun. Although she could not hear what was being said, she could see the pilot gesticulating in return. He did not seem happy.

Momentarily, she was tempted to use her telepathic powers to find out what was going on. But, remembering Master Regil's lessons, she moved on, wondering whether the shuttle pilot had violated some rule of customs.

Once she reached the immigration building, Eneri was surprised that there was no line at all. She stepped forward and presented her papers to the clerk. "You're lucky you made it in today," he said.

"Pardon?" she replied, confused.

He snickered. "Don't you know there's a revolution going on? We're ridding ourselves of those psionic freaks, once and for all! We've chafed under their dictatorship for too long." He began examining her papers.

Her heart sank. All that time, all that preparation, and now her dream was turning to ashes. Worse, she was now going into a situation that was the exact opposite of what she had been seeking. Instead of a society based on psionics, she was about to enter a newly created haven for psioniphobes!

She thought quickly, trying to find a way out. "I didn't know there was a revolution. I don't want to get caught up in that. Perhaps I'd better leave on the next shuttle out." She began to reach for her paperwork. He snorted. "Lady, there *isn't* a next shuttle out. Not until this thing is over."

She gulped. "How...how long do you think—"

"Few weeks. Maybe a month," he grinned.

"Depends on how much trouble the peepers give us." As he finished processing her papers, she stood in silence, trying to keep the fury churning inside her from showing on her face. If only she had known, if only she hadn't been in such a hurry to get out of the Imperium, if only . . .

He handed the documents back, saying, "You really didn't know what's going on, huh? Tell you what, when this whole thing is over, look me up. Choliid Bransii. I'll show you what a nice place this can be, after we get rid of the few hundred peepers who thought they could run the show."

She certainly didn't want to get too chummy with someone who calls psionics "peepers," but she also didn't want to raise his suspicions. "And in the meantime?"

He shrugged. "In the meantime, stay out of the fighting." She sighed.

communications links as appropriate. The Ancients, being the ultimate in technological achievement, would have built such a system if it were possible to do so.

As descendants of the Ancients, some people are able to tap into this old (and possibly decaying) communication system, and open connections to others (this explaining telepathy and clairvoyance). It is reasonable that the Ancients connected their communications system to other services, such as personal transportation (teleportation and telekinesis).

Modern Imperial science considers this the stuff of cheap, *tridee pulp* fiction. No evidence of such a system has ever been found.

Evil Manipulation

Power corrupts, and the ultimate power — to know and to control the thoughts of those around you — corrupts absolutely. Psionic powers are tools used by the great metaphysical evils to corrupt mortal beings, and twist our actions to their evil ends.

Fields and Waves

The brains of human beings generate an electromagnetic field as a by-product of their functioning. It is theorized that psionic individuals are able to sense and interpret this field (thereby reading the minds of others) or can manipulate and project such a field (planting thoughts and suggestions into the minds of others). If this theory holds, machinery that detects and/or manipulates the electromagnetic fields responsible for psionic activity should be possible. One of the first attempts at creating psionic machinery resulted in the psi-shield, an electromagnetic device that has been proven to be effective in preventing telepathic contact through the field.

Attempts to create other psionic gadgets (such as machines capable of telepathic contact) have so far met with failure. Furthermore, some psionic abilities — such as telekinesis — do not appear to have a strong electromagnetic component, since an electromagnetic field strong enough to lift a writing instrument would be measurable in any laboratory.

Governmental Conspiracy

This theory proposes that all humans — and perhaps all sentient beings — are capable of psionic activity. In order to maintain their control over the citizenry, the Imperial government has reserved this ability for themselves and their most secret agents. The eventual goal is to produce a society where wrong thoughts are illegal and actively suppressed; everyone's mind is read and controlled by the Thought Police.

Humanocentric

Human beings have psionic powers because their minds are the most powerful. When the number of synapses in the brain reaches a certain critical point, self-awareness occurs. Beyond that, there is a critical juncture where a super-awareness of the universe occurs. This awareness allows for the manipulation of matter by non-physical means.

Molecules on the Brain

The discovery that certain drugs enhance psionic activity in trained individuals has led to the speculation that certain chemicals in the brain enable psionic activity. It is theorized that the brain can produce psionic effects using molecules with special properties (such as extra-dimensional atomic bonds). The theory postulates that these special molecules, possibly in combination with an organ in the brain that produces or manipulates them, can cross the boundaries of time (resulting in clairvoyance) and space (allowing teleportation and telekinesis). These molecules can, according to theory, interact with other brains, thus producing telepathy.

No such molecule has been isolated. However, it is well known that certain natural chemical compounds enhance psionic activity; the effect increases with increasing purity of the drug. Attempts to create the same drugs artificially have so far been unsuccessful.

No drug has yet been isolated to foster psionic ability in non-psionic individuals, nor has a drug been found to temporarily or permanently eliminate psionic ability (without also killing the individual).

Probability Alteration

Many religions (as well as many physicists) espouse the belief that all things are possible, though most of them are so improbable that they do not occur, not even once during the lifespan of the universe. One theory of psionics holds that psionically-active individuals are capable of sensing and changing the probabilities of certain occurrences, so that they can seem to foretell the future, or cause wildly-improbable things to occur (such as teleportation, or levitating small household objects). This school of thought seems less applicable to telepathy (the most common form of psionic activity) than it does to some of the more exotic forms. Attempts to measure the quantum-mechanical effects of psionics have achieved only limited success, in that some differences have been noted, but specific probability changes have not been measured.

Tiny Particles of Thought

The Psions Theory suggests that psionically active minds generate an unknown (and perhaps undetectable) type of energy-carrying subatomic particle, dubbed the "psion." At least in hypothesis, the psion is similar to a photon or a graviton, in that it carries some fixed quantity of energy. The psions can then interact with matter to cause psionic effects. For example, Psions may interact with chemical reactions to cause specific changes in the thoughts or moods of another. Since thought has a chemical basis, particles that change the energy of those molecules could influence the thoughts of another person.

If psions exist and can interact with normal matter, then they should be able to be detected or measured. Experimental attempts to quantify psions have generally failed, although nonspecific "variations" in the quantum environment have been noted around active psis.

If this theory is true, psions should have structures in their bodies that generate or manipulate psions, much like the organs of some fish and insects generate photons via electrochemical reactions. Comparison

between non-psionic and psionic individuals should help identify this organ. However, no such organs have been located, if they exist. This theory also fails to adequately explain some of the more unusual psionic effects, such as teleportation and telekinesis. Any gross physical effects that would be large enough to lift a small data cartridge should also be detectable by other instruments.

Universal Energy Field

Many theories of psionics fail to account for the amount of energy that high-powered psis can seemingly manipulate. One speculation holds that the energy exists in the environment, as a part of the structure of the universe. Psionically active individuals are simply ones who have learned how to manipulate this vast energy field.

Various psionically-based religions claim approximately the same thing, that the energy for psionic activities is provided by their deity for the true believers. The obvious objection to this line of reasoning — that many non-believers are also psionically capable — is usually ignored by the religious leaders.

Attempts to identify or catalog some type of universal psionic energy field have so far met with failure. The theory also fails to suggest what would create such a field, other than some omnipotent, supreme being. In addition, the religious connotations of this explanation lead many researchers to discount it immediately.

Psionic Equipment in Milieu 0

Psionics-related equipment, some more useful than others, is offered by a variety of manufacturers and vendors. Availability of individual items will depend on the world's attitude toward psionics. For example, a very psioniphobic world will be more likely to sell items that are reputed to ward against psionics, while a psioniphilic world will tend to sell items that assist psionists. The items given below are some of the most popular and frequently encountered devices, since they potentially appeal to both groups.

The following descriptions are excerpted from the Devine and Weston (D&W) Outfitter's Catalog. D&W has chosen to market their products based on the popular Psion Particle theory. This has resulted in a good market share, drawing as it does from popular culture.

Psionic Shield Helmet, Deluxe

"This stylish unit features "heads-up display" with readouts from its integrated psionist detector. Available in standard or high fashion styles. Either can be ordered with hook-ups for use with an EVA for an additional Cr1,000. Weight: 1 kg. Price: Cr4,500."

Psionic Shield Generator

"Tired of wearing those bulky psi-shield helmets indoors? Take advantage of our new psi-shield generator technology! Using this sleekly designed device (available in black, teal, mauve, or silver), you can ensure that your room will be completely free of psionic intrusion. Each unit is capable of protecting a selectable radius of 1 to 10 meters from all forms of psionic intrusion — telepathy, telekinesis... anything! Weight: 15 kg. Price: Cr10,000."

Psionist Detector

"Ever wonder if your friends and co-workers are covert psionists? Wonder no longer, because the D&W Psionist Detector will accurately determine whether any person is a psionist — every time! Don't fall for the imitation brands; this is the original and best psionist detector on the market.

"It comes in black, blue, or green. All controls are touch-screen activated. Selectable audible or silent (on-screen only) alarm. Weight: 4 kg. Price: Cr750."

Psion Emitter

"Here's a fun gadget. Small enough to fit in your pocket, this device will emit a random pattern of psions, which will set off any Psionist Detector within its 8 meter range. Fool your friends and coworkers into thinking you've suddenly developed psionic powers. Great fun at parties. Available only in black. On-Off slide-switch or push-button available. Weight: 0.3 kg. Price: Cr200."

Psion Deflector

"Turn the psionists' tricks back on themselves — or on someone else entirely! This portable device can block incoming psions and redirect them elsewhere. If you've detected a psionist, you can pull out your deflector and redirect his psionic powers anywhere you like — back at him, at others, or harmlessly into the ground! Looks like a riot shield, and works just like a mirror deflecting a laser beam. Available in black, silver, or gold. Now also available in our new C-Thru

What are Psions?

The theoretical particles referred to as "psions" were first discovered at Deriigar Labs three years before the founding of the Third Imperium. Since Deriigar isn't one of the more widely respected corporations, the results of their tests weren't given much attention in the scientific community. However, the theory was picked up by several popular journals, and captured the public's imagination.

The story goes that while performing double-blind tests of the abilities of self-proclaimed psionists, researchers in the next room (who were working on an entirely different experiment) discovered that their equipment was picking up a change in the quantum environment. Eventually, the two groups of researchers compared notes and postulated that the observed change in behavior must be an incidental effect of the use of psionic powers.

It was discovered that the change always occurred when any psionist used his or her power. In searches of all interviews and press briefings given by Deriigar scientists, it is noted that they never once mentioned the existence of psions. The press seems to have merely picked up the story, after which various self-styled experts were quick to suggest that the subjects must be emitting some particles, which they dubbed "psions."

Any person knowledgeable on the subject will realize that the existence of psions is only hypothetical, at best.

Kleer format! Weight: 4 kg Price: Cr250.

"Combat-quality Psion Deflector: acts just like a riot shield! Weight: 6 kg Price: Cr350."

Psion Rod

"Working on principles similar to the tried-and-true lightning rod, this device captures the psions emitted by psionics, then releases them when — and how — you want them to be released! Collect psions from a telepath, then use them to telekinetically move an object! Available in beige, green, teal, and black. Three-position (Collect-Off-Emit) switch located discreetly on the unit's handle-grip. Weight: 3 kg. Price: Cr600."

"Remember! You can order any item in any special color you'd like. Just add an additional Cr100 to the cost. Allow six to eight months for delivery of special order items on most Imperial worlds (write for details)."

Referee's Data on D&W Equipment

The Divine & Weston Catalog excerpts above are intended to be read (or photocopied and used as a handout) to players. The information below is for referees only.

Psionic Shield Helmet: These items work by generating an electrical field at the same frequency as brain waves. This is read as static by telepaths, thus protecting the wearer from unwanted telepathic intrusion. The optional EVA hook-ups are prone to failure. Whenever the wearer engages in vigorous motion (running, combat, etc.), roll 2D; on 6-, the seal between the helmet and the EVA suit will spring a leak. A patch will temporarily repair it. Otherwise, the suit will lose all its air in 3D minutes.

Psionic Shield Generator: This item is useful, and works on much the same principle as psi-shield helmets. That is, it generates an electrical field at the same frequency as brain waves, thus creating a "static" effect when telepaths attempt to reach minds located within the field's protection. Although the ad copy states that the product will protect from all types of psionic powers, it will in fact only protect against telepathy.

The quality of these items will vary from vendor to vendor, but most of the time the characters should end up with a unit that works. If purchased from a random manufacturer, roll 1D. On a result of 1-5, the unit works as stated above. On a result of 6, roll 1D each time the unit is turned on. If the roll is 1-3, the unit works as stated. On a roll of 4-6, the unit will appear to work properly, but is instead generating a field on the wrong frequency, and thus will not block telepaths.

Psionicist Detector: These units actually do work on all disciplines. However, the detection is of course only possible when the psionicist is using his or her power. Also, it does not pinpoint the direction from which the psions are being emitted. So, for example, in a crowded room it would be nearly impossible to determine which occupant was a psionicist. Another drawback is that close proximity to jump drives or so-called "psion emitters" will also set the units off.

Psion Emitter: This device does emit particles that behave enough like the theoretical psions to trick "psionicist detectors." However, it does so in a random, directionless manner. It would not deceive a real psionicist for a second. The sole purpose for this item seems to be fooling those with "psionicist detectors."

Psion Deflector: This item does not work. There is nothing known that is capable of blocking or deflecting psionic powers. At best, it is a decorative shield (it's completely ineffective in armed combat). The "combat-quality" version adds 1 point of rigid armor versus low-velocity missiles (i.e., thrown rocks, sticks, bottles, and so on).

Psion Rod: This item is merely a tiny generator coupled with a small contragrav module and a psionicist detector. When the rod's switch is in the "Collect" position, it will charge up as long as the psionicist detector portion reads positive (i.e., it is in the presence of a psionicist performing a discipline, or a jump drive, or a psion emitter). When switched to "Emit" and pointed at a small object (less than 1 kg), it will cause it to rise about eight inches from the ground. A fully charged unit will have enough power to operate for no more than 12 minutes (roll 2D for the exact duration). The unit takes ten minutes to charge.

An explosion rocked the building, causing pieces of the ceiling to rain down. Eneri checked Puza's pulse. Still thready. "Damn. They'd better get here soon." She brushed debris from his body.

As she waited, she thought bitterly of the causes of this war. At first, she had marveled that a world with only a few thousand permanent residents would go to all-out war over such a thing. But after her first few days, she had learned that Aykthul Industries was trying to form some sort of pocket empire in this area of space. Unfortunately, those controlling the company had a prejudice against psionics, so they simply decided to fund a revolution on the low-pop, psi-dominated world. There was also something about being more profitable if the government was corporate-owned. At any rate, the result was that Aykthul men and machines were running roughshod over the landscape. The formerly dominant culture had no chance of holding out, let alone winning.

Thus, after only a few months of battle, they were in retreat. If they could make it to Wukto Valley, they would be taken off-world in one of the chartered ships hidden there. Puza had been hit en route, and she had been told to stay behind until the med corps reached their area. But time was running out; those ships wouldn't wait forever. She was out of ammunition, and Puza wouldn't survive for long in his condition. She sent her thoughts out, seeking the location of the med corps. Before her mind could travel far, though, she discovered that there was someone coming into the building — the enemy!

She left Puza's side, and did a quick search of the room. She had to find a weapon, quickly. The handle to the room's door rattled and began to turn. Her eyes found nothing suitable as a weapon. She decided to use some of her remaining psionic strength.

As the door swung open, she saw a woman in combat fatigues, carrying a handgun at the ready. Knowing she hadn't a second to lose, Eneri pushed against the intruder with all the telekinetic force she could muster. The woman flew across the hall, thumping hard into the opposite wall. A dent remained where her head had struck. The would-be attacker crumpled to the floor and did not move again.

Shaking with the adrenaline rush, Eneri quickly searched the woman's body for anything helpful. She found some rations, the gun, and... a med kit! She took the latter, and rushed to Puza's side. Still shaking, she fumbled the kit open and administered a dose.

Within seconds, Puza's color began to return to his cheeks, and he started to groan. His eyes fluttered open. "Where...what...?" he mumbled. She smiled at him, relieved to see him conscious again.

She knew he would be in worse shape once the drug wore off, but at least they now had a chance to make it to the valley. "Relax now," she replied. "Because as soon as you're able, we're getting off this misbegotten planet."

Puza sighed, seeming stronger and more alert by the minute. "It wasn't always this way. I loved this place; the freedom, the structure, all of it." He paused, his sad thoughts showing on his face. Eneri thought of her own dreams for living on Shibasiim, before coming to the horrific realization of what those dreams had ultimately brought her.

"Yeah, well, that was long ago. These days, it's a corporate playground. And the bullies are winning."

She paused briefly, her jaw clenching.

"Let's get out of here."

As she crested the hill, Eneri finally caught sight of the ships. She motioned for Puza to come to her side. It had been many days since their last med dose had been used, and Puza was now in very poor condition. "There's the ships," she panted. "Do you think you can make it?" Puza nodded groggily, and they continued down the hill.

By the time they reached the nearest ship, Eneri was surreptitiously shouldering some of Puza's weight with her mind, allowing his legs to do less work to keep him moving forward. She used another part of her mind to contact those inside the ship, to let them know they were here. Once the portal opened, she and Puza entered. The ship was packed with fleeing psionics, their families, and friends. She wearily searched for a friendly face among her equally bedraggled fellow passengers. Finding none she knew, she spoke to no one in particular. "This man is gravely wounded. Please help get him to sick bay — I'm afraid he doesn't have much time left." A couple of men stepped forward to help lead him away. She smiled gratefully at them as they assume her burden.

Knowing of nowhere else to go on the overcrowded ship, she sat down heavily on the floor. It was finally over. Soon, they would be headed...where? Anywhere but here. Probably back to the Imperium. At least things were stable there. At least the member worlds weren't overrun by ruthless corporations. She laughed wearily. Maybe Cleon wasn't so bad after all.

She closed her eyes. Perhaps she would return to the Institute on Zuarkri, and take up the same sort of comfortable teaching position she had derided before. Wouldn't that surprise Master Regiil, she smiled. As she drifted off to sleep, she thought, "There's more than one way to change the universe."



2: PSIONICS IN MILIEU 0

Adding psionics to a campaign creates a whole new series of challenges for a player and referee. For a player, the variable is stated pretty simply in a series of open-ended questions: Should I pursue a career as a psionist? What if the NPC I'm about to tell a bald-faced lie to can detect it? Should I spend the credits to buy a psionic shield helmet? For the referee, however, the question is more complex: How do I integrate psionics into a campaign without wrecking it?

This chapter is designed to help referees, regardless of experience, to utilize psionics to ENHANCE a Milieu 0 campaign. This chapter is broken into three main sections, the first of which will detail the changes to the basic psionics rules (described in the *Traveller* rulebook) to more closely fit the Milieu 0 setting, the second part offers a number of optional rules that can add flavor to a campaign, and the final section will provide hints and tips for integrating and refereeing a Milieu 0 campaign with psionics.

Additional Psionic Rules for Milieu 0

"There are more things in heaven and earth, Horatio, Than are dreamt of in your philosophy."

—William Shakespeare, *Hamlet*, Act I, Scene 5.

"Shakespeare didn't know the half of it."

—An unknown free trader, 012-004

In year 0, the science of psionics is young, undisciplined, and still in development. Training methods are less precise. The range of public opinion varies greatly from world to world, and even sophont to sophont. Some sophonts deny the existence of psionics. Other sophonts view psionics with open hostility. On some worlds, psionics are viewed with affinity, or even idolatry. Like the Imperium and known space itself, diversity is the general trend.

Within the Imperium, the general opinion is one of benign neutrality. While both friendly and hostile feelings have coalesced on particular worlds and within particular factions, most sentient opinions on the subject are somewhere in the middle. Both inside and outside of the Imperium, understanding and acceptance of psionics varies wildly from world to world. On others, the psionists are often established in society to the point where they may be in control. Again, diversity of opinion on the topic exists to an extent unknown in later eras of the Imperium.

Psionics and the Traveller Rules

The main *Traveller* psionic rules are designed for later eras of the game. In year 0, the science of psionics is still in its infancy. Schools ranging in quality from exceptional to horrendous exist in the Imperium. Some schools teach all disciplines with great expertise. Others teach limited ability in some disciplines and none at all in the rest. Some schools impart simple low-grade parlor tricks (limited telekinesis). A number of so-called institutes may not teach anything at all, except how a fool and his money can be parted. Finding these schools can be as easy to find as opening a phone book or logging on to a world's computer network, or it may also be impossible to find one at all.

The following rules supersede those of the *Traveller* rulebook, except where explicitly noted otherwise for the purposes of the Milieu 0 setting.

Detailing A Psionics Institute: The Basics

To determine the ease with which a character may find a psionics institute on a particular world, the referee must first determine what the world's predominant view and acceptance of psionics is. For that purpose, the referee needs to create the Universal Acceptance Profile (hereafter abbreviated as UAP). The UAP is a useful aid in detailing the world for the use of this chapter on psionics, and more general detailing for a Milieu 0 campaign.

To generate the UAP for a particular world, the referee should roll 2D-2 and consult the following table to determine an individual world's prevalent view on the use and teaching of psionics.

"My advice to you, young students, is go into this galaxy, realizing that lack of understanding is the basis of all fear. It is by increasing that understanding and erasing that fear that we may increase the acceptance of our discipline within the galaxy."

"Let me warn you though that such fear undoubtedly predates you. One sentient is not going to change the minds of the millions of people on a particular world. Go carefully. Use your talents sparingly and cautiously amongst those who have fears of your talents. In this way, you may gain the most trust and respect within their society as a person FIRST, then perhaps later as a psionist."

"Go out into the galaxy, and use your talents for the public good. Only in this way can you enhance the reputation of psionics as a discipline, and only in this way can you erase the fear and prejudice against our profession that exist in some minds. Congratulations on your achievement, and good luck to you in your future endeavors."

—A speech to the graduates of the University of Sylea, College of Psionics, by Dean Ricardo de Leon y Kikiisshi, Knight of the Imperium, 118-003

World View

Digit Description

- 0 **Total Psioniphobia.** The world's citizens are uniformly distrusting and openly hostile to those who have or claim to have psionic powers. This will extend to severe negative reactions to those sophonts who use their psionic powers in open view of others. It will also engender mistrust of those who make general inquiries about psionics or the existence and location of psionic institutes. Probable penalty for use of such powers is death. Treat as a -4 DM to all reaction rolls, if the character is using his powers in view of or making inquiries about psionics to a citizen of this world.
- 1 **Extreme Psioniphobia.** The world's citizens are generally suspicious of those who have or claim to have psionic powers. This fear will extend to generally severe negative reactions to those sophonts who use their psionic powers in open view of others or make general inquiries about psionics or the existence and location of psionic institutes. Probable penalty for use of such powers, is death or lobotomy. Treat as a -3 DM to all reaction rolls if the character is using his powers in view of or making inquiries about psionics to a citizen of this world.
- 2 **Psioniphobia.** The world's citizens are suspicious of those who have or claim to have psionic powers. This fear will generally extend to negative reactions to those sophonts who use their psionic powers in open view of others or make specific inquiries about psionics or the existence and location of psionic institutes. Probable penalty for use of such powers is lobotomy or life imprisonment. Treat as a -2 DM to all reaction rolls if the character is using his powers in view of or making inquiries about psionics to a citizen of this world.
- 3 **Mild Psioniphobia.** The world's citizens are somewhat suspicious of those who have or claim to have psionic powers. This fear will occasionally extend to negative reactions to those sophonts who use their psionic powers in open view of others or make specific inquiries about psionics or the existence and location of psionic institutes. Probable penalty for use of such powers is imprisonment, sometimes life imprisonment. Treat as a -1 DM to all reaction rolls if the character is using his powers in view of or making inquiries about psionics to a citizen of this world.
- 4 **Dislike for Psionics.** The world's citizens have a vague general unease about those who have or claim to have psionic powers. This fear will rarely extend to negative reactions to those sophonts who use their psionic powers in open view of others or make specific inquiries about psionics or the existence and location of psionic institutes. Probable penalty for use of such powers (where applicable) is a fine, to be determined at the referee's discretion.
- 5 **Neutral.** The world has devoted no great thought to psionics, either pro or con. This world may deny the existence of psionic powers (at least until presented with contrary evidence), or may simply not have a dominant societal view on the issue. Reactions to the use of psionic powers or inquiries regarding psionics are rolled as normal.
- 6 **Mild Affinity for Psionics.** The world's citizens have a vague liking for psionic disciplines and those who practice them. Psionics clubs have begun formation, and some commercial psionic training firms are starting to spring up.
- 7 **Mild Psioniphilia.** The world's citizens have developed some measure of respect for psionics as a discipline and for its practitioners. Psionics clubs may be widespread and psionic institutes of all kinds may be opening in increasing numbers. Reaction to the benign use of psionic powers or inquiries regarding psionics are rolled with +1 DM on the reaction table.
- 8 **Psioniphilia.** The world's citizens have developed great respect for psionics as a discipline and for its practitioners. Psionics clubs and psionic institutes may have opened in increasing numbers. Reaction to the benign use of psionic powers or inquiries regarding psionics are rolled with +2 DM on the reaction table.
- 9 **Extreme Psioniphilia.** The world's citizens have developed extreme respect for the practice of psionics as a discipline and for its practitioners. Psionics clubs and psionic institutes will generally be widespread, with possible government or privately funded mandatory testing at a specific age. Psionicists are accorded disproportionate amounts of respect, and may enjoy privileges or benefits not available to members of the society at large. Reaction to the benign use of psionics or inquiries regarding psionics are rolled with +3 DM on the reaction table.
- 10 **Total Psioniphilia.** The world's citizens have developed complete respect for psionics as a discipline and for its practitioners. Psionicists are likely to be governmental and/or business leaders. Psionics clubs and psionic institutes are widespread, and government testing of psionic strength will be mandatory at appropriate age. Psionicists are revered and enjoy privileges or benefits not available to members of the society at large. Reaction to the benign use of psionics or inquiries regarding psionics are rolled as a +4 DM on the reaction table.

Plurality of Opinion

One of the traps that new referees occasionally fall into is taking the generation of world characteristics too literally. One place where such a trap is possible is the generation of the Psionic Acceptance Profile, particularly in the midrange (3-7). It would be a very big mistake to state that individuals, or even organizations of individuals, have mixed feelings about psionics on all such worlds. It would also make for a bad campaign.

To get a more interesting and realistic picture of public opinion regarding psionics on such worlds, one should contemplate the current opinions on controversial, emotionally-charged topics of today. Generally speaking, there will be organizations that actually practice and advocate the use of psionics alongside groups

opposing that very idea. Both sides of the issue may range from placid to vocal to vehement, and possibly violent. People whose opinion lie somewhere in the middle can be found, who can justify utilizing psionic powers for some purposes, but not others. Still more may just have not thought the topic through and genuinely have no strong view on the topic, although such instances are relatively rare.

A good general principle to hold is not to let the dice get in the way of the game. If a particular world view on psionics makes a campaign more fun, then it should be used, with the numbers adjusted accordingly. The rules are intended to spur creativity, not to strangle it.

Presence of Psionic Institutes.

In Milieu 0, numerous types of psionic institutes exist. These four types are commercial schools, educational institutions, government institutions, and secret societies. Any or all four of these psionic institute types may be present on a world in any combination or combinations. The likelihood of a world possessing a particular type of institute is dependent primarily on two factors: world law level and the UAP. World law level as applied to the presence of psionic institutes indicates how much control a given world government regulates the teaching of psionics. The UAP in combination with law level determines what types of institutes can be encountered on a particular world, and shows how they affect the presence of each type of institute.

Commercial Institutions: These range from psionically-oriented technical and trade schools, to mail training outlets, to correspondence courses. Most of these schools tend to teach fewer psionic disciplines. In addition, virtually no commercial schools teach the Awareness discipline.

Commercial institutions thrive best on worlds with low to moderate law levels and high acceptance of psionics. This is because the practice of psionics is relatively unregulated amidst a world populace that accepts psionics. If the acceptance drops, the presence of commercial schools should drop dramatically. As the law level increases to high or extreme levels, governments begin to seek more control over the teaching of psionics, which leads to a gradual decline in the frequency of commercial schools. This is true regardless of a particular world's view on psionics.

Educational Institutions: These include the Psionics Departments of four-year colleges and universities (public and private) and Psionic Research Labs (private and public). Like commercial institutions, educational institutions flourish when the law level is low and world acceptance of psionics, as measured by UAP, is high. Unlike commercial institutions, however, educational institutions tend to still be respected and accepted by the general community in environments where law level is higher, or world acceptance of psionics is lower.

Governmental Institutions: These are a special case. On worlds of higher law level, the government will want to maintain firm control over who receives training in psionics. On worlds where public opinion is negative towards psionics, governments may set up covert psionic research schools or labs.

Unlike educational institutions, which may or may

not be state supported, government institutions are true government-run schools. As might be expected, such facilities are most numerous on higher law level worlds. On high law level worlds where psionic acceptance is low, it is quite likely that these schools, operating covertly, may be the only psionic institutes on planet.

Secret Societies: These are any type of covert means of getting psionic training. These include secret societies, covert or private psionics clubs/organizations, and the illegal psionics institutes that are typical of later Imperial eras. It can also include exiles or psionically trained individuals who can be persuaded or blackmailed into training someone in psionics.

A secret society may be one or more individuals who have some amount of psionic training, and are willing (if only reluctantly at times) to pass this knowledge on to others. Secret societies will tend to exist mostly on worlds that abhor other types of psionic institutes. This means they will be most numerous where public acceptance of psionics is low, or the law level is high enough to prevent other private organizations from occurring.

The following matrix designates the likelihood of finding a specific type of psionic institute in Milieu 0, and is true regardless of a particular world's view on psionics.

The Law Level/UAP Matrix

	UAP 0-3	UAP 4-6	UAP 7-10
Low Law (0-3)	Cl: 3- El: 4- Gl: 1- SS: 5-	Cl: 7- El: 9- Gl: 2- SS: 4-	Cl: 11- El: 11- Gl: 3- SS: 1-
Mod. Law (4-7)	Cl: 5- El: 6- Gl: 3- SS: 5-	Cl: 7- El: 9- Gl: 7- SS: 6-	Cl: 9- El: 11- Gl: 9- SS: 3-
High Law (8-9)	Cl: 2- El: 3- Gl: 5- SS: 10-	Cl: 3- El: 4- Gl: 9- SS: 5-	Cl: 3- El: 6- Gl: 10- SS: 7-
Ext. Law (A+)	Cl: 1- El: 2- Gl: 6- SS: 3-	Cl: 2- El: 3- Gl: 10- SS: 4-	Cl: 3- El: 4- Gl: 11- SS: 5-

Miscellaneous DM's:

Cl: +1 if world is HiPop; -1 if world is LoPop
 El: +1 if world is HiPop; -1 if world is LoPop
 Gl: +1 if Government type is A+

Look up the appropriate law level and UAP as computed above and roll 2D for each of the four types of institutes, applying DM's to the target number as appropriate. A roll of equal to or lower than the number on the matrix indicates that one or more of such institutions are present on the world. The actual number of such institutions present on the world is at the discretion of the referee.

Generating a Psionic Institute

In the course of a campaign, it is often necessary for a referee to determine the specific qualities of a given psionics institute. The following rules allow a

referee to determine the basic characteristics of a psionic institute with ease.

Student Population Digit (SP): The student population digit is a measure of the size of enrollment in a particular institute. The size of student population can directly and negatively impact the quality of a psionic institute. To Calculate the Student Population digit, roll 2D-7+UWP Pop digit and consult the appropriate column of the table below.

Die	Commercial	Scholarly	Government	Secret
0	0	0	0	0
1	0	0	0	0
2	0	0	0	0
3	0	0	0	0
4	0	0	0	0
5	0	0	0	0
6	0	0	0	0
7	0	1	1	0
8	1	1	1	0
9	1	2	2	1
10	2	2	2	1
11	2	3	3	2
12	3	3	3	2
13	4	4	4	3
14	5	5	5	3
15	6	6	6	4

Rolls may not be modified to more than 15 or less than 0. The student population rating is an exponent of ten. The actual student population is an exponent of ten. For example, if a student population rating is 4, therefore the population is 10^4 , or in the tens of thousands. Note that a student population rating of 0 means that there are 0 to 9 students.

Student to Instructor Rating (IR): The Student to Instructor rating is a subjective measure of the amount of one to one attention that a particular student would receive at this institution. It is rated on a scale of 0 to 10, with 10 indicating the best possible individual instruction and 0 representing almost no individual instruction. To calculate the Student to Instructor Rating, roll 2D+3-Student Population Digit. (DM's: -2 if institution is commercial; +1 if institution is educational; +2 if institution is a Secret Society.) This rating may not exceed 10 or be less than 0. The ratings are defined below as a spur to imagination.

Digit	Description
-------	-------------

- | | |
|-----|--|
| 10 | Total Individual Attention. There are multiple instructors per student, or at worst, one instructor per student. All teaching is on an individual basis, with no multiple students in a class. |
| 8-9 | Moderate Individual Attention. There is a limited number of students per instructor (anywhere from 2 to 1 to approximately 10 to 1). Most teaching is done on an individual basis, with some rudimentary skills taught in small class environments. Individual attention for students who have fallen behind, or whose exceptional ability requires additional instruction, is ALWAYS available to such students. |

6-7 Limited Individual Attention. A moderate number of students per instructor (ranging from 10 to 1 to approximately 30 to 1). Most teaching is done in small to medium classroom environments, with individual attention available only for exceptionally slow or exceptionally gifted students.

4-5 Moderate Sized Classes. A large number of students per instructor (ranging from 30 to 1 to approximately 100 to 1). Teaching is done in medium sized to large classes. Students of exceptional ability receive little individual attention, while those who are struggling to improve are usually removed from such institutions.

2-3 Large Classes. An excessively large numbers of students per instructor (ranging from 100 to 1 to 1,000 to 1). Teaching is done in large to extremely large class environments. No special attention is given to superior students, while struggling students are routinely expelled from the course.

0-1 Correspondence Courses/Extremely Large Classes. The students-to-instructors ratio has reached the point of absurdity. Such a rating is most typical of correspondence courses and schools that are just completely understaffed. Teaching is most often done exclusively with recorded lessons and instructional materials, with teachers often not present for such classes. In what traditional classroom environments exist in this category, such classes are led by barely qualified student teachers. Correspondence courses will often certify and retain struggling students without regard to their success in the classroom, while superior students will generally use these courses in extreme measures only.

Amenities Rating (AM): This is the rating of factors other than instruction that are essential components of a successful learning institution. This includes such considerations as the luxury and relative size of the campus grounds, the quality of the administration, the quality of instruction materials, the quality of the learning environment. This rating is expressed as a single digit ranging from 0 to A (10).

To calculate the institute Amenities Rating, roll 2d-2 (DM's: -2 if institution is commercial; -1 if institution is governmental; +1 if institution is educational). This rating may not exceed 10 or be less than 0. The ratings are defined below as an aid to the imagination.

Digit	Description
-------	-------------

- | | |
|-----|---|
| 10 | Total Luxury. This institute presents the best of learning environments. The campus sits on a large open ground, with all buildings, landscaping, and physical plant equipped to the highest standards. Dormitories are lavishly furnished. Meeting rooms, classrooms, libraries, etc. are extravagantly decorated and furnished. The administration is efficient and does a superior job of supporting the teaching functions of the institute. |
| 8-9 | Moderate Luxury. This institute presents a good learning environment. The campus sits on a medium sized tract of open land, with buildings, landscaping, and physical plant designed to good standards. Dormitories are well fur- |

nished. Meeting rooms, classrooms, libraries are decorated to pleasant standards. The administration is reasonably efficient, doing an above-average job of supporting the teaching functions of the institute.

6-7 Limited Luxury. This institute presents an adequate learning environment. The campus sits on a small tract of open land, and its buildings, landscaping, and physical plant are designed to average standards. Dormitories are now shared, and spartanly decorated. Meeting rooms, classrooms, and libraries are decorated and designed to normal standards. The administration is adequately efficient, and does an average job of supporting the teaching functions of the institute.

4-5 Limited Spartan Atmosphere. This institute presents a barely serviceable learning environment. General atmosphere creates a moderate amount of hardship for students, but not enough to impact the quality of learning. The campus sits with very little open land, and its building, landscaping and physical plant are designed to slightly below normal standards. Dormitories are now shared, and in some cases, may be in inadequate number, requiring rationing. Meeting rooms, classrooms and libraries fall short in number and design, but functional. The administration is slightly inefficient, but teachers and students can reasonably overcome its negative effects with effort.

2-3 Spartan Atmosphere. This institute is an inadequate learning environment in most respects. The campus lies on virtually no open land, with building landscaping and physical plant designed or deteriorated to below-average standards. Dormitories are shared, and in many cases shared by a large number of students due to insufficient housing. Meeting rooms, classrooms, and libraries stay very low in number and quality. The administration is notoriously inefficient, and is now a hindrance to teachers and students alike.

0-1 Totally Spartan Atmosphere. This institute may consist of nothing more than the envelope or carton in which teaching material is shipped. Physical campuses will be cramped with no open space, unappealing decor, and crowded living, teaching, and studying conditions. Campus grounds are barren, with little concern for physical comfort of students or faculty. The administration is totally indifferent about the teaching environment, or the success or failure of students and teachers.

Overall Quality of Institution (OI): Psionics, being a discipline of human beings is as much an art form as it is a science. The quality of the institution's instruction is paramount to the quality with which a psionist has control over his abilities. To calculate the Overall Quality of Institution rating, roll 2D - 5 + [(IR+AM)/2] + applicable DM's, then consult the following table. Rolls may not exceed 15, or be less than 0

Dice	Result	Dice	Result
0	0	8	3
1	0	9	4
2	0	10	4
3	1	11	4
4	1	12	4
5	2	13	5
6	2	14	5
7	3	15	5

DM's: +2 if institution is educational
 +2 if it is a secret society
 -2 if it is commercial

Number of Departments Within the Institute (ND):

Not all psionics institutes teach all psionic disciplines. Most schools will have varying qualities of faculty teaching each discipline. To calculate the number of departments at a particular institution, roll 1D-1 (DM's: -2 if institution is commercial; -1 if it is a secret society; +2 if it is educational) to determine the number of departments at a particular institution. Result may not be less than 1 or more than 5

Random Determination Of Disciplines: To determine the disciplines that a particular institute specializes in, roll 1D to determine the Disciplines available at a particular institution. Treat duplicate rolls as "Reroll." Roll and consult the following table as many times as the institute's ND (see above).

Die	Discipline
0	Reroll
1	Reroll
2	Teleportation
3	Telepathy
4	Telekinesis
5	Clairvoyance
6	Awareness

DM: -1 if institution is Commercial

Quality of Individual Departments: For each institute, generate the quality of individual departments by rolling 2D and applying DM's as appropriate, then consulting the table below. Please note that if the department does not exist for that particular institute, then the rating is automatically zero (0).

Dice	Rating	Dice	Rating
2	1	8	6
3	2	9	7
4	3	10	7
5	3	11	8
6	4	12	9
7	5		

DM's:
 +1 if institution is educational
 +0 if institution is governmental
 -1 if institution is commercial
 -2 if institution is secret society

The Universal Institute Descriptor (UID): The UID is a simple method of quantifying the quality and enrollment size of a given psionic institute. Use standard hexadecimal notation (see UPP in **Traveller** rulebook) as necessary to designate the UID, which is an eight-digit code that goes as follows:

SP/IR/AM/QI/TP/CL/AW/TK/TO, where:

- SP is the student population of an institute as an exponent of 10.
- IR is the rating of the proportion of students to teachers.
- AM is the amenities, or general qualities and luxuries of the campus.
- QI is the quality of the institution as a whole.
- TP is the rating of the institution's Telepathy Department.
- CL is the rating of the institution's Clairvoyance Department.
- AW is the rating of the institution's Awareness Department.
- TK is the rating of the institution's Telekinesis Department.
- TP is the rating of the institution's Teleportation Department.

Learning Psionics From an NPC

There will be times when a character may desire to have an NPC teach him psionics. Generally speaking, a psionist NPC will only teach a character the basics of any discipline, and will not be able to teach him a special ability.

In order to learn psionics from an NPC, the character must have already taken a psionic examination from an institute; the NPC will not give the examination. Assuming the character has done so, the referee must determine whether the NPC would be willing to teach the character (roll 2- on reaction roll). If the psionist is willing, then the character may receive skill level 1 in any Discipline the psionist possesses, so long as he also has Instruction skill of 1 or higher.

The referee may roll for the NPC as a secret society to determine the fee charged for the instruction (see below). Divide the cost by 2 to determine the final fee. Instruction requires one year.

Locating a Psionic Institute in Milieu 0

The difficulty of finding a psionic institute in Milieu 0 varies from world to world. On some worlds, it is merely a matter of finding a large population center and logging on to a world computer network to find an address or comm channel. On other worlds, it can take great amounts of research or investigation. Some searches will be fruitless. Others will be immediately successful.

To successfully locate a psionic institute on a world (each attempt taking one day) requires an Intelligence roll, modified by Streetwise, Admin, and Perception skills, with the task difficulty determined from Table A. Treat this as an Uncertain Task (see **Traveller** rulebook).

Table A: Locating a Psionic Institute

Law	UAP 0-3	UAP 4-6	UAP 7-10
Low (0-3)	Difficult	Average	Easy
Mod. (4-7)	Formidable	Difficult	Average
High (8-9)	Staggering	Formidable	Difficult
Ext. (A+)	Impossible	Staggering	Formidable

Success: Character finds a psionic institute (if more than one type exists on planet, the type discovered is at referee's discretion).

Failure: Character fails to find institute, but can try again following day.

Spectacular Success: Character finds one of each type of institute on planet.

Spectacular Failure: Character fails to find any psionic institute, but may have attracted unwanted attention or made his task more difficult.

The Quality of a Psionics Institute

Psionics is not an exact science in Milieu 0. New principles and techniques are constantly being discovered. Training methods fluctuate in quality and type, as is the sheer competence of the instruction itself from institute to institute.

To determine the quality of a previously discovered psionics institute requires an Education or Social Standing roll, modified by Admin skill, with the task difficulty determined from Table B. Treat this as an Uncertain Task.

Table B: Quality of an Institute

Law	UAP 0-3	UAP 4-6	UAP 7-10
Low (0-3)	Average	Average	Easy
Mod. (4-7)	Difficult	Average	Easy
High (8-9)	Formidable	Difficult	Average
Ext. (A+)	Staggering	Formidable	Difficult

Success: Character knows that overall quality of institute is Good (QI rating 4-5), Bad (0-1), or Average (2-3).

Failure: Character is still related the overall quality rating of the institute as above, although the referee may change the results one level in either direction at his discretion. (For example, if facility has a QI of 5, referee may say it is good or average).

Spectacular Success: Character knows the overall quality rating of the institute, as well as what Disciplines it offers.

Spectacular Failure: Referee may offer completely erroneous information about the quality of a psionics institute at his discretion.

Using Psionic Powers in Milieu 0

In Year 0, psionics are more art than science. The study of psionics is still in its infancy in most parts of the early Imperium. Teaching methods are less precise. The quality of the institutions range from fraudulent diploma mills to excellent facilities for advanced study. Generally speaking, the better the overall quality of the institution, the more control a psionist will achieve over the use of his powers.

Institutional Quality Task Roll

The Institutional Quality rating is a measure of how well a school's pupils will gain control over their powers. The rating determines the difficulty of such task. To use a psionic power requires rolling the character's full Psionic Strength, plus skill level in the Discipline, with the task difficult derived from Table C. (Full Psionic Strength means that the referee does not reduce it for strength points already expended and not yet recovered, nor does he increase it should the character's Psi Strength becomes chemically enhanced.)

Table C: Institutional Quality Task Roll

Rating	Difficulty	Rating	Difficulty
5	Easy (Automatic)	2	Formidable (3D)
4	Average (2D)	1	Staggering (4D)
3	Difficult (2.5D)	0	Impossible (5D)

Educational Quality Task Roll

The nature of some fraudulent psionic institutes demands that they hide their true nature from the student. This is done in a manner of ways, including the instructor actually performing the student's test of skill for him. At times, elaborate charades in the form of visual effects are staged. Even through the worst of teachers, however, there is some chance that a character will be able to use his ability — he is just less likely to be able to control it.

To best represent these effects, the player of the said character should not be aware of the difficulty of the task roll until the first time they attempt to use their powers after graduating from the institute. Then, and only then, should the referee reveal the difficulty of the task.

Example: Albert, with Psionic Strength 9 and Telepathy-5, attempts to use Probe on a subdued subject in a chair (Contact Range: cost 3 points). Albert, unfortunately, learned his skill from the RocKo Correspondence School of Typewriter Maintenance and Telepathy, which has a QI rating of 1. Albert's target number for this task is 9 (Psi Strength) + 5 (skill in Discipline) = 14. Since Albert's school has a rating of 1, this translates to a task difficulty of Staggering (4D). Albert rolls 6,6,5,2, for a total of 19, meaning his Probe attempt fails. He can try to use his powers in a future turn without penalty.

Changes to the Psionicist Career

To more accurately reflect the application of psionics in Milieu 0, implement the following changes to the Psionicist career in Milieu 0.

The Examination: Please note that on worlds with UAP of 8+ and Law Level of 8+, psionic examinations are mandatory (government funded). All characters may be tested free of charge at age 18 for psionic potential. At Law Levels of A+, psionic examinations are mandatory, and those who score 9+ on such examinations are automatically drafted into the Psionicist career (roll 4- to avoid draft).

On all worlds with high psionics acceptance (UAP 7+), psionic examinations are given to all students at age 18.

Entrance/Enlistment Requirements: On some

worlds, psionic schools are on every street corner, in every suburban shopping mall, at every university. On other worlds, one might not be able to find one at all. With psionic institutes being more popular in Milieu 0, and a much larger portion of the public wanting psionic training, the better schools can afford to (and sometimes have to) be selective about who they let in. To enroll at a particular institute is a Difficult task roll of Psionic Strength + Social Standing - QI of the institute; an unmodified roll of 12 means the character is black-balled!

Cost of Psionic Training: The cost of psionic training ranges wildly with the type of institute as well as the quality. However, this correlation is not 1 to 1. Some bad institutes will cost more than some good ones. To determine the cost of a particular psionics institute's tuition, roll 2D on the following table and apply the DM's as required.

Dice	Result	Dice	Result
0	Cr10,000	8	Cr120,000
1	Cr20,000	9	Cr140,000
2	Cr30,000	10	Cr160,000
3	Cr40,000	11	Cr180,000
4	Cr50,000	12	Cr200,000
5	Cr60,000	13	Cr225,000
6	Cr80,000	14	Cr250,000
7	Cr100,000	15	Cr300,000

DM's:

- + the institute's QI-2
- +1 if institute is commercial
- 1 if institute is governmental
- 1 if character has Admin skill

The character must pay such costs for each four-year term they remain in the Psionicist career at that particular institution. Please note that there is no longer a tuition waiver based on need, beyond the above provisions. Ignore all references to this in the **Traveller** rulebook.

"There's no such thing as a free lunch."

-An Unknown Terran.

"Free??? SPACE!!! I'm just looking for a cheap one."

-An Unknown Psionicist, 315-023.

Scholarships: A character who has successfully enrolled in a psionic institute may be eligible for a scholarship (free tuition), provided that a Formidable task roll of Psionic Strength + Social Standing - QI of the institute is also successful.

Optional Rules: Special Category

The powers of the mind are often difficult for the untrained to understand or comprehend. A few psionicists, however, possess talents that defy understanding and comprehension by even psionically talented individuals. These individuals are very rare, and finding the training to harness these talents is even rarer. The following rules enable a player to create these very rare individuals.

Determining Specific Special Ability

If a character possesses Psionic Strength rating of 8+ at the time of psionic examination, the referee will secretly roll to determine the character's potential special ability. The referee may inform the player that his character has the potential for a special ability, but should not disclose what that ability is. Once the character has found an institute capable of teaching a special ability, the referee must then reveal the special ability for which the character has the potential. To determine the ability that a particular character is capable of, roll one die twice consecutively, noting the result of both rolls, and consult the special ability matrix.

Special Ability Matrix

2nd Die	1st Die					
	1	2	3	4	5	6
1	A	B	C	D	E	F
2	G	H	I	J	K	L
3	M	A	B	C	D	E
4	F	G	H	K	J	K
5	L	M	A	B	C	D
6	E	F	G	H	L	J

- A = Lightning Calculator
- B = Eidetic Memory
- C = Healing
- D = Empathic Healing
- E = Invisibility
- F = Teleprojection
- G = Telepyrotechics
- H = Telecryogenics
- I = Antipsionic
- J = Mimic
- K = Battery
- L = Drain
- M = Rapid Recharge

Obtaining Proficiency in a Special Ability

All psionically trained characters with a natural Psionic Strength of 8+ at time of testing have the potential to learn and use one special ability. In order to develop that ability, the character must first find a school that teaches special abilities; and for a school to have any chance to teach a special ability, it must have a QI of 4 or 5, and it must teach 3 or more psionic disciplines (to any level of ability). To find an instructor to teach a special ability at such an institute, roll 2- on 2D (-1DM if school's QI is 5).

Assuming the character is able to find an instructor, the referee informs the player what special ability the character has. The character may then apply psi levels from his Psionicist career to the special ability as per regular rules, as well as to any other regular psionic Disciplines.

Description and Costs of Special Abilities

Antipsionic: This power enables the user to project an anti-psionic field, making it more difficult for other psionicists within that field to use their powers. The effective strength of the field diminishes with the distance between the anti-psionic and the psionicist attempting to use their powers. The effective strength of the field then becomes the additional cost to the psionicist attempting to use his powers for any purpose.

The effective strength of the field is Psionic Strength (PS) minus the distance to the psionic in range bands beyond contact. For example, Ray has Antipsionic ability with a PS of 8. Gronk, with a PS of 7, attempts a psionic assault from Medium range on George, who is standing next to Ray. Ray responds by casting an antipsionic field of 8 (PS) -2 (for Medium range band) = 6 against Gronk, making Gronk's psionic assault 6 points more expensive than his regular cost.

Cost: +1 per range band from psi attempting powers. Duration: As long as the user remains conscious.

Battery: The character may transfer some or all of his Psionic Strength to another psionicist. Points lost in the transfer can be recovered normally (through rest). The cost is equal to the number of points transferred PLUS range costs (+1 per range band).

Cost: +1 per point transferred; +1 per range band beyond contact range. Duration: Instant.

Drain: The character may drain the Psionic Strength of another psionicist right into his own. Draining against an unwilling mind will require an Average task roll as per Telepathy rules in the *Traveller* rulebook. Points drained can be added to the attacker's own Psi or just simply dissipated.

Cost: +1; +1 per range band beyond contact. Duration: Instant.

Eidetic Memory: The individual is capable of remembering minute details of a scene or item. Even a fleeting glimpse will yield a surprising amount of detail, and the individual can perform impressive feats with a short study period. To recall events exactly requires a task roll, with the difficulty depending on the amount of time available to accomplish that (1 second = Impossible). This ability may also be used in conjunction with Clairvoyance or Clairaudience, if the character in question has either of these abilities. -1 difficulty level for each successive doubling of time.

Cost: More of an amazing power of intelligence than a *true* psionic ability, there is no Psionic Strength Cost for Eidetic Memory.

Empathic Healing: The character may transfer wounds — in their entirety only — from others to himself. The skill level required for the transfer is equal to the points of damage. The empath heals normally. (Incidentally, if the psionicist has Awareness, he may heal psionically as normal). It is possible for a character to kill himself this way if he accepts enough wounds to reduce all three of his characteristics to zero!

Costs: +1 per damage point removed; +1 per range band beyond Contact. Duration: Instant.

Healing: The character may perform any of the abilities listed under the Awareness Discipline, but *only* on others, not himself! Descriptions, costs, etc., are the same as for the individual ability, plus applicable range costs if any.

Costs: Normal cost of ability; +1 per range band beyond contact Duration: Instant.

Invisibility: The character may become invisible to all surrounding minds. He or she occupies a sort of "blind spot" in the visual cortex of those people affected. Invisibility is ineffective against trained telepaths (shield), as well as those using a psionic shield helmet.

Cost: None. Duration: Indefinite at discretion of user
Optional Rule: The character may become invisible

during times of great stress at referee's discretion.

Mimic: The character has a natural mind shield. However, instead of encountering the static of a regular psionic defense, telepaths who attempt to probe the character perceive an unshielded mind with a personality fabricated by the character that is described in detail, with the quality of the description determining the believability of the construct. Clairvoyants will see and/or hear images appropriate to a mimic's assumed form, instead of the mimic's "real" appearance.

Cost: None. Duration: Indefinite.

Rapid Recharge: The character is able to recover Psionic Strength points at twice the speed of regular psionics. The recovery begins after 1-1/2 hours of time have elapsed since the last psionic activity, instead of 3 hours. Each 30 minutes thereafter, the character recovers another Psi point until it is fully replenished.

Telecryogenics: The character can produce intense cold and ice in a specific area. The result is a cold source that lasts about 60 seconds and can be manipulated or moved at walking speed. The psionist is *not* immune to his own cold. The table below gives a general guideline to the intensity of this power at various levels of effect and the Psionic Strength required to achieve it.

Cost: +1 per range band beyond Contact. Duration: 60 seconds.

PS	Effect
1	Ice cube
3	Intense cold
5	Dry ice; freeze a cup of water in 60 seconds
7	Freeze a liter of water in 60 seconds
9	Liquid nitrogen; freeze most small objects

Teleprojection: The character can perform any of the abilities listed for the Teleportation Discipline, but *only* on others. Costs are the same as for Teleportation, with an additional cost for the range between the psionist and the intended target. The telepotee suffers the effects of relative motion or altitude as per normal.

Cost: Regular Teleportation costs, +1 per range band beyond Contact. Duration: Instant.

Telepyrotechics: The character can produce intense heat and or flame in a specific area. The result is a heat source that lasts for 60 seconds and can be manipulated or moved at walking speed. The psionist is *not* immune to the effects of his or her heat.

Cost: +1 per range band beyond Contact range. Duration: 60 seconds.

PS	Effect
1	Candle flame
3	Bunsen burner
5	Fire; boil cup of water in 60 seconds
7	Oxyacetylene torch; cut 1" steel in 60 seconds
9	Fusion torch; cut average starship hull thickness

Integrating Psionics Into A Campaign

"I'd remembered Dr. Estarriva's frequent lectures on the need for carefully concealing one's psionic powers in the face of potentially hostile sentient life forms. I'd just been fortunate enough to not have any

first hand experience as to why it was necessary. That all changed when I arrived in the <CENSORED> system. Just outside the starport, in the heart of the business district, was a human skeleton, which had been chained to a wall. Next to the skeleton was a large sign bearing a large warning: 'Wizards & Conjurers Go Home! Your kind is not welcome here!'

"It was even further driven home on the second night, when I tuned in a local television program featuring a psionist as a villain, killing people at random, reading their minds, having powers all out of whack with reality. I shuddered to think how these otherwise happy and contented people would react if they knew that a 'wizard' was in their midst, that this particular wizard was laying in bed in a large suite of their finest hotel. All of a sudden, Estarriva's lecture didn't look like it went far enough in warning us..."

-An Unnamed Psionist describing his first encounter on <CENSORED>, as edited by Sarikka Kam-puraa in the book, *Psionics: Eyewitness Testimonials of First Contact*, CorViProCo Press, 0013 IE.

Realism and Psionics

The important thing to remember with psionics is that **Traveller** is a science fiction role-playing game. While there is certainly no truly credible understanding of psionics in present day terms (at least, not from anybody who is willing to come forward and admit it), psionics is a large part of science fiction. No attempt at creating science fiction stories can be considered credible without at least some acknowledgment that psionic powers might exist. That said, there are some realism and believability gaps that a referee can create for his campaign if he handles psionics with too heavy a hand.

It is important to remember that psionics is a plot device. The powers are just another tool for a character (or an NPC, for that matter) to solve a problem or cause a problem for an enemy. Psionics is going to generally be no larger a part of the story than the gauss rifle wielded by the psionist's ex-Marine companion. If every NPC has psionic powers, it will tend to lose novelty over time. If every animal encounter includes a psionically-assaulting monster, things will become dull quickly. Psionics is a good plot device, but, generally speaking, like any other device, it should not be overused.

There are a number of reasons why this is the case. The most important one is that, even in Milieu 0, psionists are still relatively rare individuals in the Third Imperium, and even rarer outside of it. Yes, they are more numerous than in later eras, and in many places much more open about their powers. On the other hand, it is still a young science, with a reputation for chicanery and fraud, and an air of disrepute, deserved or not. If every NPC is a cookie-cutter psionist, then clearly the campaign has little basis in reality.

Note that these warnings are not intended to dissuade the referee from making one or even a group of psionists into the focus of a campaign. A psionist patron or villain is certainly a potentially fascinating and compelling NPC. The novelty of having a psionist among the adventurers certainly gives that party some advantages over one that does not. The key then is balance. Use psionics as a natural part of a campaign, but do not use it when setting and story do not warrant it.

Play Balance

One of the primary concerns for a referee in any **Traveller** campaign is that of play balance. The challenges presented to the players need to have an atmosphere of tension. Make the challenges too difficult, and the players won't try them, or will be frustrated because they fail. Make the challenges too easy, and players grow bored.

When introducing psionics into a campaign, the referee must also be conscious of play balance. Most characters are not going to have developed psionic talents. To throw hordes of psionics-wielding monsters, or getting them involved in an ongoing feud with a local psionics institute under such circumstances will only build frustration for the players.

Having said that, it is important for the referee to remember two caveats. #1: Do not use psionics as a mechanism to balance play. Novice referees often have a tendency to give out rewards, technology, and weapons too freely, then after having already let the horse out of the barn, they attempt to bar the door by using psionics. If the characters are all walking around in battle dress, armed with Big Fusion Guns, and backed by bank accounts rivaling the budget for an entire Imperial sector, psionic powers aren't going to balance an already unbalanced game.

#2: Don't throw off the play balance of an otherwise carefully crafted campaign by introducing psionics. In other words, if a referee plans on making psionics an important part of a campaign, they need to be figured in from the beginning. Take into account what effect psionics might have on play balance before introducing it into a campaign. Psionics should not be allowed to wreck an otherwise great campaign.

Law and Using Psionics

Governments differ in their reactions to the use of psionics. Generally, governments react to it through the enforcement of laws. The variety of such laws, and their effects on the practice of psionics, are too extensive to note in a single volume. Nonetheless, as a general guideline, the following discussion and table provide some insight into how psionics would legally be incorporated into most situations within worlds of the Imperium, as well as those without.

The reaction of legal authorities regarding the use of psionics tend to hinge upon two things: the amount of governmental control or intervention present in general everyday life (as measured by law level), and the prevailing opinion regarding psionic powers on a world.

Some practices, of course, are almost universally illegal on all worlds. The use of psionic assault (or other psionic talents) on a victim, barring cases of self-defense, is very likely a crime on virtually all worlds. At lower law levels, there may be relatively few legal restrictions on using psionics in general (though public reactions may be another story). As law levels increase, psionics will become increasingly illegal on worlds with low psionic acceptance. As law levels rise on worlds with high psionic acceptance, the use of psionics will be integrated more and more into society (and the government in particular) as a whole.

Penalties for misuse will increase as law level goes up. At extreme law levels, such offense may result in

life imprisonment, lobotomies, or even death, if detected. Government schools at higher law levels may also restrict the types of Discipline they may offer. The following tables provide a rough guideline of governmental reaction to the use of psionics for specific purposes.

	UAP 0-3	UAP 4-6	UAP 7-10
Law Level 0-3	Comm: 0 Def: 0 Govt: NI	Comm: 0 Def: 0 Govt: NI	Comm: 0 Def: 0 Govt: NI
Law Level 4-7	Comm: - Def: - Govt: NI	Comm: - Def: 0 Govt: NI	Comm: + Def: + Govt: PI
Law Level 8-9	Comm: - Def: - Govt: NI	Comm: - Def: - Govt: PI	Comm: + Def: + Govt: FI
Law Level A+	Comm: - Def: - Govt: NI	Comm: - Def: - Govt: PI	Comm: + Def: 0 Govt: FI

LL: Law Level.

UAP: Universal Psionics Acceptance Profile.

Comm: Reaction to use of psionics for commercial gain.

Def: Reaction to use of psionics for self-defense.

Govt: How much psionics is OPENLY integrated into world government.

Government Reaction

NI: Not Integrated. The government has not openly integrated psionics into the governing process.

PI: Partially Integrated. The government has somewhat integrated psionics into governing.

FI: Fully Integrated. The government, regardless of form, has fully integrated psionics on this world.

+: Positive reaction.

-: Negative reaction.

0: Neutral or mixed reaction.

Commercial Use of Psionics

It determines the extent to which psionics (telepathy, in particular) may be used as part of business negotiations, negotiations of contracts, price, etc.

Negative: On worlds with negative reaction to such things, the use of telepathy for negotiation purposes is considered illegal. Punishment for such violations would be at referee discretion.

Positive: Telepathy has become an expected part of contract and routine business negotiations. Telepaths are used with the same frequency as lawyers in negotiations of complex business deals.

Self-Defense

This determines the extent to which Awareness, Assault & Telekinesis may be legally used for self-defense purposes on most worlds.

Negative: The government of this world views any defensive application of psionics with disdain, and may punish regardless of motive.

Positive: The government views defensive application of psionics with favor, sometimes holding it with higher regard than more traditional self-defense.

Government Integration

This determines how much and openly a government chooses to embrace psionics.

No Integration: The government does not openly incorporate psionics into its daily routines of governing. The referee may determine whether or not such a government does so covertly.

Partial Integration: The government does practice some form of psionics as part of its daily functions. Typical application would include telepathically probing prisoners, uncovering motives during contract negotiations, etc. Such actions are likely to be unevenly practiced. The referee may determine what psionic abilities a government uses in day-to-day operations.

Full Integration: The government utilizes psionics as a major component of its daily functions. Psionic powers are used to interrogate criminals, as a routine part of negotiations, employment screening, etc. The referee may determine what psionic practices a government uses in day-to-day operations.

Aliens And Telepathy

The difficulty with which telepathy may be used between species is determined by the similarities between the minds attempting telepathic communication. This not only includes the physical structure of the mind, but the similarity of functional thought and organization of memory.

All human-based subspecies can telepathically communicate with each other as easily as with their own subspecies. Thus, a Vilani could telepathically converse with Bye-Ren as easily as with another Vilani. In other cases, however, the difficulty of communication is greater. The human-based subspecies include Bye-Ren, Solomani, Tekundu, Vilani, and Zhodani. In the table below, the term "human" refers to all of these.

The table below lists the difficulty modifiers for communications between various species of alien. Change the difficulty level of the task by the number of levels listed. Thus, Difficult tasks become Staggering, and Staggering tasks become Impossible. If the difficulty modifier causes a task to pass beyond the Impossible level, the task cannot be successfully completed.

	Asl	Con	Den	Gra	Han	Hum	Hre	K'K	New	Nun	Pro	Tra	Var
Aslan	—	-1	-1	-1	-2	-1	-2	—	-1	-3	-3	-2	—
Controlled	-1	—	-2	-1	-1	-2	-1	-1	—	-2	-2	-1	-1
Denaar	-1	-2	—	—	-1	-2	-1	-1	—	-2	-2	-1	-1
Graytch	-1	-1	—	—	-1	-1	-1	-1	—	-2	-2	-1	-1
Hana Saka	-2	-1	-1	-2	—	-3	—	-2	-1	-1	-1	—	-2
Human	-1	—	-2	-2	-3	—	-3	-1	-2	-4	-4	-3	-1
Hresh	-2	-1	-1	-2	—	-3	—	-2	-1	-1	-1	—	-2
K'Kree	—	-1	-1	-1	-2	-1	-2	—	-1	-3	-3	-2	—
Newts	-1	—	—	—	-1	-1	-1	-1	—	-2	-2	-1	-1
Nunclees	-3	-2	-2	-2	-1	-4	-1	-3	-2	—	—	-1	-3
Providers	-3	-2	-2	-2	-1	-4	-1	-3	-2	—	—	-1	-3
Trakii	-2	-1	-1	-2	—	-3	—	-2	-1	-1	-1	—	-2
Vargr	—	-1	-1	-1	-2	-1	-2	—	-1	-3	-3	-2	—

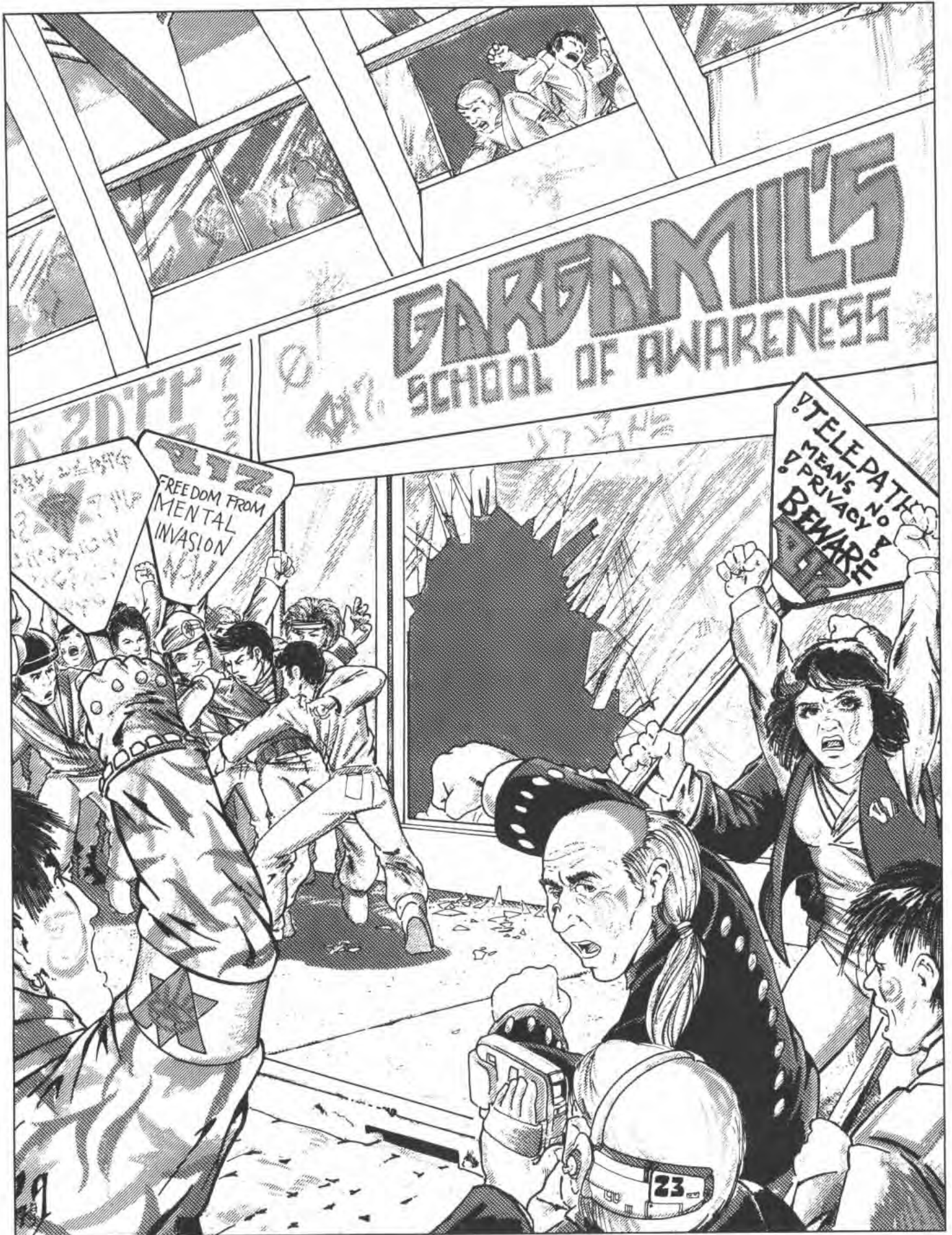
Note: Hiver have no psionic abilities and therefore cannot achieve any level of telepathic communication.

"The strangers had been here for a week, yet it seemed an eternity. They arrived in a great flying vessel, called a starship, powered by strange machines. Our ancestors had spoken of such things in old legends nearly forgotten, but it was the first time I'd ever seen one up close. They brought strange foods, medicines, and machines which we did not possess but which were amazing in capability. One of the strangers wore a belt that enabled him to fly without wings. Another had a glowing tool that allowed him to cut through our hardest tool grade steel as if it were butter. Most of all, though, they brought Lara Avakim.

"Much to my surprise, I discovered today that Lara is undoubtedly a witch. I know this now with all certainty. Yesterday, we were accosted in one of the slums by a pair of ruffians. Lara and I held our own. While I rendered one of our would-be assailants unconscious, Lara held off the other. The one attacker, having witnessed his companion get the worst of it, attempted to flee. He got about fifteen feet before he suddenly stopped, doubled over in pain, and started clutching his skull and yanking at his hair, and began shrieking in pain such as I had never before heard. I turned to look at Lara and she appeared to be in a trance-like state. She was staring directly at her attacker yet not really seeing, when he finally collapsed in a heap. I found out later that he was only unconscious.

"Only after her attacker had fallen did Lara awaken from her trance. I asked her what had happened. She said that she had used a Cyanic <sic> Assault on him. She said that she had studied under De Leon at the University of Sylea, and that she had learned to do this over many years of study. I was intrigued, and knew that I must learn more about this Cyanics that she spoke so much of..."

-An unknown citizen of world <CENSORED>, as edited by Sarikka Kampuraa in the book, *Psionics: Eyewitness Testimonials of First Contact*, CorViProCo Press, 0013 IE.



3: PSIONICS AND SOCIETY

The development of psionic powers affects society at least as much as any technological innovation. As with technology, psionic powers enable people to do things that would otherwise be impossible, or at least to do things in ways that are vastly superior to other methods. While specific societies vary in the way this new reality affects them, no society experiences widespread psionic activity for the first time without undergoing change.

This reader has been compiled for reference in first-year psionics courses. The essays included have been collected from scientific journals, newspapers, and scholarly documents. The totality provides a comprehensive examination of psionics and society with particular attention to how the Imperial society has reacted to those mental powers. Topics include: the principles for integration of psionics, a concise history of psionics in the Third Imperium, the pro-psionist movement, the anti-psionist movement, ethics in psionics, applications of psionics in everyday life, and the psychological effects of accepting psionics.

The Principles for Integration of Psionics Into Federation Society.

Preamble

It is hereby resolved that the first General Assembly of the Congress of Psionics Research shall adopt this declaration, embodying certain general principles, as a definition of the role psionics shall have in Federation Society. The members are hereby resolved that this declaration of general principles shall be the foundation for a forthcoming Code of Ethics regarding the use of Psionics within the Federation, and that they should embody the general spirit regarding future Federation law on the subject of Psionics.

Statement of General Philosophy

It is the stated purpose of this general purpose to increase and enhance the reputation of psionics as a discipline in such a manner as to enable its full integration into Sylean life and society. In accordance with this goal, it is the declared belief by this body that psionics is a gift and power granted to the fortunate few by fate or providence. Such a gift should not be used in a manner that would bring harm to a person who did not have such powers at his disposal. Psionics, as with any ability, should be used for public good and should never be used in a manner such as would bring harm to others, even if such use would garner further personal gain.

Psionics In Intersophont Relationships: The Sanctity of Mind and Body

A psionist must never violate the boundaries of another sophont's mind or body, without consent of the sophont in question, without just cause. The use of psionics in violation of these principles should lead to censure of the psionist, in accordance with local law and customs regarding the use of psionics.

Consent shall be required for certain activities to be performed by a psionist on another sophont. This list includes but is not limited to the following activities:

- 1) No psionist shall take actions which would physically, mentally, or emotionally harm another

sophont except in cases of justifiable self defense.

- 2) No psionist shall take actions which would physically harm another sophont, without consent of that sophont.
- 3) No psionist shall perform any portions of the Telepathy Discipline upon another sophont without the prior permission of that sophont.
- 4) No psionist shall teleport another sophont, without permission of the sophont, except in cases of justifiable self defense.
- 5) No psionist may teleport into a location without permission of the owner and/or tenant of said location.
- 6) No psionist may use the Clairvoyance Disciplines as a means of eavesdropping or espionage on another sophont without prior permission.
- 7) No psionist may use his abilities for personal gain at any time by violation of the spirit or letter of these provisions.

Psionics in Government: Integration WITHOUT Subjugation

It is the stated belief of this body that psionics can be of tremendous benefit to government, particularly in the areas of determining the basic integrity and honesty of employees, the guilt or innocence of suspected criminals, as well as enhancing the sheer efficiency of government. It can also be said that public mistrust of psionics is heightened most where the implementation of psionics in government is employed.

It is the stated goal of this body that psionics be implemented in government in accordance with public acceptance of their practice. Accordingly, the following principles recognize generally acceptable uses of psionics in government.

- 1) Government may abrogate the rights of an individual sophont by use of psionics only where local laws permit. It is a violation of ethics for a psionist to use his powers for personal or governmental gain where not sanctioned and legitimized by law.
- 2) Psionists may use the Telepathy Discipline to determine the basic guilt or innocence of a suspect without restriction, except where such act would violate local law or custom.
- 3) Psionists may use their powers in the course of investigation only to the extent so allowed by local law.
- 4) Psionists may be used as part of the hiring process in local government, subject to local law.
- 5) Psionists may not be used for internal espionage as a means of keeping a government in power.
- 6) Psionists may not use their abilities to aid in toppling a government for personal gain.
- 7) Psionists may not use their abilities in a manner which brings harm to a governmental employee except where specifically required by local law.

Psionics in Negotiation: The Issue of Fairness

Psionics can be a useful tool in the negotiation of everyday business dealings. Skillful psionically-trained mediators can quickly discover the issues most important to each side during negotiations. This minimizes needless time otherwise wasted with posturing, while bringing discussions directly to the critical issues of contention. This has a tendency to create more amicable dealings, based on an atmosphere of trust and mutual understanding, rather than distrust, deception, and bluff. The presence of psionic communication powers in such negotiations should be encouraged wherever possible as a positive role for psionics to play in society, as well as to enhance the profitability of business. Fairness is the main concern during a negotiation. The psionics must never use their powers to give one side or the other the edge in such situations. This guiding principle enables us to send down the following principles in regards to business and labor negotiations of any sort:

- 1) It is the obligation of a psionist, in the employ of a particular side in negotiations, to notify the other party that he is a psionist. He must also suggest that the other side in such negotiations be allowed to employ a psionist from beginning to end of the negotiation period.
- 2) Assuming a psionist of approximately equal ability is unable to be found to act on behalf of the other side in such negotiations, the psionist must remove himself from the negotiation process.
- 3) Either side in such a negotiation may request, and must be granted in as timely a manner as possible, a neutral psionic mediator.
- 4) Either side in such negotiations may request the termination of psionic mediation at any point during the negotiations.

The Training and Teaching of Psionics

In an effort to increase the reputation of psionics as a field of study, it is the determination of this body that the teaching and training of psionics must be of the highest quality, and that the ethics taught and espoused by instructors should be beyond reproach. Accordingly, the following principles must be observed at all times:

- 1) An instructor must teach psionics to each student to the utmost of his ability to do so.
- 2) It is the obligation of each instructor to teach the ethical use of psionics at all times, in addition to other curriculum.
- 3) It is the obligation of each instructor to promptly discontinue further training of any student who violates the ethical principles of the profession.
- 4) It is the obligation of each instructor to always embody the ethical principles and practices of the profession at all times.

The History of Psionics

The following article is condensed from the Sylean World-Journal series, *Psionics in Society: A Survey*, by Askaan Vindiru, 091-043.

The history of psionics as a structured discipline is a short and turbulent one. Anecdotal evidence of the existence of psionics, however, predates all known written

records. This early evidence, however credible, is important to understanding current views of psionics.

Psionics on Pre-Spaceflight Vland

Amongst the myriads of human worlds on record that became part of the Vilani Empire, Vland was unique in its distrust of psionics as a discipline. Persons who were believed to have abnormal mental powers were usually banished from the community. This constituted a fate only mildly preferable to death in the social structure and culture of the Vilani. Study of psionics is still regarded with distrust by the Vilani, and many Vilani culture-based worlds abhor the practice of psionics.

Anecdotal record from early Vland indicates that there were psionics present and practicing at the time. The existence of such psionics at this point can't be confirmed with any certainty. If there were such individuals, they were, by all accounts, relatively unskilled — such abilities as they might have possessed being latent and, perhaps, only partially controllable.

Psionics in the First Imperium

When Vland developed the jump drive in -9235 IE, they quickly inherited the stars and formed the First Imperium. Along with Vilani conquest, pacification and philosophy came the Vilani prejudice against the practice of psionics. On conquered worlds with more ambivalent feelings towards psionics, the Vilani military and newly established pro-Vilani government ruthlessly eradicated any traces of psionics in the world's culture. This was done as part of the "Vilanization" of the new world.

Unfortunately, these eradication efforts left us with little knowledge of the progress of psionics in this era. The relatively slim evidence that has been discovered from this time seems to indicate that psionics was in different stages of development on some worlds, with a relatively wide range of attitudes about psionics. There is not enough evidence, however, from which to draw a solid conclusion regarding the state of psionics during the years prior to the inclusion of various minor races into the First Imperium.

As the First Imperium matured and reached the full extent of its borders, Vilani culture became even more ossified than it had been during the growth phase. Dissident groups of every variety, every set of cultural, social, and political mores, became routinely oppressed as a matter of policy. Most such groups were eradicated. A few of the more enduring established secret societies. In some cases, they even took steps to colonize worlds bordering on, but not part of, the First Imperium to protect their way of life. The same rigidity that had made things so difficult for such groups within the Imperium made things easier for them without. Such colonies became havens for discontented outcasts of all kinds.

Groups of pro-psionic utopians apparently formed such colonies, much as other exiled dissidents did. Some of these colonies apparently exist in forms somewhat similar to their original early state, while others, inevitably, have perished.

Psionics on Pre-Spaceflight Terra

If psionics was well known enough to the Vilani to be routinely oppressed, their existence was virtually unknown on pre-spaceflight Terra. As we have been out of contact with the volume of space once belonging to the Terran Confederation for some 2000 years, records regarding the existence and practice of psionics in the pre-spaceflight era of Terra are sketchy. Enough has been unearthed from sources that were part of the Rule of Man, to form a sketchy, if incomplete picture of psionics on early Terra.

The presence of psionics in myth and legend undoubtedly far exceeded its actual existence. Numerous stories of witchcraft, magic, and evil may have had psionic origins. In the later days of pre-spaceflight Terra, testimonials to so-called "psychic" powers, mostly fraudulent, circulated in great numbers. Countless charlatans made vast fortunes claiming to be able to read the future, and predict events that would have been beyond any clairvoyant's capacity to foresee. Most such declarations were easily debunked by scientific discovery, and those which might have been legitimate were largely ignored.

The Terran predisposition towards the rapid development of science and technology, in some ways, highlighted the real world view of psionics, which was one of neglect. For the most part, the early Terrans simply denied the existence of psionics as a reality, and worked to debunk or disprove those testimonials to the point of virtual disregard. Simply said, prior to contact with the First Imperium, Terrans gave little thought to the powers of the mind, and even less to actually working to develop them.

Psionics During the Interstellar Wars & The Rule of Man

The contact between Vilani colonists and Terran explorers in -2224 electrified Terra, but did little to awaken the slumbering, decaying giant that was the late, declining First Imperium. Wars would soon break out between the newly-formed Terran Confederation and the First Imperium. Eventually, some 200 years later, the Terran Confederation would conquer the remnants of the First Imperium, only to be overthrown by Hiroshi Estigarribia, who founded the Rule of Man.

As with so much else about the origins of the Rule of Man, the destruction of the Vilani caste system without an adequate social structure to replace it resulted in chaos. The end of Vilani domination was a positive development in that psionics were no longer repressed as a matter of state policy on all worlds. Nonetheless, the chaos of the Rule of Man meant that very little in the way of an organized policy regarding psionics of any kind existed. What amounted to benign neglect by interstellar government deteriorated on the numerous Vilani worlds into persecution on a scale and severity not previously seen on most worlds. Public execution and lynching of psionics was not uncommon, and large numbers of the First Imperium era psionic colonies were destroyed.

The general chaos surrounding the destruction of the Rule of Man destroyed institutions of all types, including some psionic institutes. As such institutions became fewer, study and development of the discipline declined. Eventually, this led to a degeneration of

psionics as a discipline late in the Rule of Man, and, to an even greater extent, after its collapse.

Psionics During the Long Night

It was during the Long Night that much of the present state of psionics began to develop. As interstellar society retrenched, and then, in most cases, disappeared entirely, each world was left to draw its own conclusions about psionics. On worlds where psionics based governments or organizations were securely established, such views were generally positive, allowing psionics to enjoy a measure of freedom unseen in the days of the First or Second Imperium.

On other worlds, psionics were routinely subjected to varying stages of repression, from exile to execution. On such worlds, psionics occasionally survived in the form of covert institutions, such as secret societies. In some cases, psionics disappeared entirely as psionically talented individuals failed to pass on their knowledge to future generations out of fear, either for themselves or for potential students. In such circumstances, it is easy to see how the current diversity of opinion on psionics within the volume of known space came into existence.

Psionics in the Sylean Federation

The story of Sylea's rise to the present heart of the Third Imperium has been restated in numerous places and is not particularly relevant to this discourse. What is important is the progress of psionics as a discipline during the Federation, and how it has led to the development of psionics in the first years of the Third Imperium. As might be expected, the advent of psionics in the Sylean Federation was an outgrowth of the issue of psionics on Sylea itself. To summarize Sylea's view of psionics is to understand much of the view of psionics in the Third Imperium.

Sylea's general stand on psionics through most of its history has been one of benevolent neutrality. Psionic organizations, as part of private and public life, are tolerated so long as they do not dominate the essential institutions of public life. This has resulted in a peculiar amount of integration into society. The capability of performing certain benign actions, which generally can do no harm to others, is ignored, if not encouraged. It is currently in fashion, for example, to use telekinesis to do parlor tricks. Similarly, such abilities, and the desire to learn them, have waxed and waned over the years, in response to public favor.

Sylea's attitude became fractured with regard to those talents that give psionics the ability to see into the minds and private lives of others. In the early years of the Sylean Federation, the ability to use powers of telepathy and clairvoyance were unevenly prohibited on Sylea and on worlds that were incorporated into the Sylean Federation.

In approximately -450, this began to change. The Federation started to incorporate some pro-psionic worlds not previously part of the Federation. Many of these worlds had integrated psionics to a degree unknown on Sylea. The discovery that telepathy could be integrated into a society without unduly intrusion on private citizens, caused the world (and Federation) opinion of the Telepathy Discipline to shift. As time

went by, the concept of partial integration of telepathic abilities into government and social circles became more palatable to the citizens.

In -143, the world government of Sylea passed the first of what would become known as the Psionics Enabling Acts. This first law was known as the Criminal Interrogation (CI) Act. This act enabled law enforcement officials to use a psionist to determine if a suspected criminal had indeed committed the act of which he was accused. Such discovery was not allowed as trial evidence by the terms of the CI act, but did aid greatly in the development of evidence that was admissible to trial. It also aided law enforcement to determine if they had, indeed, apprehended the correct suspect.

The success of the first act led to numerous other acts. Eventually, a second Criminal Interrogation Act would allow psionists' admission to the court as expert witnesses for both the prosecution and defense. The Fair Negotiations Act (passed in -87) required that a neutral, government psionist be present during negotiations of business and official contracts over a certain amount in value, should both sides request it. A second Fair Negotiations Act (passed in -45) granted both sides access to their own psionist during negotiations, provided that both sides had similar access.

The Rise of the Limited Integration Movement

It is ironic that as each new passage of a pro-psionic law occurred, the resistance to the integration of psionics into society increased. To most realistic practitioners of psionics, it became readily apparent that current societal practices within the Federation would never permit the full integration of psionics into government or culture. This realization, and the consequences of this discovery, led to what has become the current mainstream standard of psionics in the Third Imperium: limited integration.

The beginning of what would become known as the Limited Integration Movement of Psionics can be traced to the career of one very influential man, the late Ricardo de Leon y Kikiisshi. The irony of de Leon's life is that he was actually more interested in fully integrating psionics into society and was merely trying to determine a way to accomplish this with minimal dislocation.

De Leon's philosophy stated that for psionics to be fully integrated into a society, it was essential that public trust in the institutions and practitioners of psionics be greatly increased. He felt the best way to accomplish this was by long association prior to such integration. De Leon viewed the commercialization of psionics training as introducing con men and incompetents into the profession. He was equally appalled by his fellow academicians who were bent on full integration without regard as to the likely social ramifications of forcing such a government and society on people unprepared for it.

De Leon's idea was essentially two-tiered. Low key integration of psionics into business and government, such as that of the early Enabling Acts, was to be encouraged wherever possible, and the ethics of such practices needed to be improved to the point of absolute. At the same time, the teaching and elaboration of psionics as a discipline needed to be taught to as large a segment of the public as possible, in an

effort to alleviate fear. It was de Leon's plan that such an approach would eventually overcome apprehension of psionics to the point that further integration might be possible.

Whether de Leon's unrealized goal will come to fruition in the current euphoric Imperial atmosphere is uncertain. What is certain is de Leon's philosophy has eased the concerns of those who feared the possibility of a society dominated by a psionist elite.

De Leon's pronouncements on the subject had an unintended side effect that he had not envisioned. As the first unified statement of psionic policy condoned by an interstellar government the size of the Imperium in recent memory, de Leon's widely known speeches and sentiments on the subject have increased the visibility of psionics as an institution within the Imperium. This has given anti-psionist forces something that they lacked before — a very visible target.

The Future of Psionics Within the Imperium

The future of psionics within the Imperium at this time appears bright. More public psionic institutes, of greater varieties, have registered with Imperial and local governments than at any time in the history of the Sylean Federation. More psionically-trained individuals exist than ever before. As these institutes and individuals gain power and prestige, the advent of psionics within the Imperium can only be strengthened. While it is uncertain when or if further integration of psionics into society will occur, it seems very possible that such development can not help but happen if current trends continue. The promise that psionics holds is bright, and the benefit to mankind, without end.

An Alternative View

The following is an excerpt from the Thought Protection League publicity pamphlet, *Ricardo de Leon y Kikiisshi: Father of Lies*. It is reprinted with permission of the League.

Thought Control in Human History

Ricardo de Leon y Kikiisshi, the self proclaimed patron-saint of psionics, would have the people believe that the history of psionics is one vast rise of the good, oppressed psionists constantly being misunderstood and persecuted by the authorities of less enlightened, bigoted governments. Nothing could be further from the truth. In reality, the history of psionics is nothing more than a long history of good people, and good governments, protecting honest hard-working citizens from Mindsuckers like Ricky.

Good ol' Ricky gonna save us from our thoughts. Good ol' Ricky going to make an open society. Good ol' Ricky gonna tie the noose around our necks, and kick our supports out from under us, and watch us twitch and choke while we hang. The real history of psionics goes a lot more like this than what Ricky would like you to believe...

The Ziru Sirka & The Mindsuckers

Now don't get us wrong, we're not saying that the ancient Vilani were gods or anything, and we don't think anybody wants to bring back the Vilani Empire, but at least they got one thing right. If ol' Ricky had

made his famous Congress speech in Vland one night back then, you can be sure he would have been shipped off to a prison planet minus his frontal lobe by the next one. The Vilani had that much sense anyway...

The Mindsuckers got their start on some of the worlds of the minor human races that the Vilani conquered early on. The nasty thing about Mindsuckers is that they're not really easy to detect. Quite often the Vilani would come in, conquer and pacify a world, and have a hard time suppressing the Mindsuckers because the Mindsuckers weren't the people who were obviously in control. It's in the Mindsucker nature to play puppeteer behind the scenes. Why make it obvious you have the real power on a world when you can stay behind the curtain, play deputy secretary or whatever, and make it clear to the boss you can fry his brain if he ever steps out of line... Anyway, the Ziru Sirka did a fairly good job of dealing with the Mindsuckers early on. They eliminated a lot of their early enclaves, and created such an uncomfortable atmosphere for the rest that they packed their bags and left for unoccupied worlds in sector X.

Sadly, the Ziru Sirka had so many problems of its own that it just couldn't get it done. Eventually, the Ziru Sirka stopped worrying about killing the Mindsuckers and started worrying about nonsense like the sanctity of Vilani culture. The problem was, the Mindsuckers were the biggest threat to Vilani culture of anybody, and the Vilani didn't realize this.

Centuries passed. The Vilani became more satisfied with the status quo. A lot of the Mindsuckers moved back in. Others saw the opportunities to destroy civilization, and decided to seek enemies of the Vilani where they could be found. Two of the easiest marks were the Vargr ("nice doggie, or I'll fry your brain"), and the Terrans.

Terrans: Barbarians at the Gate, Liberators, or Unknowing Pawns?

Enter the Terrans. You all know the story. Or at least you know the gospel according to Saint Ricky, which is what he and his good friend Cleon would like you to know anyway. The truth is something different.

When the Terrans discovered jump drive and quickly found Vilani "colonists", just whom do you think they ran into? Vilani Boy Scouts? No! They ran into colonies led by exiled Mindsuckers. It was a marriage made in heaven. The new Terrans liberate the unfortunate colonies of Mindsuckers, dissidents, and other subversive types.

Anyway, the Mindsuckers saw that this was a good chance to change the pecking order a little bit so they could come out on top. The Mindsuckers started planting all these ideas into the heads of the Terran leadership, about how evil the Vilani government was. How they wore funny clothes or looked weird, how badly they'd treated the Mindsuckers all these years, and that sort of thing. Anyway, the next thing you know, the Mindsuckers have got the Terrans to attack the Vilani, and the Interstellar Wars began.

Now conventional wisdom has it that the Terrans won the Interstellar Wars, but consider this. The Mindsuckers went from being exiled by a government who'd recognized them for the scum they were to being

bosom buddies with the new governors of conquered territories. Now tell us who won the Interstellar Wars.

It wasn't until later that the Terran Confederation recognized the Mindsuckers for the threat they are. When the Terrans tried to take back control of their fleet, and take direct control of the territories, the Mindsuckers finished them permanently. The Mindsuckers had already figured out who the real power in the conquered territories were. The Mindsuckers had taken on their traditional role as Deputy in Charge of Paperclips and Frying the Admiral's Brain, and were playing puppeteer with the unfortunate Hiroshi Estigarribia.

Remembering all too well what it had been like to have a boot on their neck for years, the Mindsuckers thought it would be nice to wear the boots for a change. The Mindsuckers engineered Hiroshi's fleet revolt, tossed the Terran Confederation into the historical dustbin next to the Ziru Sirka, and set up a little gem we call the Rule of the Mindsuckers.

Rule of Man or Rule of Mindsuckers?

Now the history books will tell you that the Rule of Man had a hard time administrating the conquered territories, and that the destruction of the Vilani social structure without an adequate replacement, yada, yada, led to the inevitable end of the Rule of Man.

The real story though, is a lot different. Really, the Mindsuckers had set themselves up in control. Sure, they left the government structure in place, but there were plenty of deputies to go around and make sure that the new planetary governors saw the light, so to speak.

The real story of the fall of the Rule of Mindsuckers goes a little differently. It was really the story of hard working patriots, on scores of worlds, who were frankly sick of the control from on high of a bunch of Mindsuckers and their Solomani pawns. They led numerous revolts, and actively overthrew Mindsucker governments and businesses by the dozen. Other patriots acted as privateers, destroying Mindsucker-controlled shipping and trade. It took almost 500 years, and billions of lives, but at last the Mindsuckers were overthrown and expelled. Or so the patriots thought. Like the Ziru Sirka though, the patriots didn't finish the job.

The Long Night: A Mindsucker Reign of Terror

Now the psionics sympathizers would like to tell you that the Long Night caused the diversity of opinion that became the wonderful mix of opinions about psionics that characterize the fledgling Third Imperium, yada, yada, yada, yada.

Leave it to a Mindsucker to reinvent history. Yes, the development of different opinions on Mindsucking happened. Yes, the Mindsuckers set themselves up in control of some worlds. Mindsuckers are like roaches; you aren't ever going to kill them all. On other worlds, honest citizens took care of the problem as best they could.

The Third Imperium: Final Triumph of the Mindsuckers

The modern history of Mindsucking starts with ol' Ricky. You see, Ricky realized pretty early on that he couldn't do the straight Mindsucker behind-the-scenes conquest of the Second Empire and pull a Rule of Mindsuckers. Ol' Ricky realized that the only way to gain control of the Third Imperium was to burrow from

within. Ricky and his buddies are now close friends and advisors to Emperor Cleon. Hell, last year, ol' Ricky even got knighted as a Peer of the Realm. Now why do you suppose the Emperor did that? Recognition of a job well done? No, he knew ol' Ricky would turn his brain into mush if he didn't, that's why!

Anyway, with the government in the hands of ol' Ricky and his lot, it is time for honest citizens to take a stand, kill ol' Ricky and the Mindsuckers, and anybody who collaborates with them. You can't trust the Mindsuckers. Yes, some of them only teach you how to do parlor tricks, like making things float and such, but believe us, one minute you learn how to levitate rocks, and the next thing you know, they have you under mind control.

We at the Thought Protection League have been fighting the Mindsuckers proudly for 30 years. We have blown up Psionics Training Schools, killed and lobotomized psionics, and have even managed to foment anti-psionics revolts on some worlds. We intend to do still more to save your thoughts. We don't want to win your hearts or your minds. We just want to save them from those who would rule them.

We have only just begun. The Third Imperium is in their ever-increasing grip and control. Even Ricky says that one day Mindsuckers will rule the Imperium. Tomorrow may be too late. Join the Thought Protection League today and save your own thoughts tomorrow.

The Pro-Psionics Movement

By Shela W. Jeshop, from her series of articles entitled, "The Debate Over Psionics: An Overview" which appeared in the Sylean Daily Herald during the week of 121-013.

To understand the pro-psionics movement, we must first understand the organizations spearheading the effort to bring greater acceptance of psionics within Imperial society, starting with the four most prominent pro-psionics organizations, then several minor ones.

The Psionics Club

Herod Thuwiid founded The Psionics Club on Idmum (Core/2316/C4447AA-7) in -361 Imperial to combat the anti-psionics rhetoric that was growing in popularity on that world. His high standing as an author of historical fiction allowed him to share his vision of a world free of psionic prejudice. Those involved in the literature community on Idmum (mostly members of the upper class) were swayed by his vision. When they gathered in the many reading groups that were popular at the time, they invariably discussed his ideas of psionics and society. As he traveled among these clubs, giving readings of his works and lectures on various subjects, he came to realize that forming an activist organization would be a fairly simple matter for him, since he already had a ready network of like-minded people. In addition, it would be a useful way to bring about his vision. Thus, the members of the reading clubs formed the bulk of the early membership of The Psionics Club.

The Psionics Club's goal was to blunt the Idmumian government's anti-psionics tendencies. Through the members' business and political savvy, liberal amounts of finance, and well-presented argumentation, they were

able to rid the society of all government-sanctioned anti-psionics activities and policies by -330 Imperial.

Having tasted this success, they decided to make their next goal to bring about government support of psionics and psionic activities. This battle was much more difficult, as the arguments were more easily countered. In effect, since the government was no longer causing harm to psionics, those in power felt there was no reason for passing additional legislation.

Ranking members of The Psionics Club decided it was time to try a new tactic. They undertook a program of public education in hopes of creating a groundswell of popular support for psionics. It was thought that this would put pressure on government officials to enact new legislation favoring psionics.

Yet changes in widespread public opinion are not easy to achieve. It was not until -97 that they finally turned the society psioniphilic. Nonetheless, their hard work had indeed paid off, so they turned their attention to the worlds in the rest of the Sylean Federation.

Their success on an interstellar scale seemed assured if they used the methods that had proven effective on Idmum. Unfortunately, even though they were able to increase their ranks substantially by drawing from the interstellar population, progress has been very slow. They have, however, killed quite a bit of proposed anti-psionics legislation. Since the Third Imperium began, they have mostly been spending time attempting to become adjusted to the new political reality.

Within the last decade, they have worked with the University of Sylea's College of Psionics to create a set of professional licensing standards for psionics. Although the licensing standards have not been adopted by any world government, they have proven to be good tools in discussing the legitimacy of psionics. By implying a similarity between psionics and more commonly accepted professionals (such as lawyers and doctors), the mere existence of the licensing standards document helps people to look at psionics in a different light. From there, the argument can be made that each psionics should be held to the same standards as any other professional: Is he competent? Does he provide a good service for the fee charged? Is he following commonly accepted ethical standards? This tact, although promising, appears to have gained little acceptance so far.

The Club's current public focus is on efforts to sway members of the Moot to recommend that the Emperor enact laws that will protect psionics from persecution. Although such laws would only have validity in the Imperium's jurisdiction (that is, between worlds), it is hoped they will serve as a model for the individual member worlds. Members continue to make appearances on talk shows in an attempt to influence public opinion.

At the same time, their current private focus is rumored to be on infiltrating and disbanding (or at least rendering ineffective) the Psionics Now! group, as The Psionics Club sees their efforts as counterproductive.

The Psionics Club, headquartered on Idmum, maintains branch offices on all populated worlds of the former Sylean Federation. They plan to expand to every high population and/or rich world within the Core and Vland sectors. The current membership approaches 10,000,000, and is approximately 10% psionics. Membership dues are Cr500 per year. Anyone can join the organization.

Psionic Rights

Psionic Rights has its origins on the University of Sylea's campus. It was at that institution's College of Psionics that several students and instructors, most of whom were members of The Psionics Club, assembled on 056-002 to discuss the lack of progress toward the widespread acceptance of psionics. Specifically, they were concerned that the new Imperial government would allow the psionists to be further marginalized, and eventually stripped of all rights.

Their solution was the formation of a new organization: Psionic Rights. Many members continued their association with The Psionics Club, but devoted an increasing amount of energy toward the protests, marches, and rallies that are the mainstay of Psionic Rights. Their standard operating procedure is to stage events in a way that proves interesting to those in charge of the media, which helps in spreading their message.

In its short history, Psionic Rights has earned an impressive track record. Its logo is one of the most widely known symbols in the Third Imperium, thanks to its media-centric philosophy. In the last decade, it has generated quite a bit of public interest, and the organization's coffers have swelled accordingly. Some of Psionics Rights's more notable activities include: the capture of two members of the Action! anti-psionics group, both of whom were subsequently found guilty of terrorist activities; a series of Psionics Fairs, in which they administer free psionic tests, show the public some of the benefits that psionics can bring to people's lives, and run informational seminars on psionics and society; and of course, its ongoing campaign to ensure at least one sign- or banner-carrying member is anywhere the news media focuses within the Third Imperium, which has captured the public's imagination. Many viewers tune in to news programs primarily to play "spot the Psionic Rightser." Media outlets play along, since it increases viewership. Whether any of this helps Psionic Rights to deliver their message is another question entirely, however.

It is also suspected that the group's private agendas currently include coordinating with The Psionics Club in staging demonstrations when it is deemed propitious for swaying politicians' support for a given piece of legislation. As with their public demonstrations, they often use paid demonstrators for these activities (frequently drawing from the pool of unemployed and homeless).

Psionic Rights maintains facilities in every major population center on every planet in the Third Imperium. With the Imperial Borders expanding quickly, the organization has to scramble to keep up, although it does have an incentive: if it falls behind, the goal of having a member at each media event within the Imperium will become impossible.

Psionic Rights's current membership is approximately 1,000,000, of which 40% are psionic. Membership dues are Cr300 per year. Anyone can join the organization.

Psionics Now!

Psionics Now! was formed in the Imperial year 10, in response to growing frustration among some members of Psionic Rights. They, like the disgruntled members of The Psionics Club who founded Psionic Rights

before them, felt the movement was not forwarding in the proper way. Specifically, they wanted things to move along much more quickly. They also felt that being so polite when attempting to bring about this social change was unnecessary. "Society does not treat us nicely," they reasoned, "so why should we treat them any better?"

Ever since, Psionics Now! has been involved in such media-grabbing activities as the closure of Sylea Down Starport, bombings of prominent businesses known to have anti-psionist policies, and organizing a partially successful ban on Aykthul Industries' products (few of which are purchased by consumers, so Aykthul hasn't really been affected by this).

The group's current plans include amassing public pressure on businesses to stop them from buying Aykthul Industries' products; this is done mostly through a public relations campaign designed to show the universe that psionists are not evil. Some analysts outside the organization speculate this may indicate a softening of the formerly hard line taken by the members of Psionics Now!

Former members of the group have stated that Psionics Now!'s secret activities include coordinating a takeover attempt of the Imperial Moot. Apparently, the plan is to somehow infiltrate the building, incapacitate the guards and deactivate all security devices, then trap everyone in the building until their demands are met. Given the state-of-art security systems guarding the Imperial Moot, this appears highly unlikely. It may, in fact, be an attempt to divert attention from their true, although unknown, purpose.

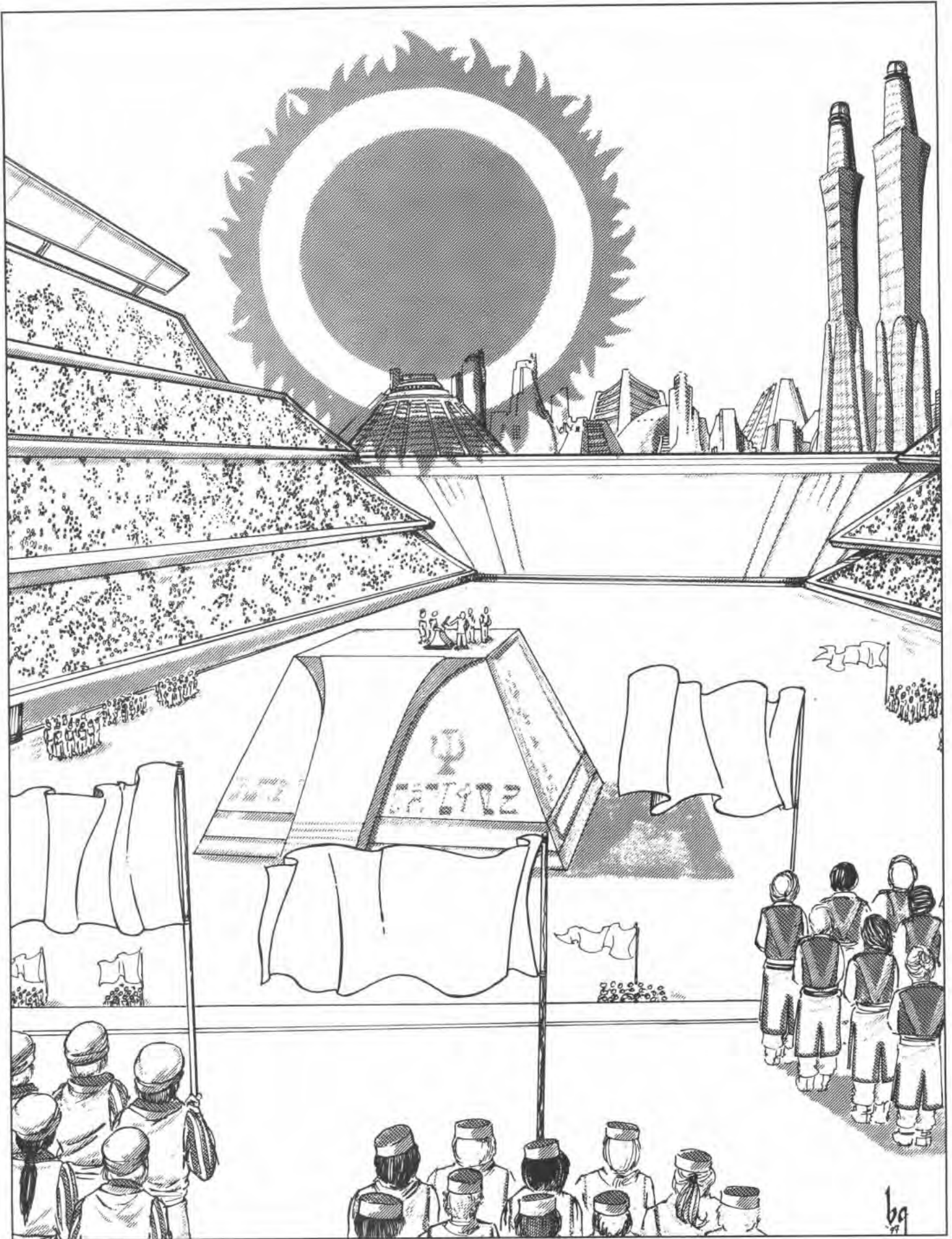
Currently, Psionics Now! remains headquartered in Sylea, and maintains branch offices only on Iruk and Zimiin. It has a membership of approximately 250,000, all of whom are psionic. Membership dues are Cr100 per year, and only psionists may join.

The Utopian Society

The Utopian Society was formed by a group of academicians in response to what they viewed as the surrender of the Congress of Psionics Research by Ricardo de Leon y Kikiisshi in -25. The Utopian Society's declared goal is to found an open society based upon psionics, with a social hierarchy resting primarily on psionic ability.

Originally formed by the approximately 33% of the membership of the Congress of Psionics Research that resigned in protest over de Leon's speech, the Utopian Society's original intention was to reform the Sylean Federation along technocratic lines, based on psionics. The rise of Cleon to Emperor of the recently established Third Imperium, and the subsequent stability of the new regime has made this an impossibility in the near future. As a result of this setback, the Utopian Society has begun to split into two factions: The Centrists, and the Actionists.

The Centrists are determined to create an open society through peaceful means. Their fundamental belief is that a utopian society can not be won by violence. The Centrists are predominantly the older, more academic members of the organization, who hope to turn Ricardo de Leon's lip service into a reality, both inside and outside of the Imperium, if possible.



The Actionists, meanwhile, are set to establish the same open psionics-based society by any means, including violent coup and blackmail if necessary, as long as the ends justify the methods. The Actionists are the less formally educated members of the society, and generally younger in age.

Publicly, the Utopian Society appears to be little more than an ineffective debating society. Little in the way of positive action has occurred, other than the increasingly heated rhetoric between different wings of the society over the proper method to achieve a Psionics-based society. The Actionist wing of the society (which currently represents a minority of the membership) is attempting to gain control of the leadership. The Vice President of the Society, publicly a Centrist, has been rumored to be blackmailed for his part in a love triangle of dubious origin for some time. If exposed, it would ruin his career, as well as his power within the organization. The Actionists are also speculated to be working to undermine the President, plus influential members of the Executive Council to form a majority in the leadership.

The Utopian Society maintains offices on all moderate to high population worlds within the Imperium, and some on worlds outside of it in and near Core Sector. It now has millions of members with its public, open membership policy, which involves a one-time Cr100,000 initiation fee and free psionic examination.

Other Organizations

The Deladi Y. Kasii Foundation: Established by prominent businessperson Deladi Y. Kasii, this organization tracks public opinion regarding psionics and psionists. It also funds public-owned media productions of news stories and documentaries about psionics.

Deriigar Labs: Among their many areas of inquiry, Deriigar Labs conducts research into psionics, its causes, and its applications. Since making the discovery that ultimately evolved into the wildly popular "Psion Theory," they have achieved some notoriety.

Exposure: A radically pro-psionist newspaper, it specializes in uncovering prominent individuals from the business and political community who are trained psionists, or who have relatives that are psionists.

People's Psionics Society (PPS): A commune promoting better living through psionics. Part psionic institute, part closed community, this radical organization has been under investigation several times for allegedly misleading potential members about the abilities they can develop after joining the Society and enrolling in their training programs.

PsiClinic: This organization conducts workshops and seminars on a variety of topics related to psionics, such as "Living With Psionics," "The Benefits of Psionics," and "The Expanded Mind." These are popular among those with upper-middle-class backgrounds.

The Anti-Psionist Movement

By Shela W. Jeshop, from her series of articles entitled, "The Debate Over Psionics: An Overview" which appeared in the Sylean Daily Herald during the week of 121-013.

There may not be any solid overall structure to the Anti-Psionist movement. For the most part, Anti-

Psionic Rights Have Little Support in Moot

by Traveller News Service

SYLEA - For years, scholars have been saying that eventually the members of the Imperial Moot would have to accept psionics as a fact and recommend the Emperor enact legislation allowing the creation of a psionic board of supervision, similar to the structures in place for other professions.

Now they are not so sure.

After all the demonstrations and protests showing popular support for psionic rights, the well-crafted bill for Psionic Self-Governance has been roundly defeated by members of the Moot who are against recognizing psionics as a legitimate pursuit.

When asked about the presently enacted anti-discrimination legislation, one member stated, "We recommended that the Emperor prohibit citizens from being persecuted for their superstitions. This is a completely separate issue. If the crazies want to practice their fakery, we'll let them. But if they think we're going to tell the citizens of the Imperium that psionics is real, they're sadly mistaken. It's sheer fantasy. No rational person could possibly see a correlation between psionics and real professions, like the practice of medicine."

Members of The Psionics Club, a politically active organization working toward greater acceptance of psionics, stated that they will continue toward their purpose. Shujiim Liika, a spokesperson for The Psionics Club, announced, "We will not cease our efforts until the Imperium - and every member world within it - recognizes psionists as being like any other profession."

Although the University of Sylea has embraced psionics, as have many lesser institutions, the public perception of psionics continues to be shaped more by the image of con artists who dupe customers into paying for services they have no power to provide.

"That is one of the things that would be helped by having a professional organization. The legitimate practitioners could weed out the incompetents and con men." Shujiim Liika said. "Unfortunately, the esteemed members of the Moot have so far been unwilling to see the disservice the Imperium is doing to its citizens by denying them this boon."

The Psionics Club isn't the only one trying to influence the members of the Moot. In response to the Club's and its compatriots in Psionics Now! and Psionic Rights, the anti-psionist movement is working to blunt the effect of the pro-psionist movement. It is rumored that favors and backdoor politics are flowing freely from both sides, in addition to the presentation of well-reasoned arguments.

Whether the Imperium will adopt a new policy with regard to psionics remains to be seen. At this point, it seems highly unlikely, unless the Emperor himself takes a heightened interest in the issue.

Psionicists appear to be operating independently at this point. Many businesses and politicians who adhere to anti-psionic policies do so primarily out of fear. The idea that someone can read their mind and know when they are lying would greatly disrupt the normal flow of business and political dealings.

The following presents some of the more recognized names of the Anti-Psionist movement. The details provided are necessarily inexact, as these organizations are naturally secretive about their plans. Every effort has been made to ensure accuracy, but in some cases many sources were not available.

Action!

Action! was formed by Aykthul Industries in -2 Imperial as part of Wairi Aykthul's plan to rid the universe of psionicists. It is a nonprofit organization that is not a subsidiary of Aykthul Industries. It is only related to Aykthul Industries through its founder, Wairi Aykthul.

Wairi has been blatant in his hatred of psionicists. He tends to act openly most of the time, although his subordinates usually end up hastily covering his trail. When his wife died while under the care of a psionist, Wairi (never a psioniphile in any regard) began his campaign against psionists. When his father died, he became an even more virulent psioniphobe. Besides purging all psionists from his corporations, he also engineered a revolution on Shibasiim, which had historically been a psioniphilic, psionist-dominated society.

Action! has played no discernible role in those proceedings, other than acting as a research and planning branch. Before the revolution, Action! simply did not have enough members to be an effective organization for any other purposes.

Although Action! has not been overtly associated with any anti-psionist activities, its publicly stated goal is the elimination of all psionists, and those who sympathize with psionists, from the Imperium. The members are very careful to always leave the impression that "elimination" refers to deportation. Those close to Wairi know that his goal is to see all psionists destroyed.

Privately, they have provided the impetus behind some of the more outlandish activities of Psionics Now! They hope to discredit the psionic community through such actions. Their current project is said to be actually helping Psionics Now! in taking over the Moot and holding its members hostage. Having no love of Cleon, Wairi is giddy over the idea of bringing two organizations that he considers enemies into direct conflict. He plans to ensure those members of the moot who are friendly with him will not be present when the takeover occurs.

Action! maintains an office on Sylea, but its headquarters has recently moved to Shibasiim. Before the revolution on Shibasiim, Action!'s membership consisted of less than five hundred people. Since then, the number has swelled to well over ten thousand. Membership dues are free to employees of any Aykthul-owned company. All others who wish to join must pay Cr200 per year.

Psilence

Psilence was originally formed on Sylea in -23 by a cadre of businesspeople and politicians who feared the spread of psionics would threaten their way of life.

Their primary purpose in organizing was to cause the destruction of all telepaths, whom they feared would expose their unethical business and political practices. However, to defuse accusations that this is indeed their intent, their stated purpose is "The cessation of all usage of psionics within the Imperium."

Since forming, Psilence has mostly succeeded as a research organization. The pro-psionist movement has effectively stymied their media campaigns, while their research has continued without interference. Due to the relatively wealthy nature of the members, Psilence's research facilities are of the highest possible quality.

Psilence's goal is to register and neutralize all psionists. To bring this about, the members realize they must first sway public opinion to at least mild psionophobia. To that end, they have used their contacts in the business community, in conjunction with the efforts of sympathetic citizens, to stage boycotts of broadcast media which portray psionics in a positive light. By taking out the good and leaving only the negative, they hope to persuade the public in the long term. Privately, they keep a database of all known psionists. In addition, they are attempting to develop a non-lethal method of rendering psionists non-psionic. Ironically, in the process they have developed quite a bit of knowledge about psionics and how it operates. Naturally, they do not share this information with the public, as a rule.

Psilence maintains its headquarters on Sylea. At this point, it has no other public offices, although covert research facilities are rumored to be located on Sylea, Laursha, Kuunen Ish, and Garr. There are approximately 10,000 members in Psilence. Membership costs Cr1000 per year.

Thought Protection League

The Thought Protection League was formed in -24 IE by Ipsurda Shimgarii. Shimgarii developed an early hysteria about psionics, and telepathy in general, based on the traditional Vilani distrust of psionics. Shimgarii formed the Thought Protection League in direct response to Ricardo de Leon y Kikiisshi's speech at the Congress of Psionics Research, in which Ricardo advocated the concept of partial integration of psionics into society. From its earliest origins, the nature of the Thought Protection League has been equated to that of a terrorist organization.

Shimgarii's original motive in forming the League was to destroy a man who he considered the prime leader of evil psionists — Ricardo de Leon y Kikiisshi. The psioniphobe quickly gathered together a band of loyal followers on Sylea, and prepared several contingency plans to assassinate Ricardo de Leon y Kikiisshi. The first attempt to come to fruition occurred in -21 IE, when Shimgarii sent a mail bomb to Ricardo's address. The explosion killed de Leon's wife, Antiama, but Ricardo was not present when the tragedy occurred. Thorough investigation tagged Shimgarii as the killer, and led to the arrest of some, but not all of his followers on conspiracy charges.

The highly publicized trial of Shimgarii led to his eventual execution, but not before Shimgarii had attracted a wider following for the League, as well as making himself a martyr for the cause. Ipsurda's lone daughter, Arsurda, assumed control of the outfit and

began to refit it along paramilitary lines. The new Thought Protection League began developing tighter, better-trained terrorist teams and reorganized fund raising and political efforts.

The League resurfaced in public three years later, with the bombing of a shuttle ferrying 23 psionics, their families, and a pair of pilots to the Congress of Psionics Research convention. No suspects were apprehended and the League served notice that it had reemerged in a more terrifying form. The League operates with similar efficiency today — some three decades later, still under the leadership of Arsurda Shimgarii, from an unknown system outside the Imperium.

The Thought Protection League is known for its covert terrorist activities and issuing press releases that claim or deny responsibility for certain acts. The Thought Protection League tends to attempt audacious, publicity-garnering feats such as blowing up prestigious psionics institutes, murdering or attempting to harm well known psionics. They have been known to kill non-psionics associates of such people, if the act will earn them further attention. However, The Thought Protection League is visible enough that it is often falsely accused of any act of violence against a psionics institute.

It is well known that the League now maintains a political wing, operated quite legally, as well as owning numerous corporations within the Imperium through various holding companies. The exact nature of this ownership, the companies and political wing are lost in the din of anti-psionics organizations, which the League encourages. Its bases of operation and exact membership are also shrouded in secrecy.

Terrans For Truth

Terrans for Truth was formed in -85 by Benjamin Smith for the purpose of advancing the Solomani viewpoint. Publicly, they demonstrate and argue for less Vilani-centricity in the novels, textbooks, and the popular media. Privately, they also engage in terrorist activities against those who oppose their viewpoint or who are otherwise seen as anti-Solomani. By -17, they branched out into anti-psionics activities as well, seeing psionics as a Vilani genetic trait. They would like to preserve the Solomani gene pool by keeping it separate from all other races of Humanity.

Like the parent organization, the anti-psionics branch of Terrans for Truth takes care never to claim association with terrorist activities. Also like the parent organization, it is widely believed that the members do, in fact, engage in the very acts they deny doing.

The anti-psionics branch of the Terrans for Truth began in -21 Imperial. The members have held demonstrations and marches, staged boycotts, and have appeared on numerous talk shows. Since the Terrans for Truth organization exists on worlds throughout the Core, Dagudashaag, Lishun, and Vland sectors, it has been far more effective than the other anti-psionics organizations in bringing this issue to the fore. It has upheld a polite and diplomatic public image, but off-record, the members fund terrorist activities against organizations that employ psionics, and governments that have pro-psionics policies.

Terrans for Truth, headquartered on Vland, has

offices on most worlds with medium to high populations. Although exact figures are unknown, it is widely believed that Terrans for Truth can boast a membership of several hundred million. The organization will only accept those who can show proof of Solomani ancestry. Those who have the purest Solomani pedigrees tend to go further in the organization. Membership costs Cr250 annually.

Other Organizations

The Beraniis: A small religious sect that believes their religious documents show that psionic powers are only available through manipulation by evil entities. Although they have stopped short of saying that all psionics are evil, they do claim that all psionics are puppets of evil metaphysical beings, some knowingly and others unknowingly.

Community Collective: Provides meeting space and support services to community-based, grassroots organizations. The members are very friendly to anti-psionics groups, but will not allow pro-psionics groups to use their facilities.

Corporation for Freedom: An anti-psionics think-tank, the Corporation for Freedom does opinion polls as well, with results that are noticeably skewed from those obtained by other sources.

Devine & Weston Corporation: While making money from those on both sides of the psionics issue, it spends 40% of annual profits on funding anti-psionics organizations.

Psionics in Everyday Life

By Musciri Deliigo, from his article that appeared in the 116-007 issue of Imperial News Monthly.

On psioniphilic worlds, life can be very different from what is experienced on the mainstream Imperial worlds. This writer should attempt to describe in the following some of the opportunities and dangers associated with living on a world that embraces psionic powers. This information is presented for those who may simply be curious as to the ways in which life is different in societies that revere psionics, or those who may be considering travel to such a world.

Communication

Telepathic powers can be used over long distances, if the telepaths are strong. Therefore, they can be used as the equivalent of comm units on low-tech worlds that welcome psionics. Often a group of telepaths will organize, relocate to major business centers on the world, and offer their services for use in communications. Other times, telepaths work directly for organizations, communicating telepathically with their counterparts in other organizations.

As with the invention of technology-based, high-speed communication over long distances, telepathic communication opens the door for political and business empires to form and expand. And, again as with technology, those who do not enjoy the benefits of telepathic communication will lose out to those who do. Of course, once technology advances to the point where telepathic communication is no longer an advantage, it can be discarded.

One interesting phenomenon can be the retarda-

tion of advancement in communication technology, due to the availability of telepaths on a given world. No such worlds have been discovered as of yet, but it is statistically certain that there will be at least one such world in the humaniti-inhabited universe.

Lie Detectors

With their powers of reading thoughts, telepathic psionics have the potential to be infallible lie detectors. Some psioniphilic worlds use them as such, with interesting consequences. Worlds where any lie can be easily and accurately exposed present a very different circumstance from what most people are accustomed. This is the most important, widespread effect of integrating psionics in any human society.

Lying is a part of life for most cultures. It is even socially encouraged in some circumstances, such as when one is asked about the physical appearance of another. Subordinates routinely tell supervisors what the supervisors wish to hear. Husbands and wives tell each other lies in effort to avoid arguments. Such "little lies" or "white lies" are common and accepted for most sophonts.

Lies can, and often do, play a larger role in society. Business leaders lie about the status of their business, when they find it advantageous to do so (for instance, to avoid a price drop in the company's stock). Politicians lie to avoid repercussions for unsavory activities committed before or during their term in office. So-called "confidence people" or "con artists" make a career of convincingly lying to their victims.

Infallible lie detection changes all that. When circumstances warrant, telepaths will be kept on hand to detect lies and ferret out the truth. For example, politicians will routinely employ them against their rivals. Media organizations will employ telepaths during all interviews. Married people who are having troubled relationships can seek out a telepath to discover the truth about their spouse. Courts of law will employ telepaths to determine the guilt or innocence of any person brought before them, simply and accurately.

The adjustment to infallible lie detection is usually quite awkward and disruptive. However, once the society adjusts, the benefits of truth begin to be reaped. No longer will money be spent inefficiently on inequitable agreements between businesspeople or politicians. No longer will money be lost to con artists. No longer will mistrust between people be the standard. The total trust, coupled with the inability of anyone to siphon off money or goods from the economy in an illegal way, sets the stage for economic, social, and technological progress that is rarely experienced under any other circumstances.

Messenger Service

Particularly on worlds at lower levels of technology, instantaneous package transport is key to business and government. Until a world develops the technology of telegraphs, information transport is extremely restricted. With the presence of powerful psionics skilled in the discipline of Teleportation, packages can be transported across town or across a continent. This greatly extends the reach of governments and businesses, allowing empires of both types to form. On

high-tech worlds, however, the effect of instantaneous transport is far less important, and is unlikely to be much of a competitive advantage due to the limits inherent to the power and to psionics in general.

Psionic Healing

Psionic healing is a complex subject. While it can be useful on an individual basis, when psionic healing becomes widely available to a given culture there is a high probability that it will bring about changes that are anti-survival in the long term, the foremost being when it begins to affect sentient beings' healthy fear of injury. When the long-term consequences of injury are blunted, the society is likely to become much more prone to risk-taking. Once taking unnecessary risks becomes the standard and accepted behavior, the society is setting itself up for a massive fall.

In addition, medical research will typically slow or even stop on such worlds. This leads to substandard service to those who cannot heal themselves, which in turn leads to bipolarization of the society. Ultimately, those who are doomed to use the substandard medical facilities will die off, having become the losers in the ongoing and impersonal evolutionary battle for supremacy.

Nonetheless, some psioniphilic worlds have chosen to teach as much of their population as possible how to heal themselves. On such worlds, every effort is made to bring out the psionic ability in each citizen. Then, the discipline of Awareness is taught, encompassing the ability to heal oneself.

Worlds with a high degree of self-healing psionics are extremely rare, however. Unless the society starts out with this emphasis on self-healing, it will have vested interests that will fight any such change. Medical professionals and the businesses that support them (hospitals, medical supply manufacturers, medical insurance carriers, and so on) will have their incomes severely curtailed if a significant portion of the population learns to heal itself. Therefore, they will do everything in their power to stop the change from happening.

More common is the world that offers a psionist who can heal others. Although these psionists themselves are rare, even having one per world will have significant effects, especially if the world does not have advanced medical technology. This has none of the negative consequences outlined above, unless the number of psionists who can heal others is sufficient to service the whole population.

Psychology and Psychiatry

Telepathy plays a positive role in the science of understanding and healing the mind. By providing direct access to the thoughts and emotions of other people, telepathy allows for much more accurate determination of psychological ills, though treatment remains difficult when they are not chemical-based. However, worlds that encourage psionics will typically have an advanced understanding of the mind when compared to what is typical of their tech level.

Espionage

Clairvoyance enables organizations to deduce accurately and easily what their competitors are doing via espionage. While the short-term effects may

include near-chaos in the business and political communities, in the long term it leads to a more open and honest society. Thus, the long-term effect of the widespread usage of clairvoyance is similar to the effect of using telepathy to detect lies.

The Psychological Effects of Accepting Psionics

By Stanislaus P. Cyczyowski, excerpted from his article which appeared in the 284-010 issue of *Interstellar Sociology*.

When one group has a significant advantage over another, the group with the advantage will have greater prosperity, and will eventually supplant their less fortunate neighbors (all other things being equal). This holds true for all beings, sentient and otherwise. However, sentient beings must also deal with the psychological effects of being on either side of this equation — superior or inferior. These psychological effects can be quite devastating on their own.

In general terms, there are three distinct reactions to being in a culture that acknowledges the existence of psionics.

Superiority Complexes

On worlds where both psionics and non-psionics exist, members of one group or the other (or both) will often come to see themselves as being superior.

Psionics: Those with a superiority complex will choose to see themselves as superior to those around them who lack their powers. In the best cases, this will mean seeing others as psionically disabled, and therefore to be protected and assisted. In the worst cases, it will mean seeing others as being one step back on the evolutionary ladder, unable to compete with their psionically endowed brethren.

Non-psionics: On worlds with small psionic populations, the non-psionics will often view psionics with distaste, as though those who have psionic powers are somehow indelibly marked with something signifying that they are less than human.

Inferiority Complexes

In addition to superiority complexes, mixed societies may end up with one of the two groups (or, in rare cases, both groups) feeling inferior.

Psionics: Those with psionic powers may feel their powers are actually a disability. They may simply want to fit in, and be seen as "normal." In the best cases, they will hide their talents, suppressing them and denying their existence.

Non-Psionics: People without psionic powers sometimes feel as though they have diminished or even no worth to society. They see that their psionic brethren have all the qualities they possess, plus nearly mystical psionic abilities. In the best cases, this will result in a form of jealousy, resulting in an intense desire to be like the psionics.

Balanced Societies

In the healthiest of societies, psionic powers are viewed like any other ability. Some people have the ability, and some do not.

Telekinesis and Gambling

In addition to other, more practical applications for psionic powers, there are incidental, yet interesting, effects as well. Using telekinesis for gambling purposes is one such.

Affecting the probability of die rolls is a simple matter for a psionist schooled in the Telekinesis Discipline. Similarly, guiding the path of the ball in a roulette game is fairly straightforward. Altering the movement of the wheels in slot machines is a little more complex, since they often spin too fast for the psionist to see the figure he wishes to select.

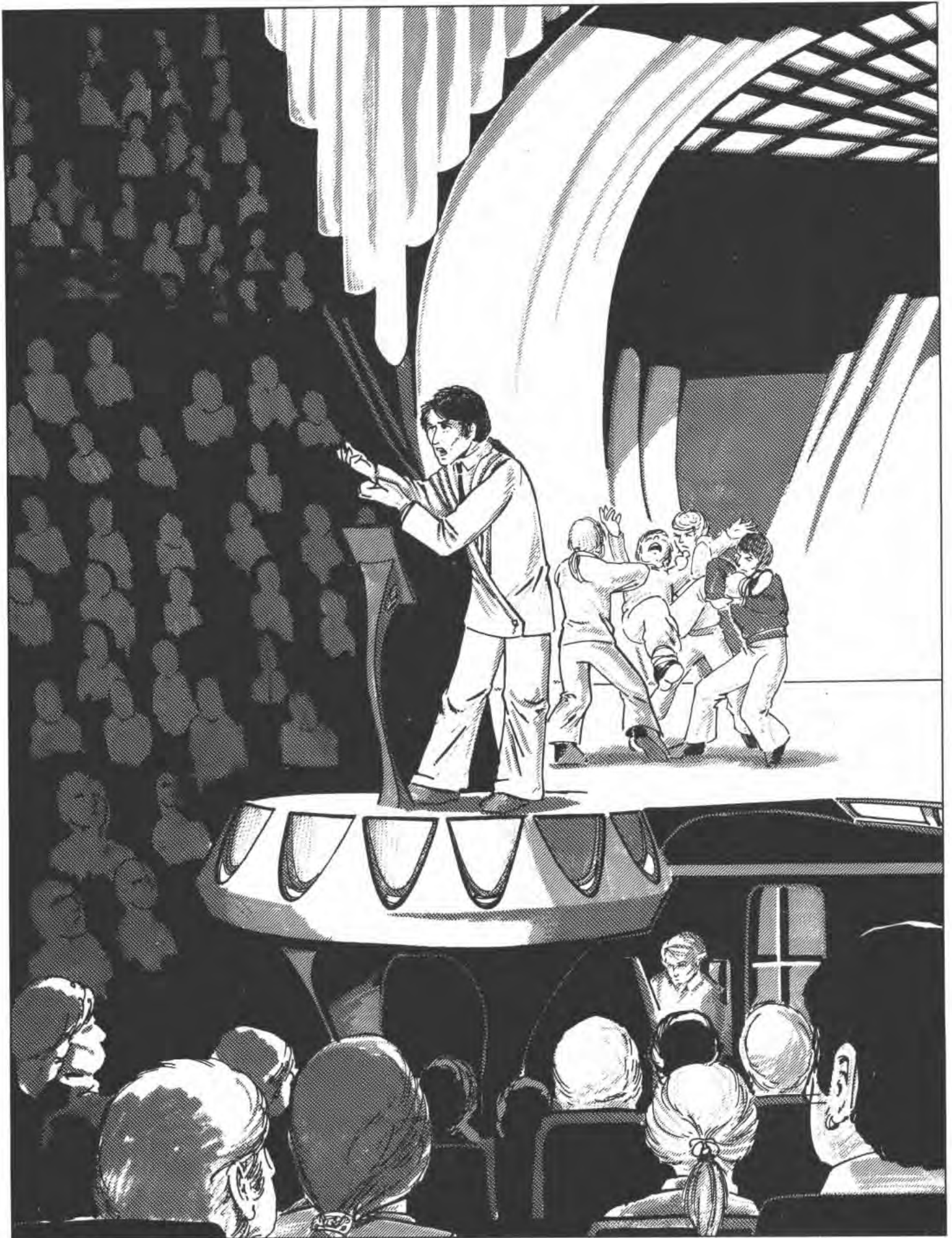
Because of these facts, psioniphilic worlds do not use such devices for gambling. They may have card games of all sorts, as well as other games that do not rely on the motion of an object for their randomizing element.

In game terms, the following rules modify those provided in Chapter 2. When gambling, find the applicable action, then modify the character's psionic task difficulty rating by the number of levels given. In all cases, tasks can never be simpler than the Easy level, or more difficult than the Impossible level.

Gambling Action	Difficulty Modifier
Cause dice to show one value	-1 Level
Cause dice to not show one value	-2 Levels
Cause roulette ball to hit one value	No Change
Cause roulette ball to not hit one value	-1 Level
Cause one wheel on a slot machine to stop on a given spot	+2 Levels
Cause one wheel on a slot machine to not stop on a given spot	+1 Level

In all cases, treat spectacular success as success. If a spectacular failure occurs, then the attempt was botched in such a way as to alert the spectators or participants that the character is attempting to cheat — although they may not know or understand what method the character was using.

Note that using telekinesis for gambling isn't a foolproof method of getting rich. In addition to the chance for spectacular failure, any telepath could determine that cheating is occurring simply by reading the mind of the telekinetic character. Any psionically-aware culture will be specifically on the lookout for such attempts. Also, if a character has an improbably long winning streak, most casinos will "escort" him out, regardless of whether they believe he is using psionic powers to cheat. Finally, most gambling establishments have house limits. Even if a character were to come in bearing a hundred megacredits, plunk it down on one telekinetically-enhanced die roll, he would be told of the limit (usually several hundred credits) and made to break his bet into many, smaller ones (each relying on a different die roll). Telekinetic characters must exercise caution when using their powers for these purposes.



4: INSTITUTES

A psionic institute shapes and guides its students into the psionics they become. As such, the search for an institute becomes twofold. First, budding psionics must locate an institute. Second, they must decide if the institute will service their needs, teaching them at a level that will bring them to their potential, for a price they can afford.

As institutes become more plentiful, they begin to seek out the students where appropriate, rather than the reverse, which gives rise to inter-institute rivalries. Such rivalries surface in several ways, from the competition for students to the prestige of winning medals in the Igah Hipodile. This chapter explores these phenomena and presents selected institutes for adaptation in **Traveller** adventures and campaigns.

Inter-Institute Rivalries

The following article is excerpted from *Psionics in Cleon's Empire: Myths and Realities*, by Dr. Salut R. Taldor, CorViProCo Press, Sylea/Core, 0019 I.E. and is reprinted with author's permission.

One of the less-publicized aspects from the rise of psionics within the Imperium is that what was an emerging science is now a business. As with all industries, psionics has benefited from large amounts of venture capital. It is now commercially viable as an enterprise, permitting the number of practicing psionics to increase rapidly. The commercialization of psionics has raised public awareness of psionics to all-time highs. However, it has had a negative impact as well. Many institutes of questionable quality have been founded, and numerous dubious practices have occurred. This can damage the reputation of psionics at a time when it is more visible and vulnerable to changes of opinion than ever before. The means of engagement exercised by these institutes give a good general idea of what negative and positive impacts on psionics can be.

Headhunting

One area of competition between psionic institutes is in the hiring of top teaching talent, as highly skilled, well known psionics instructors give an air of respectability to the faculty of an institute. While the hiring of talented instructors from a competitor is a practice as old as free enterprise, it has grown particularly fierce and vicious in the wake of the widespread commercialization of psionics.

Numerous institutes have worked hard to recruit top psionic talent from competitors. The methods have ranged from honorable to deplorable, from simply offering more attractive terms of employment (better wages, fringe benefits, etc.) to instances of outright kidnapping or shanghai-ing. In several cases, chains of psionics institutes advertised the enlistment of a particularly famous psionics instructor for their faculty, but the psionics instructor has in fact never set foot on the institute's campuses.

From the perspective of the psionics instructor, not all has been legitimate or praiseworthy either. Some have been known to renege contracts for a better offer, often with little or no recourse to the spurned institute. Others have been known to pledge services to more than one organization at the same time, pocket cash

advances and hiring bonuses, then leave. In one famous case, a psionics instructor arranged with some 20+ psionics institutes on a handful of worlds to act as part-time faculty for all of them. He was discovered only when a misjump delayed his arrival at one of the campuses by a week, enabling them to realize his true nature, and research his travels in the recent past.

Bad Press for the Rivals

One of the more deplorable practices is the deliberate acts designed to smear or harm the reputation of a rival institute. While such acts run a high risk on most worlds if caught, they have been very successful in some cases. Institutes have set up rival faculty members for arrest on worlds with anti-psionics sentiments. They have used psionics in illegal activities in the guise of a student or faculty from a rival institute. They have baited members of rival institutes into committing apparently innocent, but illegal acts. They have circulated damaging rumors or organized media campaigns to discredit the teaching or recruiting practices of their rivals. In short, they have run the gamut of illicit methods to tarnish the reputation of their competitors.

Industrial Espionage

Some institutes relish in the benefit of having a monopoly in a particular discipline on a particular world. Other institutes take pride in administering superior teaching or training systems to create a quality education for its students. As with any such industry encompassing a comparative nature, industrial espionage has wedged its way into the competition.

One of the more popular ploys is enrolling Trojan horse students to undergo training in a rival institute. For instance, Student A takes a psionics examination from School X, which finds him worthy but suggests that he undergo training from School Y in exchange for a salary, payment of his tuition and future employment in School Y. Student A takes the classes from School Y and reports its teaching techniques back to School X whenever possible. Student A then joins School X's roster upon graduation, now an expert on the instruction methods of School Y.

Another method is to actually steal training materials, instructional notes, etc. from a rival institute. Although this is not used as frequently as infiltration, it is, in some ways, harder for a wary rival to trace. The quality of the information stolen does, of course, vary greatly by the exact information stolen.

Recruitment of Students

One of the more obvious forms of competition between institutes has been the effort to recruit promising students, most of which have been legitimate, very open, and above board. Numerous institutes of all types offer a variety of scholarships to top

prospects as judged by examination. This system does encourage students with the best potential to develop their talents and enhance their field of study, so is therefore commendable and should be continued.

Various discriminatory practices have occurred in awarding scholarships, however, with the hope of enriching future endowments to the institution. A number of institutes now consider an applicant's social standing to be on a par with or more important than the raw potential of a student when awarding scholarships. Such scholarships, based on social position rather than merit or need, has created a situation where such schools gain the large endowments of the nobility at the expense of the best students. These sons and daughters may (or may not, admittedly) have limited ability, but who will, undoubtedly, have unlimited bank accounts when it comes time to donate to their school. Such ideal has sometimes left the best potential students out in the cold.

The Igah Hipodile

The Igah Hipodile (Sylean, translates most closely to Galanglic as "Mind Games") is a competition started in -40 on Sylea. In -40, the Psionics Department of the University of Sylea challenged the Sylean College of Psionics to a psionics competition as part of an interscholastic conference between the faculty and selected students of the two schools. The University of Sylea won this early competition, partially on the strength of a young graduate student, Ricardo de Leon y Kikiisshi. Kikiisshi won 2 of the Games' 5 events.

The Igah Hipodile has now grown into a major interstellar event. The games are split into two parts, the Student Competition and the Masters' Competition. Both divisions consist of tests of mental strength and skills, utilizing a bewildering array of abilities from all psionic disciplines.

The Opening Ceremony

Led by the traditional Flaming Imperial Starburst, held aloft by a single telekinetic, the teams enter the field. Psionics students from throughout the Imperium follow, dazzling the audience with choreographed feats of teleportation and telekinesis. From swirling ribbons to flaming batons, from flying students to synchronized teleportation, the ceremonies are a marvel to behold.

The Student Competition

Due to the scholastic origins of this competition, only educational institutions are currently eligible to compete in the Student Competition at the Igah. Every Institute that is capable will send a team of its finest pupils, each vying for the prestige of winning a medal in the Games.

The Student Competition is centered on the original events featured in the first Igah Hipodile. The contests now consist of Psionic Combat, Telekinetic Throw, Teleportation Marathon, Telekinetic Strongman Competition, Clairaudience Hunt, Telepathic Hunt, Telekinetic Targeting and the relay events.

Psionic Combat: Telepathic combatants use their psionic assault abilities to attack one another until one loses consciousness. Each combatant stands in separate circles two meters in diameter, with the centers of the circles set precisely fifteen meters apart to increase

the difficulty of the competition. Combatants may not leave their circle without forfeiting the match. The matches are single elimination rounds, with each combatant's contests set precisely 24 hours apart. The final round is held 48 hours after the semi-final round to ensure the best competition.

The event is popular with spectators, who seem to revel in the agonies of the contestants when their opponents hit them.

Telekinetic Throw: This is a two-round, two-day event. Competitors take turns throwing a 15 kg stone statuette as far as they are able. The stone is placed on a 1.2-meter pedestal and the psionist stands behind a line five meters away. The top ten finishers from the first day move into the final round the following day.

The stone statuettes are a different, limited edition design each Games. Artisans throughout the Imperium submit designs to the Games Committee, vying for the commission to create the stones. Popular models have included various fauna from throughout known space and the famous "Joyous Baby." The most controversial was a design of a woman standing in the midst of flames. The artisan called it "Phoenix", but the media, in light of certain historical precedence, questioned the propriety of the design.

Teleportation Marathon: A single-round event. Competitors are given a map of locations to which they must teleport. They are made familiar with the locations prior to the contest so that they have mental image of the locations. Each is assigned a specific, numbered circle to materialize in. The competitors must arrive within their assigned circle or they are disqualified. Teleportation marathons generally have anywhere from 10 to 100 legs, and can last several days. Endurance and the speed with which a competitor recovers Psi points become paramount in winning the event. The event usually begins prior to the opening ceremonies due to its length.

Telekinetic Strongman Competition: A multiple-round event. Contestants vie to lift successively heavier weights until the last, strongest telekinetic individual triumphs. Failure to lift a weight results in elimination from the competition. Single elimination rounds are spaced twenty-four hours apart and competition may last for several days, or even weeks. The longest recorded competition went 25 rounds, with the last nine rounds unfolding between two finalists.

Clairvoyance Hunt: A dual round event. The contestants must find a specific person by using clairvoyant talents, including Sense, Clairaudience and Direction. They will generally have to apply their abilities several times, on several different individuals. The actions or words perceived provide clues as to who the competitor is looking for. Once the competitor is certain who he is looking for, he uses Direction to physically locate the person. Additional talents may not be used. The first round is a timed event with the five fastest times qualifying for the final round. The final round is a true race, with the first to reach their target declared the winner.

Telepathy Hunt: A two-round event. Competitors use their telepathic powers to locate and tag live targets within a playing field. Various people and animals that are not targets are planted throughout the field to

complicate the hunt. The most commonly used telepathic disciplines are Telepathy and Life Detection, but some participants feel that Telempathy is helpful as well. The first round is a timed event with the five best times advancing to the finals.

The final round is played a bit differently. This round has a much larger number of targets and only one competitor may tag a target. At the end of one hour (standard Imperial time) the competitor with the greatest number of targets tagged is declared the winner.

Telekinetic Targeting: A single-elimination, multiple-round event. Competitors are paired and given three knives to throw at a bulls eye target 15 meters away. The competitor who hits most accurately with his throws is the winner and advances to the next round. Should there be a tie in any round, the players continue until one hits more accurately than the other does. Rounds are spaced four hours apart at three rounds per day, and continue until an ultimate winner is declared. There is no additional resting time allotted for the semi-final and final rounds.

Teleportation Relays: A single-round team event. The team consists of three racers, each of whom has to teleport a distance of 50 meters three times. After the third teleport, a baton must be handed to the next racer who then begins his series of teleports. The first team to arrive at the end of the course wins.

Telekinetic Relays: A single-round team event. The team consists of three members, each of whom levitates an object from a distance of 5 meters. The object is then moved as fast as the competitor can move it for a distance of 20 meters. The object is then handed off, telekinetically, to a waiting teammate. Dropping the object penalizes the team five-seconds. The first team to complete the 60-meter race wins.

The Masters' Competition

The Masters' Competition is held at every other Igah Hipodile, giving four-year students at least one opportunity during their scholastic years to attend or view the holo vid of the Games. The Masters' is open to any qualifying psionist. Preliminary events are held throughout the Imperium every six months, with due press coverage but minimal fanfare.

Masters compete in most of the same competitions as the Students, with additional contests such as Synchronized Telekinesis, the Biathlon, Triathlon, and Pentathlon. These added games showcase the experience and higher skill levels mastered by an advanced psionist. Very rarely, a psionist who recovers his psionic strength in record time is able to win medals in single events as well as one of the biathlon, triathlon or pentathlon events.

Synchronized Telekinesis: A single-round team event. The most recent addition to the Games, synchronized telekinesis is often dismissed as a meaningless event, included only because some find it fun to watch. Those who enjoy watching the event often wonder why it is not held during the Student Competition. The difficulty of the event is evident to most psionists, however.

A team of five telekinetics moves a series of objects in a complex pattern. Each team member may be manipulating up to five objects at one time.

Dropped objects may not be returned to the routine. The various objects are designed with the spectator in mind and are usually colorful, often having streamers attached to add to the pageantry of the event. The teams are judged on adherence to the compulsory pattern, keeping all of the objects in play, and the apparent ease with which they perform.

The Biathlon: There are actually several combinations of the biathlon, but the most popular is that of a teleportation marathon with a telekinetic target throw. This generally includes a minimum of 10 legs to the marathon and at least half of the stops have a required telekinetic throw at a target. Targets are always a minimum of 15 meter distant and the rules allow no teleport shorter than 30 meters. Competitors rest as necessary and the event can take several days. This is a timed event with each racer beginning 30 minutes apart.

The Triathlon: The triathlon takes the biathlon described above and adds a telepathic scan of surface thoughts to learn the next destination.

The Pentathlon: The most difficult of all the events, the pentathlon is comprised of the triathlon above, with an added telekinetic weight lift of fifty kilograms and a clairvoyance hunt. Of necessity, this event, as well as the Biathlon and Triathlon events, begin several days before even the opening ceremonies for the Games.

The Hipodile Sunburst

The first place finisher for each competition is awarded an iridium medallion in the shape of the Imperial Sunburst, while the alma mater of his school is played in the background. Second place is awarded a gold Sunburst and the third place finisher is awarded a silver Sunburst.

The Ricardo De Leon Award.

The Games were originally conceived to foster and encourage the growth and study of psionics within the Imperium by an expanding group of scholastic institutions. As a result, the Igah Hipodile Committee gives several noncompetitive awards each year, which are now known as the Ricardo de Leon Award. They honor meritorious service to the field, prominent research, distinguished teaching, and several other special achievements. Such awards are voted on by the committee, and awarded at a banquet during the final night of the games. Winners of the award also receives a grant from the committee, in the amount of Cr50,000.

It is important to note that awards have been given for research breakthroughs, improvements in training methods, and even the discovery of vital psionics-related artifacts or technologies.

Psi Drugs

Psi drugs are prohibited during the Games and there is routine testing for their presence. It has been many years since any competitors have tested positive for any substance that might alter their performance.

The Controversy

Historically, students of commercial institutes are not eligible for the student games. The growing number of commercial institutes has raised concern in some areas that with this exclusion in place, the Igah might not be drawing the finest student competitors

that the Imperium has to offer. Therefore, supporters of the theory have begun to lobby the Igah Hipodile Committee for their inclusion.

Detractors respond by pointing out that the quality of the commercial institutes is not as high, on average, as that of the traditional educational institutions. Therefore, the majority of the students would not be on par to compete against those from educational institutes and the competition would suffer rather than be enhanced. The one or two highly skilled competitors who might add to the Games would not be worth the additional expense of including teams from so many more schools.

To date, the committee has refused to even discuss the issue. Public sentiment is generally divided and the media continues to side with the detractors. Combined, there is no pressure from the mainstream to move in the direction of opening the Games to commercial institutions.

Sample Institutes

The variety of institutes in existence across the region of space explored by Imperial Scouts is impressive. From the best scholarly universities to the barest of commercial offerings, and from the most deviously planned government-sponsored institute to the most secretive society, the selection is staggering. What follows is a necessarily brief overview of a small fraction of those available to citizens of the Imperium seeking training in the psionic disciplines.

COLLEGE OF PSIONICS at The University of Sylea Educational Institution UID: 58A5-98697

Enrollment: 133,000 (College of Psionics Only)

Class Size: Moderate individualized attention

Amenities: Total Luxury

Overall Quality: ★★★★★

Departmental Quality:

Telepathy:	9
Clairvoyance:	8
Awareness:	6
Telekinesis:	9
Teleportation:	7

Tuition: Cr300,000

Location: Sylea/Core (UAP: 6)

Indisputably the most recognizable and visible psionic institute in Imperial space, The College of Psionics at the University of Sylea (more commonly shortened as The College at Sylea), is only one department of a great university, the largest in the young Imperium. The College of Psionics was founded in -95, less than 50 years after psionics became a formal discipline on Sylea. Contrary to popular belief, the College is by no means the oldest psionic institute on Sylea, nor is it the oldest one still operating (both distinctions go to Arlato Psionic College, a small private school elsewhere on Sylea). It is however, the most noted due to the popularization of the discipline by its most renowned alumnus, Ricardo de Leon y Kikiisshi.

Currently, the College teaches all of its disciplines to above average level and its students are able to exercise complete control of their powers. The school particularly specializes in Telepathy and Telekinesis and their instruction has a sterling reputation. Clair-

voyance and, to a lesser extent, Teleportation are taught with great dash. If the College at Sylea has a weakness, it has never particularly excelled at teaching the Awareness Discipline. However, its archrival, Arlato, teaches it with proficiency.

History: The University of Sylea was founded in -1750 IE, and is the oldest educational facility in the Third Imperium. Its College of Psionics, however, is much younger. Aneshu Likagag founded the College of Psionics and became its first dean. Likagag, a graduate and professor at Arlato Psionics College, had discovered to his surprise that the renowned University of Sylea lacked a College of Psionics, and began the campaign to establish one with the University fathers.

A 5-year effort at politicking saw the formation of The College of Psionics at University of Sylea. Under Likagag, the College developed the character for which it became famous. Likagag felt that close personal attention was important for the best possible instruction. To enable the young student to fully contemplate on the development of his skills, a setting free from distractions such as cramped facilities was needed. What other institutions disparaged as "extravagant luxury", Likagag called essential. The College at Sylea began to turn out some of the best graduates in the Federation and Likagag's methods were soon emulated by many.

Such was the state of the institution when its most recognized student entered its hallowed halls. Ricardo de Leon y Kikiisshi didn't create excellence at Sylea; what he created was a total approach to its use, with an eye on sociology, and to create standards for a profession that was searching for them. Ricardo's deeds made him a loved man in many circles, despised in others, and feared in still more. Ricardo de Leon learned from an excellent institution. He merely turned it into a famous one.

Today, the College at Sylea is still regarded as the premier learning ground for psionics. It is able to be very picky about admissions and its tuition is of course spectacularly high. The reputation of the school at this stage is such that in many instances a student need merely mention he is a graduate to find employment of his choice.

Physical Description: The University of Sylea is a mixture of architectural styles, ranging from pre-space-flight Terra to more modern grav supported structures. Predominant colors of the buildings and fixtures are a light sand color, with large expanses of lawns, gardens, and fountains. The College of Psionics is a reflection of this. The buildings are luxuriously equipped, the offices and classrooms large by most standards. Students are smartly dressed, as are their teachers and the administrators.

Notable Faculty Members: Too numerous to list. Within the profession, the fame and wealth of the College are such that it is able to attract many of the best and brightest professors of psionics in academia.

Notable Alumni: Ricardo de Leon y Kikiisshi, Eduardo de Leon y Barisskoba.

FOLIDA INSTITUTES

Commercial Institute UID: 3463-32022

Enrollment: 8984 (at separate campuses)

Class Size: Moderate

Amenities: Above-average

Overall Quality: ★★★

Departmental Quality:

Telepathy:	3
Clairvoyance:	2
Awareness:	0
Telekinesis:	2
Teleportation:	2

Tuition: Cr50,000

Sirce Silea founded the original Folida Institute in -2. By the time the Third Imperium had been in existence for 15 years, the Institute had expanded to eleven campuses on eight worlds. At every Folida Institute, students can learn the basics of any of the psionic disciplines, except Awareness, in a relatively short period of time. Because of their nuts-and-bolts approach, students learn much more about practical applications of their powers than about the theories behind them. Thus, graduates of the Folida Institute are considered very employable, albeit not in the academic arena.

History: Sirce Silea, a proficient telepath, had made an excellent living by offering the benefit of her psionic powers to those businesses willing to pay for them. As her consulting business grew, so did her number of contacts in the financial world. So, when she decided to open a commercial psionic institute, Sirce found it easy to obtain the financing necessary to build, equip, and staff a first-class facility. She brought in all the best equipment and teaching materials. She hired the best instructors she could find. When she opened the Institute to the public for the first time, she knew she had created one of the finest commercial institutes in existence.

Over the next five years, the Institute grew steadily. During that period, she opened one additional campus on her home world, and expanded to two more worlds. The business was generating far more revenue than her consultant practice ever had, and she was very pleased with the progress of her high-quality facility. It seemed there would be no end the Institute's growth and her own success.

Tragically, she died in a grav car accident early in the third year of the Third Imperium. The responsibility for running the business then passed to her husband, George. Realizing he had no idea of how to run the business, he hired a professional administrator named Irida Stiver to do it for him.

For better and worse, Irida changed the nature of the Folida Institutes. She decided it was best to train students to the minimum level necessary for employment, while strengthening ties with businesses throughout the fledgling Imperium. This strategy resulted in the Folida Institutes being viewed as far less prestigious in academic circles. On the other hand, it did increase profits, which were spent to fuel further growth.

Today, the Folida Institutes can be found on eight worlds, with new campuses planned on half a dozen additional worlds. Irida, who continues to run the Institute, recently married George, solidifying her position as matriarch of the growing Folida Institute empire.

Physical Description: The Folida Institutes have lost their leading-edge look almost entirely. They have been standardized on a pre-fabricated shell available throughout the Imperium. This is cost-effective, but at the sacrifice of individuality. All of the campuses fea-

ture box-shaped gray and brick red buildings. The interior of each is equally uninspired, offering only the most rudimentary equipment and materials necessary to its mission.

Notable Faculty Members: Each Institute's faculty members are drawn from the industries that typically employ psionics. This enables them to advertise that their instructors are all experienced in "real life applications, as opposed to the ivory-tower intellectuals you'll find at other institutes." This is all part of the new emphasis on employability over personal growth.

ID CELL

Government Institute/Secret Society UID: 2A65-30000

Enrollment: 200+ members

Class Size: Total individualized attention

Amenities: Limited luxury

Overall Quality: ★★★★★

Departmental Quality:

Telepathy:	6
Clairvoyance:	7
Awareness:	6

Tuition: Special (individuals are lifetime members)

Location: Undetermined (UAP: 2)

The ID Cell is a secret, government training ground for psionics, responsible for preparing psionics to be wet agents for Naval Intelligence. The program is administered and supervised by the Black Watch Directorate of Naval Intelligence. Given the planetary psionophobia, public knowledge of the existence of the facility would have serious ramifications.

The ID Cell is hidden within the bureaucracy of the Navy and even the planetary leader doesn't know of the cell's existence. The highest official aware of the operation is the Admiral of Naval Intelligence himself. The members of the cell are not documented in any Navy file or in any planetary database, each member's true identity and background having been erased. These men and women are known only by their code names to the institute's special training staff. If a member were ever captured or killed, the Navy would disclaim any knowledge of the individual.

The members of ID Cell fall into one of three categories: cadets, operators (wet and support), and cadre. The cadets are special recruits with high psionic abilities. Given the level of planetary psionophobia from which many of the most gifted psionics have fled, it has become difficult to find gifted individuals. Those who are recruited are trained for six to eight years as cadets. During this time they are given intensive one-on-one instruction by former operatives of the cell. The instruction includes training in both psionic and covert operations skills.

After a cadet has finished his initial training, he is given a low-risk field assignment to hone his skills. These low-risk assignments include surveillance, support operations and courier work for other operatives. These last for one to four years depending on the cadet's performance and abilities. Upon completion of initial field assignments, the members return to the classroom for advanced training, after which the exceptional members become wet operatives while the rest are designated as support. Wet operatives are assigned to high-risk operations, including deep

undercover work and infiltration of high security areas both enemy and friendly.

The members of ID Cell do not retire after their service is over in the normal sense. When an operative is unable to continue in the field, they become cadre instructors and support personnel at the institute's training facility known as the "Prison." They receive preferential treatments throughout their careers, including special accommodations and excellent benefits during their service. The only way for a member of the ID Cell to leave the service is death or lobotomy.

History: Many years ago, a former director of Naval Intelligence decided that more research on the military capabilities of psionics and possible deployments of psionics for military operations was needed. By secret order, the director initiated the program now known by the code name "ID Cell". Originally the program dealt with only the research of possible use of psionics in combat. After a couple of years, Naval Intelligence discovered that the Army was also researching the same subject, thus, the director ordered ID Cell into the field to assess the current level of the Army's program. The members of the ID cell performed magnificently. They determined the status of the Army operation and uncovered Army's plans to use its psionics to "spy" on the Navy. Armed with this information, but without disclosing the information's source, the Director of Naval Intelligence presented a report of the Army's intention. The fallout from the disclosure destroyed the Army's research effort and seriously compromised the Army's ability to perform future intelligence operations.

Now with its interservice rival out of business, the Navy continued to develop its ID Cell. The performance of the ID cell members gave the Director of Naval Intelligence several ideas about the developments within the ID Cell and its future deployment. Armed with this secret weapon, the director conducted intelligence operations against friend and foes alike. In the matter of a couple of years he had accumulated secret documents on many of the planet's enemies and several of his potential rivals. However, before the director could use these files to their full potential, he died of "natural causes". His extensive files were never discovered. Directors since that time have not employed ID cell at such a level.

The cell members are highly trained individuals, both in the areas of psionics and covert operations. They have been used as deep agents, advance scouts for special operations teams, and for special interrogations. In recent years, the new director has started to use ID Cell more and more, often to ensure that the other government organizations have not developed their own ID Cells. (This is an ongoing surveillance with a target completion date sometime during the next few months. Initial reports from the agents reveal that no other agency has a similar psionic team.)

Physical Description: The ID Cell's headquarters is located at its central facility known as the "Prison." The Prison is actually a functioning brig for hardened criminals located on a bluff overlooking a valley. The ID Cell is located under the prison and has hidden entrances from the prison and from the valley outside the premise. Only the prison warden and his executive offi-

cer know of the training facility's existence. The only other outsiders who possess knowledge of its location are high-ranking members of Naval Intelligence. Even then, most of these individuals believe that the facility trains agents for conventional covert operations only.

The "Prison" houses all of the new cadets, any operatives back for refresher course, and all of the cadre and their families. The facility is state of the art and is shielded against psionic intrusion. It has indoor weapon ranges and gyms. The living quarters for the cadets are sparse and contribute to the hardening of the cadets for field duty. The rest of the staff and directors live in very comfortable quarters along with their families. The premise contains a full range of entertainment and pastimes to support a lifetime residency.

Notable Faculty Members: Agent X, a wet operative of the first degree. His highly-developed psionic abilities complement his sharp covert operations skills. He is an expert survivalist of all environments and is very resourceful. He uses his Awareness ability to control his body and Telepathy or Clairvoyance to obtain information on retrieval missions. He can kill effectively when necessary, but this is always a last resort. X's goal is to get in and out without being detected by anyone, to secure the target information without any enemy knowing that it has been compromised.

"The Director" is the code name of the commanding officer of the ID Cell. No one knows his real name — including himself. He has been serving in the ID Cell for over 50 years and has long forgotten his previous identity. He was the oldest and most renowned wet operative until his "retirement" to the director's position. He knows all of the operations that the ID Cell is conducting at any one time. He answers directly to the Admiral of Naval Intelligence and no one else.

IAGAH KHAD (Thought Police)

Government Institution UID: 3353-77700

Enrollment: 4764 students/operatives

Class Size: Large

Amenities: Limited Luxury

Overall Quality: ★★★

Departmental Quality:

Telepathy: 7

Clairvoyance: 7

Awareness: 7

Tuition: Special

Location: Puukankhi (High pop; extreme government; UAP: 4)

In the repressive atmosphere of Puukankhi, the "Iagah Khad" enables Kariish Aagullii (Dictator) to rule Puukankhi with an iron fist. Known officially as Special Officers of Security (often called the "Sensitives"), they are truly a thought police.

History: Partially responsible for the psionophobia on Puukankhi, the Iagah Khad was the name of a select group of Sensitives that served as the previous dictator's secret police. Hidden throughout the population of Puukankhi, they watched, intruded, and wielded almost complete authority over anyone but the dictator himself.

In -12, Kariish Aagullii took over in a bloodless coup. The Iagah Khad played an integral role in the revolt, removing key points of the previous government in less than one hour.



It's unknown as to whether Kariish herself has any psionic abilities, but the lagah Khad has grown nearly ten times its original size since her coup. Kariish invested great efforts into the testing of the population of Puukankhi and anyone with significant ability has been identified and recruited or lobotomized.

Now a society within themselves on Puukankhi, the lagah Khad are housed in a private compound and used for the sole benefit of Kariish Aagullii. Sensitives monitor planetwide reports to find any likely individuals with psionic talents, who are then "invited" to the central compound to become a part of their new family (should the subject testing positive). Other duties include accompanying the security forces of Kariish in raids and helping to ferret out "undesirables" throughout the sprawling cities.

In the years following the coup, there was some guerrilla warfare going on within the lagah Khad, which now appears to have been completely quelled. The few psionists who go rogue are summarily lobotomized or killed, and any psionist on this planet is either in deep hiding or part of the lagah Khad.

Physical Description: The Compound is a quiet facility walled off and discrete from the teeming population of Puukankhi. Electronic barriers monitor a wide green space up to the signatory white walls, and access is restricted to grav vehicles entering and leaving the airspace. A sprawled complex of single and two story buildings make up a spacious living arrangement for the inhabitants, with their needs taken care of by servants at every level. Entertainment and recreation facilities are scattered throughout, and at the center of the compound is a seven-story research and training facility. All public compound buildings are constructed from steel alloys and reflective glass, while private dwellings are built with simple adobe and sport roofs of a natural material.

Notable Members: Master Khilaku, a master of Telepathy and Awareness who heads the lagah Khad. A well known figure to Puukankhi, he is always seen in the background of Kariish Aagullii. Rumors about him abound, but nobody appears to know any significant facts about him.

INSIGHT

Commercial Institute UID: 4252-3000

Enrollment: 23,560 (at separate campuses)

Class Size: Large

Amenities: Adequate

Overall Quality: ★★

Departmental Quality:

Telepathy: 3

Tuition: Cr25,000

Insight is a chain of institutes partnered with local businesses to train employees in telepathic abilities. The classes are scheduled to cut into the employees' time at work in a minimal way. Generally, they are able to work six-hour days, then attend classes for four to six hours, depending on the ambition of the student. A full day of classes on Saturday rounds out the schedule. With this schedule, businesses retain the valuable work production of an employee during training, while the employee still masters his telepathic abilities in the usual four years.

History: Insight was founded in the year -27 by

Izimori Fujiyami, who began his first Insight Institute in a commercial space on the corner of a downtown business district. Initially it was unpopular, and the high cost of rent almost forced Izimori out of business. In addition, the world was experiencing an economic downturn, so people were spending less money on luxuries such as psionic training.

Izimori watched in despair as the businesses surrounding him closed, leaving many office buildings vacant. He began to think that placing Insight at the heart of the business district wasn't as much of a good idea as it had originally seemed. He wondered whether his business would be the next to close.

Nevertheless, he worked tirelessly at recruiting the few businesspeople remaining in the area. He canvassed the businesses, leaving brochures that touted the commercial benefits of telepathic powers. This undoubtedly saved Insight and paved the way for the huge growth first experienced during the company's third year.

Within two months, the institute began to turn a profit. By the end of his first year, the economy had turned around and businesses returned to the city. His customer base thus swelled, he enjoyed greater and greater success each month.

By -23, Izimori's business was thriving. He leased office space in one of the more prestigious buildings and expanded his teaching locations to a total of five, including his original corner facility. But, as he added staff, he realized that the job of managing it all was taking far more of his time. However, he knew of no other option.

That was when Synthia Weriabo approached him about branching out. She was well known for her skill at guiding growing businesses into the lucrative world of franchising. He was, however, initially uncomfortable with the idea of losing direct control over the individual Insight Institutes, but after analyzing the financial implications, Izimori decided to form a partnership with her. She would use her expertise to help the Insight franchise grow, while maintaining enough control over individual operating units to keep Izimori comfortable with having his properties under the direct control of others.

By the time the Third Imperium was founded, Insight facilities could be found on any world with a class A or B starport within the Core subsector. Today, there are plans to bring the Insight chain to worlds with C class or better starports throughout the sector.

Physical Description: There are currently over two dozen Insight schools located throughout the subsector. Each is run as a franchise, using a standard set of procedures for training students. While the facilities are as individual as the franchisees, the trademark green and yellow banner flies outside of every one of the Insight Institutes.

Notable Faculty Members: Each Institute has a staff of ten to twenty instructors of varying degrees of qualification. Recently, Insight has experienced a great deal of turnover, perhaps due to the relatively low wages that the franchisees tend to pay their instructors. Izimori and Synthia are currently examining this issue, and hope to resolve the matter quickly, before their competitors are able to take advantage of the situation.

INSTITUTE OF NUKUDI

Government Institution UID: 2885-50680

Enrollment: 189 researchers/students

Class Size: Moderate

Amenities: Moderate Luxury

Overall Quality: ★★★★★

Departmental Quality:

Telepathy: 5

Awareness: 6

Telekinesis: 8

Tuition: Cr40,000

Location: lile (Captive government; UAP: 9)

The Institute of Nukudi is a secret research institute funded by the Imperial Government. Located in far system orbit, access to the facility is by Jump or HEP-laR Rocket from in-system. The facility focuses on physical researches associated with psionics.

History: Originally founded by a world government in -54, the Sylean Federation became aware of its existence when the world government collapsed. The facility was shut down for 30 years and only recently reopened with private research grants under the Third Imperium.

For the past seven years, the facility has pursued detailed research into understanding the physical effects of psionics and its links to physics. Massive funds have been poured over the past several years into understand the connection of psionics to the electromagnetic spectrum and contemporary physics, with the stated goal being the reproduction of psionic effects.

In the past year, research into artificially recreating chemicals to stimulate psionic activity in the brain has achieved limited and controversial success. A drug was developed, but contained the side effect of migraines and erratic stimulation of psionic activity. The drug testing has been suspended inside the facility after an accidental triggering of previously-unknown teleportation power of a psionist — directly into vacuum some 1,000 kilometers from the station.

Highlighting the small success of the biological division, Imperial studies of a destroyed alien city have produced some artifacts apparently capable of interacting with human psionic process. Researchers have been quietly and maniacally investigating the artifacts for the past several months, with no particular new discoveries other than it somehow interacts with both Telekinesis and Telepathy.

Physical Description: A triple-wheel, deep-space facility, the station is fusion powered and armored against radiation. The station itself has no impressive defenses beyond the laser turrets, but three system defense boats are stationed here for security.

Inside the facility, the wheels are divided into zones, with a full one-and-a-half wheels dedicated to research labs and the rest divided among living quarters, recreation centers, and stores.

Access within the station is completely unrestricted and the inhabitants enjoy the open collaboration in experiments. A small staff carefully maintains the station, with the goal of providing the best possible research environment coupled with a comfortable living environment. Private quarters have lavishly accommodations compared to many orbital facilities, and the station houses a number of excellent dining establishments.

Notable Members: Master Gimiir Aur. A master of

Telekinesis, Gimiir Aur leads the attempt to boost psionic talents using conventional physics.

Master Bakhidaa Anar. A master of Awareness, Bakhidaa leads of a team of biological and chemical researchers in attempts to reproduce the natural chemicals found to stimulate psionic activity.

THE INSTITUTE At ZUARKRI

Educational Institute UID: 2964-78795

Enrollment: 844

Class Size: Small

Amenities: Adequate

Overall Quality: ★★★★★

Departmental Quality:

Telepathy: 7

Clairvoyance: 8

Awareness: 7

Telekinesis: 9

Teleportation: 5

Tuition: Cr200,000

Location: Zuarkri (2016/Core/C877599-8; UAP: 7)

The Institute at Zuarkri was founded as more of a research facility than an instructional institute. Since then, it has changed over the years to become one of the premier academic institutes in the Third Imperium.

History: Mikkel Juans founded this Institute of Psionics at Zuarkri in -158, using some of the profits earned by his organization SyITaEnt LIC (now the largest talent agency in the Imperium). Mr. Juans' stated goal was to explore the use of psionic abilities in entertainment. Thus, research was to be the Institute's primary concern, as to him, the educational aspect was secondary. If the research paid off, he would then of course have a ready supply of talented psionists for exploitation in his business. If not, he would at least have a profitable business in training psionists.

The initial results provided some hope. One project looked into the possibility that a psionist could project emotions to audiences, enhancing the appeal of theater productions. Another hypothesis was whether telepathy could be used to allow lesser talents to draw on the abilities of a top-quality performer. In either case, the perceived quality of performers could be dramatically increased, which was an admirable goal. However, these and other projects eventually proved fruitless.

By -144, Mikkel Juans changed the school's focus to education, and gave orders that the school's mission was to maintain profitability as an institution of learning, relegating research to the secondary role. The members of the Board of Trustees, led by Director John Pouver, deftly enacted Mikkel's directive. It was at this point that the Institute began to thrive. The status of the school was raised from a backward institution to a level that would one day be competitive with the revered University of Sylea's College of Psionics (which not yet been founded at that time). Over the next century, the school expanded and grew. Eventually it attracted top-level faculty and promising students.

Illia Xunow became Director of the Board of Trustees in -96. She helped the Institute develop an excellent relationship with Zuarkrian society, providing meeting rooms for various community organizations. This and other out-reach activities, such as providing psionic counseling and problem-solving, went a long

way in building the positive attitude toward psionics that exists on Zuarkri today.

Another change began in -48, when Ceelig Donkou took over as Director. He began the Alumni Community Development Program, which promoted the ties between its alumni and current students, resulting in a huge quantity of donations, large and small, from previous students, and used to fund scholarship programs. As an unexpected effect of this program, alumni began to return to the school to take positions on the faculty. Today, the entire faculty is comprised of former graduates of the Institute.

Miiso Mueller, who took over as Director in the second year after the founding of the Imperium, continues the tradition of developing bonds between the community, alumni, and faculty.

Physical Description: Zuarkri is a world with a standard, tainted atmosphere. It has a diameter of approximately 12,800 km, 70% of its surface covered by water, a population of approximately 500,000, Impersonal Bureaucracy government, law level 9, and its tech level is 8.

The Institute of Psionics at Zuarkri is in the tradition of fine universities throughout human space. The Institute is located at the top of a hill overlooking the Bay of Meice. The Administration Building, a pentagonal structure, is located in the center of the campus, the five Departmental Buildings radiating out like spokes from a hub surround it. Circling the main buildings of the Institute are the library, student union, small on-campus restaurants, and so on.

The buildings are constructed in the style of ancient Sylea, purposely mimicking the center of power. The Administration and Departmental Buildings are each six stories tall. The surrounding buildings are all three stories tall. The paths that unite the buildings are made of the shells of a local marine shellfish, and are lined with bushes, trees, and other plant life.

Notable Faculty Members: Master Gushili Regiil. Well noted for his contributions to the area of ethics in psionics, Master Regiil continues to help the Institute at Zuarkri grow and prosper by guiding its students toward the most socially beneficial application of their powers.

Master Viiki Smith, best known for her published works on the use of teleportation in humanitarian missions. Master Smith heads the Department of Teleportation Discipline at the Institute at Zuarkri.

Master Pual Wovii. This learned Master of the Art of Clairvoyance recently joined the Institute as head of the Department of Clairvoyance Discipline, having retired from his well-chronicled adventurous life.

KAND TELEPATHY INSTITUTE

Commercial Institute UID: 2500-40000

Enrollment: 159

Class Size: Medium

Amenities: Totally spartan

Overall Quality: 0

Departmental Quality:

Telepathy: 4

Tuition: Cr20,000

Location: Kand (vacuum world; UAP: 6)

The Kand Telepathy Institute is an entrepreneurial development based on recent tridee entertainment and run by respected former corporate negotiators.

History: Misha Aan and Kisiige Egun, commercial telepathic negotiators, started the institute to develop the outlying psionic scholastic markets, beginning by using conferencing sessions for a few students, alternating sessions between them, in an effort to train several private students over the outlying distances on Aazra Kand.

The decision to become a commercial institute came when a market slump left both of them without immediate employment. Using their savings, they invested in an inexpensive *Tridee* recording studio and spent several months developing concise lectures and precise techniques that would train most budding telepaths to at least some proficiency.

As their recordings came online, they spent the last of their savings in a small media blitz that brought paying students to the sessions early and quickly. Falling behind on the studio work, they quickly automated the process as much as they could, reducing the interactive conferences to only once or twice a year and relying more on the recorded lectures to instruct.

Physical Description: Kand is a small vacuum-locked world where most of the inhabitants live in underground complexes called clusters. Large portions of the 8,000,000 inhabitants on Kand are scattered about smaller clusters and mining districts sprawling the planet. Transport between the clusters is relatively expensive.

The institute itself is a small business office and production studio located in the central cluster of the largest city on Kand, Kagii Laa. Buried in with other offices, the institute is not immediately noticeable. The interior looks like any other small business office and nothing at all like an educational institution.

The office supports 2 full-time staff to maintain business and correspondence, and is otherwise fully automated. Students contact the Institute using electronic mail and data transfers to bring the recorded lectures into their choice of home or office.

Notable Faculty Members: Misha Ann and Kisiige Egun are both locally known and respected negotiators on Kand. Since founding the institute, they've done little commercial work. Instead, they have spent their time recording lectures and contributing to the positive marketing of the psionic negotiator profession.

LADIES' HOMEMAKER SOCIETY

Secret Society UID: 1A15-94864

Membership: 74

Class Size: Very Small

Amenities: Poor

Overall Quality: ★★★★★

Departmental Quality:

Telepathy: 9

Clairvoyance: 4

Awareness: 8

Telekinesis: 6

Teleportation: 4

Tuition: None, must be accepted as a member; see below.

The Ladies' Homemaker Society (LHS) is, to ostensibly just a group of women who meet weekly to gossip and play card games. What isn't obvious is that this society secretly trains its members in the psionic disciplines, as well as how to use their psionic powers in everyday life.

History: LHS was originally simply a group of

neighbors who joined together to play cards and discuss homemaking and community issues, until one of the members revealed that she was a psionist and offered to teach the disciplines she had learned to the others. She explained that she had found them helpful in managing her household... and her husband.

As the Art (as they came to call it) spread through the group, some members chose to drop out of the Society. Others have joined in the Art, only to move away because their husbands get jobs on another world or for other reasons. None, however, have revealed the true nature of the Society.

Today, LHS is comprised exclusively of psionists, who instruct each other and exchange tips on how best to use psionic powers in daily life. New members are welcome, although they are carefully screened before being told of the group's secret nature. Those judged to be incapable of accepting the truth are systematically pressured to withdraw from the society. Nonetheless, the group has grown considerably since its humble beginnings.

Physical Description: The Ladies' Homemaker Society meets in various members' homes during the day, when children and husbands are at school or work. Due to the large number of members, they typically meet in several, smaller groups. However, they all meet in a large rented meeting hall six times per year, in effort to keep the Society from permanently fragmenting.

Notable Faculty Members: The members of LHS teach each other. However, some of the members are better at instructing than others.

Theresa Aykthul, who, in addition to being one of the best instructors at the Society, is a cousin of Wairi Aykthul. Knowing Wairi's obsession to destroy all psionists, she appreciates the secretive nature of the group.

Genny McDermut, the original member who led the group to its current focus on psionics. She is a very strong telepath, and has since also learned the discipline of Awareness to a respectable degree.

Viviia Sanch. At seventeen, Viviia is the group's youngest member, but she has been studying the Awareness Discipline from her mother virtually since she learned to talk. As such, she is very strong at her discipline. She has also turned out to be an excellent instructor.

DEPT. OF PSIONICOLOGY, MARIK COLLEGE

Educational Institute UID: 1764-40606

Enrollment: 45

Class Size: Limited individualized attention

Amenities: Limited luxury

Overall Quality: ★★★★★

Departmental Quality:

Telepathy: 4

Awareness: 6

Teleportation: 6

Tuition: Cr70,000

Location: Kand (vacuum world; UAP: 6)

The Psionology Department of Mariik College provides the only scholarly psionic learning and research facilities on Kand. Physically separated from the main part of Mariik College, the students have opportunities to learn and excel, as well as working with many other educational institutions off world. Mariik College has

become a respected partner in the education of psionics in the Third Imperium as the department has grown.

History: The Psionology Department of Mariik College was first opened for public enrollment in -58, separating its coursework from the Sociology and Psychology Departments into a new department.

The driving force behind the department's formation was Asashi Khu, who was named and served from -58 to -42 as the Department Chair, and thereafter as a very influential professor emeritus. Asashi was motivated by personal experiences with anti-psionic movements within the Sylean Federation to provide a haven on the otherwise neutral world of Kand.

Initial efforts of the department were to develop commercially acceptable psionic talents, and while his own talents laid in Awareness and Clairvoyance, the focus of the department centered on Telepathy and Teleportation. Keeping a firm grasp on public sentiment, the department and Mariik College initiated a strong public outreach program to encourage the advent of psionics on Kand and within the Sylean Federation.

In -38, the department was rocked by a public scandal involving one of the department's Clairvoyance instructors, who was charged with multiple counts of industrial theft and espionage. Mariik College denies the charges to this day and no substantial proof has ever surfaced. The negative media from the event, however, caused the Clairvoyance program to be completely dropped and the instructor in question was quietly dismissed.

Today, the department is led by Isha Dir, who has been pivotal in generating research funds for the Department and guiding the student team's participation in the Igah Hipodile at Sylea. The department is currently accepting applications for an instructor, as one of the telepathic professors has moved on to a more lucrative position as a megacorporation negotiator.

Physical Description: The Psionology Department of Mariik College is secluded from the central campus, with a sprawl of chambers makes up a tastefully decorated landscape. A central library dominates the main chamber, and faculty offices outlying the edges of its hexagonal construction. The instructors have offices on each of the six walls of the library, one of which is currently empty.

Outlying chambers surround the central library and offices in a spoke-like fashion common to the underground chambers of Kand. They hold open dormitories and research laboratories. Many of them occupied with current research efforts that fund the private campus for the Psionology Department.

The collected chambers that comprise the Department's private campus have controlled access to the rest of the Kand. This is partially for the protection of the students from anti-psionists, and partially for protection of the research happening within the department.

Notable Faculty Members: Master Isha Dir. A master of Awareness, Isha Dir leads the Department and his own interdisciplinary program of Biology and Psionic Awareness.

Master Kagii Shiir. This master of Teleportation focuses heavily on industrial and courier uses of teleportation. Some of his students have been noted for their groundbreaking work in applying teleportation to emergency rescues in orbital industrial complexes.

MIND-R-US INSTITUTE

Commercial Institute UID: 1731-30100

Enrollment: 61

Class Size: Medium

Amenities: Spartan

Overall Quality: ★

Departmental Quality:

Telepathy: 3

Telekinesis: 1

Tuition: Cr10,000

Location: Referee's discretion (UAP: 8)

Mind-R-U's was founded last year and is run by sole proprietor, Gina Shili. It is a small institute that has grown out of a local telepathy psionics club. Gina, also the president of the club, figured it would be easy to start and run a training school with the support of her club. She has found out that it is far more difficult than she imagined. The institute teaches telepathy and the basics of telekinesis, and its students are mostly members of the local Psionics Clubs. The institute is in financial difficulties and has been on the brink of bankruptcy several times.

History: The president of the local Telepathy Club, Gina Shili, lost her job last year. Unable to find work, she started giving telepathy lessons to some of the new members of the club. Over the next few months she took on more and more students until she now has 61 students. But Gina is also a lousy businesswoman. She spent their tuition as she soon as received it, without giving any thought to the operating overhead of the institute, which has compiled a large amount of debt that it cannot pay. Gina has managed to keep the doors open only through shady deals and personal favors.

The real losers are the gifted members of the club who attend Gina's courses and don't get any value for their tuition. They are being held back by the limitations of the institute and the lack of a quality instructor. However, several of the popular members of the club continue to attend and seem very happy with the instructor, while many other club members show up just to be part of the group.

The institute is on its last leg. Gina has used up every favor she has. She has borrowed from every member of the club. She is in debt to several financiers. Unless a miracle happens soon, the bank will foreclose on the institute and Gina will be bankrupt. It is a miracle that the institute has lasted as long as it has.

Physical Description: The institute is currently housed in a small building that doubles as the club's meeting place. It is in a middle class neighborhood and Gina has worked out a deal with the landlord for cheap rent. The building has a large meeting room where the club meets and two smaller rooms about a quarter of the size. Gina uses one as a studio apartment and the other for a classroom. The meeting areas are full of tables and chairs, thanks to another favor solicited by Gina. The studio apartment is sparsely decorated for the most part.

Notable Faculty Members: Gina Shili. Gina is a psionics of very limited ability. Her election as club president was based on her extracurricular activities with several of the male club members. She has no business experience but supposedly has other talents to offer. She lives day to day with no thought for the future.

PSION-1 INSTITUTE

Commercial Institute UID: 1632-43040

Enrollment: 77

Class Size: Small to Medium

Amenities: Spartan

Overall Quality: ★★

Departmental Quality:

Clairvoyance: 1-4

Telekinesis: 1-4

Telepathy: 1-4

Teleportation: 1-4

Tuition: Cr60,000

Location: Referee's discretion (UAP: 8)

The first Psion-1 Institute was incorporated in -24 by James Burgess, who realized there was money in training fledgling psionics. Over the years Sir Burgess has opened dozens of these small commercial institutes and he has franchised hundreds more throughout the nascent Imperium. The institutes are located in neighborhood malls or in large skyscraper habitats. They teach one to three disciplines of varying levels based on the current faculty. Most of the institutes teach Telepathy and one other Discipline. Psion-1 is a registered trademark of Burgess Unlimited.

History: The Psion-1 Institute chain has a stated goal to introduce novice psionics to the basics of psionics and the associated disciplines. Given the psioniphilia on the planet, James Burgess' idea of a low-cost neighborhood institute was a winner. Psion-1 became known not for institutional quality, but for inexpensive tuition. The institute concentrated on the basics and the population's support of psionic pursuits quickly filled the initial classes. Being a clever businessman, James reinvested in additional institutes throughout the country. Later he expanded his operations to cover the entire planet.

As he expanded, he found that he could not manage and teach at the different institutes. He franchised out the concept to professional psionics and graduates from his earlier institutes. The secret to the Psion-1 success was the marketing of the institutes as an introduction to psionics and its disciplines. Serious and gifted students quickly move on to higher institutes of learning.

Physical Description: Most Psion-1 Institutes are located in malls or large residential habitats. Most of the institutes are very similar, following the blueprint to success of the earlier Psion-1 Institutes. The key has been to provide low-cost training, a feat accomplished by maintaining a spartan atmosphere. The institutes are housed in normal commercial store facilities with some modification: they have been shielded to keep outside psionic activities from interrupting classes and some limited apartments for the instructors have been incorporated. The faculty is usually comprised of young psionics attempting to earn money to continue with their studies, or individuals who are not capable enough to teach at the more prestigious institutes. The combination of low rent, neighborhood appeal, and low salary faculty has been a winning formula for the Psion-1 institutes. The institutes offer various disciplines based on the current instructors and local interests.

Many of the institutes sponsor Psionics Clubs. These clubs use the institutes facilities and the institute

in turn recruits new students from club members. The Psion-1 institutes sponsor local psionics conventions and competitions. The winners of local events work up to regional and planetary competitions, and several of the winners have received scholarships to some of the more prestigious psionic centers of learning.

Notable Faculty Members: Master Sir James Burgess, founder of the Psion-1 Institutes and a gifted psionist. He still teaches as a special guest instructor at many of the Institutes, and personally assists in the startup of new franchises. His specialties are Awareness and Telepathy.

PSI BY MAIL

Commercial Institute UID: 5021-00800

Enrollment: 284,349

Class Size: N/A (mail-order video)

Amenities: Poor

Overall Quality: ★

Departmental Quality:

Awareness: 4

Tuition: Cr20,000

Psi By Mail offers a correspondence course in the Awareness Discipline. Through watching a series of videos and participating in a number of exercises, students develop their psionic powers.

History: Psi By Mail started as a family-owned business in -8 by Robert and Kim Miilaws. Robert was a telepath working for the psi office of a detective agency, and Kim was a housewife. Robert thought his wife might be interested in learning something of his trade, so he encouraged her to take a course in psionics at the local community college. At first, she demurred. But in time the idea grew on her, and she decided to enroll.

At the college, it was discovered that she had an uncanny ability to learn and practice the discipline of Awareness. Her powers of self-knowledge grew steadily, thrilling her. She had never imagined the power yielded by having full control over one's body.

Robert was at first pleased at his wife's progress, but when he realized the level of her ability and power, he was astounded. She, in turn, became a proselyte of psionic awareness, reveling in the inner knowledge she was gaining, and wishing that everyone had that ability.

Kim taught several friends how to achieve this inner knowledge. It gave her a wonderful feeling to share what was, to her, an incredible gift. Robert watched as her informal business grew by word-of-mouth and decided they should offer her services throughout the subsector.

They prepared a series of videos of Kim teaching her classes, as well as several packets of supplementary course material with detailed instructions for the various exercises involved in learning Awareness. They sold them through advertisements on various newsnets, but the business grew slowly. After a year of disappointing sales, Devine and Weston Outfitters approached Kim and Robert with an offer to carry their product in the D&W catalog. Naturally, they jumped at the opportunity.

Within four years, they had realized their dream. Their instructional videos were a huge hit on many worlds throughout their subsector. It allowed them to purchase a new house and fancy Fusion+ grav cars. For Kim, it meant knowing that she was helping thou-

sands of people to know themselves in a way few non-psionists understood.

She carried on correspondence with several of her students, enjoying the opportunity to vicariously experience their first, thrilling realization of the benefits of Awareness. She especially enjoyed this, because it reminded her of her first months of study.

Today, the business continues to thrive, as their videos go out across the ever-growing Third Imperium. Kim is no longer able to personally correspond with the thousands of people who write to her, so she maintains a staff of dedicated graduates of her courses, who help to keep the friendly image of a business run from a housewife's living room.

Physical Description: The headquarters of Psi By Mail is no longer the Miilaws' house. Instead, they have a finely detailed wood building nestled in the hills not far from their home. There, the assembly line produces, packages and sends out thousands of tapes per day.

Notable Faculty Members: Kim Miilaws remains the sole faculty member. She is the main instructor appearing in all of the Psi By Mail videos, although she does have guest instructors assisting her in some of the more specialized, advanced course videos. Her abilities continue to grow, as does her instructional video library.

SECATHET ACADEMY

Educational Institute UID: 29A5-76889

Enrollment: 224 (maximum)

Class Size: Moderate individualized attention

Amenities: Total Luxury

Overall Quality: 5

Departmental Quality:

Telepathy: 7

Clairvoyance: 6

Awareness: 8

Telekinesis: 8

Teleportation: 9

Tuition: Cr100,000

Secathet Academy is an established, elite psionics learning institution in a remote corner of the Imperium. The Academy was founded to provide a quality psionic education to students who could not afford to travel to what was then the Sylean Federation.

History: In -43, Secathet Academy was founded by Worain Secathet after making a small fortune in private commercial ventures. Worain saw a need for an institution of high quality outside the reaches of Sylean space. When he had sought his own training, he had found that the academies in his area were of dubious quality, if not outright charlatans.

Worain spent more than two years researching the facts about psionic institutes, both public and private. He attempted to recapture all the finest aspects of what he saw. He limited class size to no more than eight students per class, preferably five. He made certain that the facilities and accommodations were spacious and of the finest quality. He kept distractions to a minimum.

Worain also used his tour as a chance to recruit the highest caliber instructors. He was fortunate to persuade at least one better-than-average instructor in each of the five disciplines to join his fledgling academy.

He located a psionic-friendly planet with Sylean norms, purchased far more property than a founding

school could possibly need, and built a small, but uniquely designed, academy. The key to the school's design was that it was only the first of many planned buildings. In time, Worain hoped, the initial building would become the school's administrative office. A major library was to be the first planned expansion for use by the public as well as the students and faculty.

As Worain had hoped, attracting students from this system and those in close proximity was easy enough. He continued recruitment efforts to attract new instructors through various agents hired for the purpose. By the time the Imperium was founded, Secathet Academy had grown to a student body of 103 with 21 instructors. In the following years, the academy earned an excellent reputation throughout the Imperium.

Because of its distance from Sylea, the academy sends a team to the Igah Hipodile only once every four years, coinciding with the Masters' Competition. Secathet has sponsored three Iridium Starburst winners, and several who brought home Gold or Silver.

Worain Secathet died with no heirs, though his will named the instructors working for him as such. Those instructors reached an agreement that they would in turn leave their shares to be split evenly among the instructors working at the Academy. In this manner, they hoped to keep Worain's dream of a premier psionic academy alive by keeping the reigns of the organization in the hands of those most committed to psionic education.

Secathet Academy admits only 46 students each year. A four-year, full scholarship is awarded to one of those students. The scholarship covers tuition, supplies, dormitory and dining expenses. It is awarded to the scholarship applicant scoring the highest aptitude rating during testing.

Physical Description: Secathet Academy is a sprawling campus loosely surrounding the dominating facade of the Secathet Library. The original Secathet Academy still stands and is now a recreational building for the students. The other buildings in the original design were never built. When new buildings were needed, time and technological advancement made the original designs impractical. So as each new building was required, new plans were drawn and approved, each reflecting the new standards set by technology and style trends. The resulting conglomeration reads like a timeline of the planet's cultural swings over more than ten decades.

Notable Faculty Members: Master J'mash Agru, Head of the Teleportation Department and winner of the Iridium Starburst for the Teleportation Marathon.

Master Gilaern Dolamnsha. Known for her studies into the long-term effects of using psionics to enhance one's strength or endurance, Master Domansha heads the Awareness Department.

THIEVES OF ID

Secret Society UID: 0A84-30000

Membership: 9

Class Size: Total individualized

Amenities: Moderate luxury

Overall Quality: ★★★★★

Departmental Quality:

Telepathy: 4

Clairvoyance: 3

Tuition: Special (members are selected)

Location: Referee's discretion (UAP: 2)

The Thieves of ID are a gang of criminals that use their psionic abilities for illegal pursuits. They use Telepathy to read potential victims' thoughts, then parlay the knowledge they glean into a number of unsavory activities, ranging from burglary to extortion — it is easier to crack a safe when you have read the combination from the owner's mind, or to download important computer information after you steal the password. The society members are very successful as is evident from their moderately luxurious accommodations.

The society has refined their modus operandi into a highly successful and profitable operation. They use their expertise in the business and trade field to identify potentially profitable targets and corresponding victims. They set up surveillance to determine real time information and the potential for psionic protection devices. During this phase of the operation, the society defines the actual object to be acquired (for example, jewelry in a safe) and the corresponding objective (a combination or password). After the initial surveillance has ascertained that it is a worthwhile mark and that there aren't any psionic protection devices in place, then the society starts to use their psionic powers on the victim, pumping him for vital data to achieve their objective. It's a very elaborate process that occasionally does not pay off, and Mr. Davalli has instructed them to retreat than to continue after possible detection.

The Thieves will start another operation after the successful conclusion of their current one, and utilize the information to go after another item from the same victim. They have learned that greed and sloppiness are synonymous with failure and prosecution. Once they identify a victim and a target they will pursue that operation until completion or detection.

History: Mr. Davalli, the leader of the Thieves of ID was expelled from the most prestigious psionic institute in the sector, when he was caught cheating on a test. He was reading the minds of his fellow pupils during an exam, but he had forgotten to shield his own mind from the instructor while doing so. He has since learned from his mistake and takes great pains to shield his thoughts from all outsiders and even the other members of his secret society. Mr. Davalli started the Thieves of ID after his expulsion and no one knows what his real name is; even the other Thieves know him only as Mr. Davalli. A member once tried to discover Davalli's real identity and history; he became an ex-member when he turned up dead.

Initially the society committed petty crimes. Thinking themselves invincible, several of the Thieves were caught during these early days, when they forgot that others had special abilities, too. The society has moved several times over the years since then to avoid prosecution. Under Davalli's leadership, the society has moved on to bigger crimes, and Davalli has molded them into a very professional criminal ring with schemes that yield millions of credits.

Physical Description: The society doesn't have a specific base of operation. The members live separately in upper middle class or lower upper class parts of town, and communicate via secured commlinks using a secret code that Mr. Davalli has created and they

have committed to memory. The society limits the use of psionics to normal day-to-day activities to avoid detection. They never communicate using psionics between operations.

Mr. Davalli lives on a yacht that has been specially shielded against psionic intrusion. The society will gather on the yacht to plan a new operation under the auspices of a hunting safari. All members hunt as a hobby to facilitate these meetings, which actually take place during a safari and they return with trophy animals to mount and a new mission planned.

No more than two or three members of the society are ever seen in public together. Secrecy, meticulous planning and flawless execution are the trademark of the society and the foundation for the society's success.

Notable Members: Mr. Davalli, founder of the society and its current leader. He is a very secretive individual who possesses a lot of natural psionic ability and once had a promising future as a psionist. Since his expulsion from school, he has devoted himself to the use of psionics in a life of crime. He has honed his psionic skills with hours of meticulous studying and practice. He is a master of the mind and a perfectionist in all his endeavors, in addition to a natural leader and meticulous planner. He sets high standards for himself and expects the same from each member of the society.

TRASCUUL INSTITUTE OF PSIONICS

Commercial Institute UID: 3421-45003

Enrollment: 450 (on average)

Class Size: Medium

Amenities: Spartan

Overall Quality: 1

Departmental Quality:

Telepathy: 4

Clairvoyance: 5

Teleportation: 3

Tuition: Cr40,000

Note: statistics are for one single location.

The Trascuul Institute of Psionics is a commercial venture that has enveloped the planet, and plans are in the works to open new locations off planet. The most notable feature of the chain is the approach towards marketing its students' psionic abilities while they are still in training.

History: Mornash Trascuul founded the Trascuul Institute of Psionics in -052. Already a successful business entrepreneur, the institute was his crowning achievement.

On a world fascinated by psionics, Trascuul provided a low-cost, accessible education. Prior to its foundation, psionic education was limited to costly private academies and government research facilities. Psionists were rare and psionic services limited to government and big business.

The Trascuul Institute brought psionics to the average citizen. First as a method of training, then as a means to obtain psionic services at a reasonable cost. In an effort to profit from a resource unparalleled in system, Mornash Trascuul instructed the institute to offer the services of its students to the public from the moment they were capable of any level of psionic skill — for a price.

Telepathy, Telempathy, Clairvoyance, Clairaudience, and Teleportation were routinely offered. They

advertised "Truth Readings" for friends and relations having disagreements. They appealed to wives who wanted to know if their husbands were cheating on them during business trips or supposed nights out with the boys. They marketed the sending of "Surprise Packages! They'll never know how they got there."

The public loved it. They invented reasons for consumers to "need" the services. For most, it was curiosity. Could someone really read my mind? Can they really see what my husband is doing? Can they really deliver this package to my Mother's house instantaneously? Few of the services ever fall into the realm of being practical, but the students learn from their practice, the Institute makes money and the customers are happy.

The Institute was a huge success. Before long, demand had far outpaced availability, both for student enrollment and for retail services. Trascuul opened one institute after another across the continent and around the world, with plans in the work to expand off world. There are now over thirty locations on planet. The sites vary slightly in quality, but generally they are much the same, regardless of system or instructor.

Physical Description: The distinctive red tiled façade and stylized brain logo adorn the entrance to every branch of the Trascuul Institute of Psionics. Inside, there is little in the way of amenities. The facilities are small, the classes moderately large. There is little or no individualized attention and the entrance requirements are almost nil. Instructors do not generally remain with the institute for long, as the pay is not competitive with the lucrative jobs in big business and government. Those that do remain for any length of time do so because they do not have the skill to be marketable elsewhere.

VIVITRONI INSTITUTE OF PSIONICS

Educational Institute UID: 2635-03470

Enrollment: 600

Class Size: Small to Medium

Amenities: Spartan

Overall Quality: ★★★★★

Departmental Quality:

Telepathy: 9

Clairvoyance: 8

Awareness: 9

Telekinesis: 6

Teleportation: 7

Tuition: Cr250,000 (plus lifetime tithes)

Location: Referee's discretion (UAP: A)

The Vivitroni Institute of Psionics is unique in that it is housed aboard a 1,000 ton starship that travels the Imperium looking for gifted students. The institute was formed by remnants of the Psionic Order of Vivitron. The Order was forced to flee from their home planet after a fundamentalist government came to power and purged the population of psionists. The institute is cloaked in mysticism and rituals that have become deeply rooted traditions and beliefs to the graduates of the institute.

The tuition cost is high but includes total upkeep for the length of one's studies. The fee is 250,000 credits paid in advance for four years of study, and no refund if a student fails. Many of the students are gifted children of alumni. Given the high expense, only the wealthy and nobility can afford the institute. In

addition to the initial fees, graduates are expected to pay a tithe of ten percent of their gross income for life.

Graduates of the institute generally follow the footsteps of their parents and the members of the original Order who reentered society after arriving in the old Federation, becoming key government and industrial leaders in the Imperium. Like the original Order members graduates keep their psionic powers hidden from society.

The institute has a graduate program, which brings exceptional students back to teach and to further refine their powers.

History: The institute was formed by remnants of the Psionic Order of Vivitron, who fled from their planet of origin after a fundamentalist government came to power. The new government outlawed the practice of psionic disciplines and known practitioners were persecuted. The Order left the world after an unsuccessful rebellion against the fundamentalists in -300. The survivors took refuge on a 1000 ton, jump-1 cruise liner and renamed the vessel the *Vivitron* in memory of the fellow members who were unable to join them or were lost during the rebellion.

They wandered throughout the galaxy for almost 20 years. It was during this time that many of the beliefs and rituals of the Vivitron Order were fostered. These psionics developed strong Awareness abilities, especially focusing on the discipline of suspended animation. The Order of Vivitron believes that long exposure to space and, in particular, weightlessness enhances a psionics powers and capabilities. During the 20 years, the members of the Order spent much of their time in suspended animation without benefit of gravitics, taking turns entering these long periods of "sleep" to conserve the scarce resources aboard the ship. As time progressed, members entering this state were sent off in mystical ceremonies and returned in ritual celebrations.

The *Vivitron* arrived in the Sylean Federation in -280. Many of the passengers left the ship to start new lives. Some others, wanting to make a better universe for humanity, became leaders of government and industry. Having learned from past experience, most chose to keep the knowledge of their psionic powers hidden from the other citizens. A few of them even became key leaders in the Federation and rose to nobility.

Though the majority of the Order left the *Vivitron*, the thirty remaining members chose to stay aboard to rebuild their sacred sect. They became known as the Vivitroni, or Vivi Archaic Masters. Of the thirty, only 12 are still alive on the *Vivitron*, spending most of their time in suspended animation, which has extended their lives dramatically. Most of the Vivitroni are over 300 years old and the eldest, the Vivi Grand Archaic Master, is said to be over 1,000 years old. The twelve Vivitroni are rarely seen except at special ceremonial rituals.

The institute now wanders the new Imperium looking for gifted students. Its real purpose is a closely guarded secret and only previous graduates of the institute know of its existence and goal. New students are sworn to secrecy with a blood oath and violation of this vow of secrecy carries a penalty of death.

Physical Description: The Vivitron Institute is on a jump-1 capable passenger liner. It has been modified to have 300 bunks and 100 low berths. Its cargo bays

have been converted into large hydroponics gardens and the common areas into classrooms and meditation solariums. Most of the bunks are shared, hot bunked by two or more students in shifts. Seniors are the only ones allowed a bunk for themselves, owing to the long periods of meditation in suspended animation required of them. New students without the Awareness Discipline share the low berths.

The hydroponics gardens reduce the cost of life support while providing an excellent environment for meditation and reflection. The sleeping quarters of the ship are set to provide a weightlessness environment for the students to live in — a tradition dating back to the original Order. Many of the Vivitroni graduates believe that the weightlessness contributes to their psionic abilities. In reality, it is dedication to the regimented life style and the excellence of the instruction that strengthens their abilities.

The *Vivitron* travels from system to system searching for worthy students. The ship carries extra fuel for a second jump, giving the *Vivitron* access to more worlds. Despite its age, the ship is in excellent condition thanks to the superior performance of its dedicated crew. The serving captain is the son of one of the Vivi Archaic Masters. Many of the crew are family members of psionics as well, and possessed low psionic abilities. The crew realizes the importance of the Vivitroni mission and will gladly die to protect the future of the institute.

Notable Faculty Members: Vivi Grand Archaic Master. The Grand Master is one of the founders of the Order. He is rarely seen in public, spending most of his time in suspended animation. He once remained thus for a period of three years. This coupled with his Vilani heritage explains his age. The Grand Master is the holder of the traditions of Vivitroni. He embodied everything that the Vivitroni have come to be. It is believed that during his long periods in suspended animation that he sees the future. When he awakens he calls individuals (prized students) to go and fulfill what he has dreamed.

Archaic Masters. They alternate as the head master of the institute between long periods of suspended animation.

A former-graduate, now President of FeZUnA, Ben Centaur is one of the many graduates from the institute. He owns BC Midland Bank and several other corporations. Recently he became one of the directors of the FeZUnA shipping corporation. Due to his distinguished leadership ability, as well as his talent for always finding an acceptable compromise (via telepathy), he was elected as the president of the new corporation.

THE ZOSIPHON FARM

Secret Society UID: 1A44-00000

Enrollment: 1

Class Size: Complete individualized attention

Amenities: None; student is expected to earn his keep.

Overall Quality: 4

Department Quality:

Special: Rapid Recharge-A

Capable of: Awareness-9

Teleportation-A

Telekinesis-8.

Tuition: Cr60,000

Esenina Zosiphon apprentices a single student at a time, generally only for the special skill of Rapid Recharge.

History: Esenina Zosiphon relocated to her current location after the death of her husband at the hands of a psionophobic mob. She carries with her the anguish of his mind just prior to his death and has never been able to quite trust those without psionic powers since.

Esenina lives in recluse on a small farm and was, at first, reluctant to tutor the students who occasionally arrive at her gate. She has come to terms with herself, and realizes she can never turn away from something that has always been a major part of her life. She tutors only those with the special ability of Rapid Recharge. Generally, those individuals have already received training in their other disciplines and seek to learn how to utilize their special ability, but at least one completely untrained person has knocked on her door. In any case, if they have ability in any of her known disciplines, she will provide training in those abilities, as well.

Her apprentices are given a room with a comfortable bed, a desk, a chair and a fresher of their own. They are required to work on the farm to earn their keep, in addition to paying her. Initial reaction to this is virtually always that they are wasting time on farm works, but they eventually realize that busy hands don't detract her from teaching them to use their minds.

In her own way, Esenina has developed a method of training that is effective. It impacts her apprentices' control in all disciplines, and often in other areas of life. She teaches them how to turn anger and frustration into strength. Often, she helps them find peace in their hearts — the peace she herself longs for, but cannot seem to grasp.

Physical Description: Esenina's farm is a quaint, low-tech place, built of wood over a stone foundation. Flower gardens line the path to the house, and vegetable gardens stretch behind. Beyond the gardens, Esenina keeps some livestock, as much for company as for food.

Inside, the house is neat and clean. Pictures of past students and Tur accent the rooms. The place is sunny and done in pale creams and blues. In season, flowers fill vases throughout. The kitchen is surprisingly modern, with every convenience the planet's technology has to offer.

She was kneeling, working in her garden when the bell rang. She sat back on her knees, wiped the sweat from her brow with the back of her gloved hand and scowled. After a bit, the bell rang again and she heard a distant call, "Hello?"

She pulled off her gloves, reluctantly, brushed the dirt from her pants and slowly sauntered around to the front of the house. Standing at the gate was a woman, perhaps in her late twenties or early thirties.

Still scowling, Esenina walked to the gate, "May I help you?"

"Are you Esenina Zosiphon?"

"Yes. What do you want?"

I seek instruction in the discipline, Master. The words formed in Esenina's mind for the first time since her husband's death.

"I'm no telepath. Use words," she snapped.

First shock, then embarrassment washed over the woman's face, "Forgive me, Master. I did not mean to presume. I'm so sorry, I..."

"Forget it. I don't know how you found me, but I don't teach anymore. I'm sorry you've wasted your money and your time coming here." She turned and began to walk away.

"Oh, please, Master. Colrana Gambriish sent me. She said you were the only one she had heard of who could help me. My special ability is Rapid Recharge, you see. And Master Thepeavita died last year. And..."

Esenina stopped and turned around, "Master Thepeavita is dead? Has it been so long?" The gate unlatched and began to swing open, untouched, "Come in. We'll talk. I'm not promising anything, but we'll talk. How is Colrana? Did she ever wed? What is your name, anyway?"

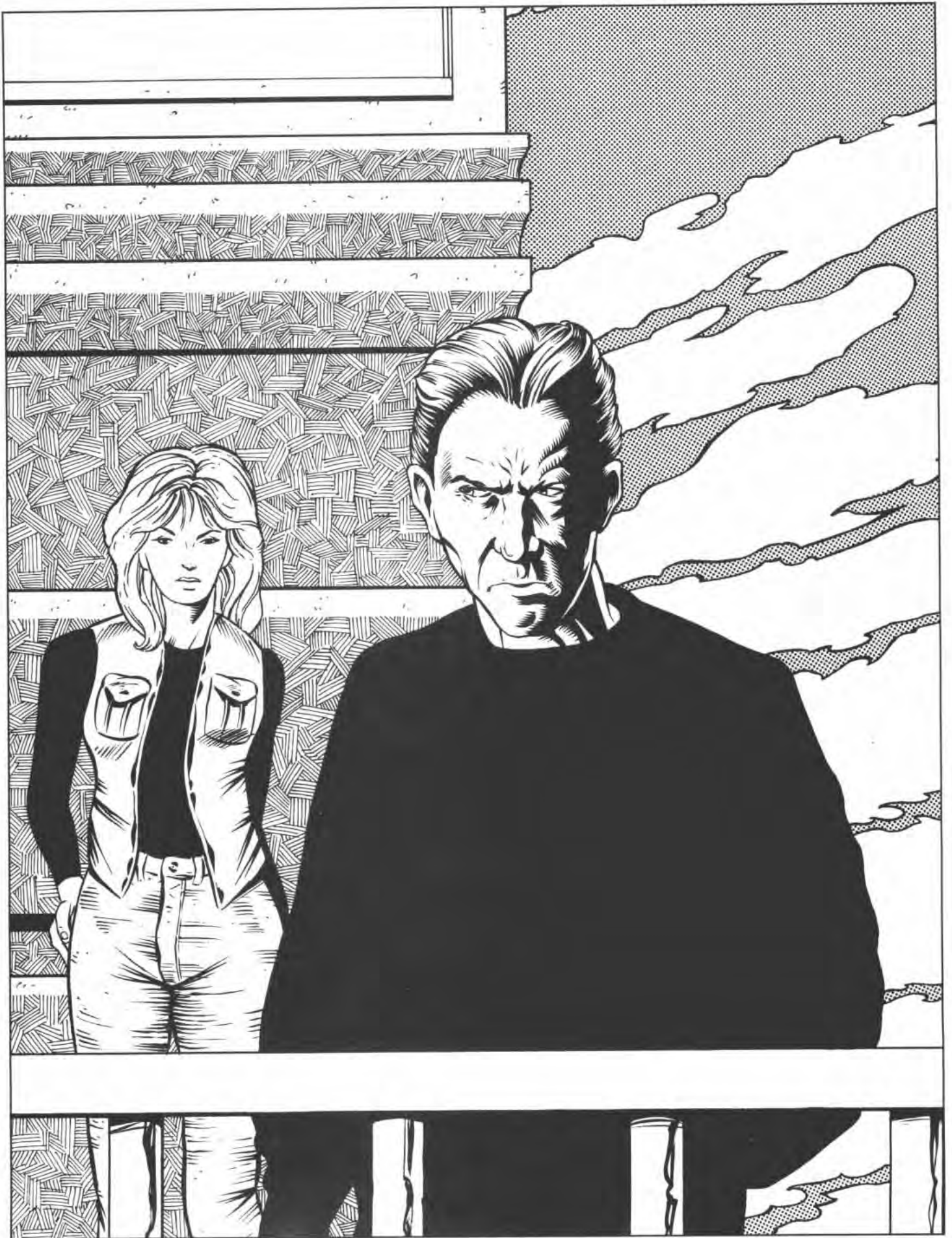
"Shimayna Jorunz, Master." She said with a happy smile, as the gate swung shut behind her. "Colrana wed. She had five children and said to tell you she is over her head with grandchildren."

Esenina smiled, her mind far away remembering her friend. She had taught at the EseTur Academy with them and had sworn she would never marry. She was even more emphatic about not having children.

As the pair walked inside, brewed some brama and chatted, Esenina's mind darted here and there. Visions from her days at Secathet and EseTur, memories of Master Thepeavita, Tur, Colrana, the other teachers and students, all swirling and chasing through her head. For the first time, the good memories seemed stronger than those of the days of fear and anguish as she hid from those who had burned her life and her love.

She looked over at Shimayna, wondering how skilled she was. Well, she figured, Colrana would have known. She wouldn't have sent someone who wasn't worth training.

"Don't call me 'Master'. My name is Esenina, or my friends call me Ese. Can you feel the spot in your mind your where strength lies? We will begin by teaching you how it feels when you use your strength, how it feels as it weakens. Then we will..."



5: PERSONALITIES

Sometimes one person can make a difference, for better or worse. The following people have played a role, some minor and some major, in the unfolding history of psionics, along with summary description of these exceptional individuals for portrayals in a campaign.

Count Wairi Aykthul

Age: 47

Height: 1.77m Hair: Copper red; straight crew cut

Weight: 77kg Eyes: Light blue

UPP: 8798CD-0

Skills: Administration-3, Astrogation-1, Bribery-2, Broker-1, Camouflage-1, Carousing-1, Computer-1, Electronics-1, Equestrian-1, Fencing-1, First Aid-1, Gambling-2, Grav Craft-1, History-1, Interrogation-1, Jack-of-all-Trades-1, Law-2, Long Blade-1, Mechanics-1, Melee Combat-1, Pilot-1, Research-1, Survival-1, Sylean-1, Tactics-1, Trader-2, Vac Suit-1, Writing-2.

Wairi Aykthul was born on Sylea (2118/Core, A586A98-C) in the year -34 Imperial. His father, Viiri Aykthul, had founded one of the most powerful corporations in the Sylean Federation. As the son of Aykthul Industries' Chairman and CEO, Wairi grew up with the privilege that only those of the highest social classes know. He attended the best schools, wandered the halls of power in the Sylean Federation, and looked forward to learning the family business.

He did well in school, but his performance was hardly exceptional. Wairi preferred to spend his time on extracurricular activities rather than on studying. As a teenager, he joined a survivalist organization and enjoyed learning to live off the land, hunt with bow and arrow, and practice the art of camouflage. At age sixteen, he pleased his father by setting himself up as a broker (using his father's money and contacts). He performed as well as could be expected of someone with his advantages, earning a tidy profit for himself and his customers.

At eighteen, he enrolled in the University of Sylea's Department of Business. Wairi applied himself to studies more than he had in previous years, since he had begun to look forward to managing the family fortune. However, he never made the honor roll.

While at University, he met Beliina Cyral. She was from a wealthy family, noted for its major holdings in several large corporations. They went out to the movies, nightclubs, and live theater performances together. Her effect on him was noticeable and positive. They were betrothed on the twenty-eighth day of -15.

After earning a Bachelor of Science in Business Administration, Wairi began graduate studies. However, he grew impatient after only one year in the program. He wanted to begin his career so that he could marry Beliina and support her with his own money, rather than his father's. So he dropped out in favor of taking a job with Aykthul Shipping. Soon thereafter, he married Beliina.

Thus began the three happiest years of Aykthul's life. His position at Aykthul Shipping required him to be away from home for long periods, but he always brought Beliina with him. He minimized his work day so

they could have the greatest possible amount of time together. Their love grew continually, and they looked forward to spending the rest of their lives together.

Toward the end of Wairi's third year at Aykthul Shipping, Beliina became ill. It may have been caused by exposure to some exotic pathogen on one of the worlds they visited in the course of his duties. Or, it may have been the result of something more mundane. Wairi called in the best medical professionals to diagnose the cause of her failing health, but none could do so. They performed tests and administered various medications, but nothing restored her health.

Through it all, Wairi was at her side. He took a leave of absence from his job so that he could be with her at all times. He learned how to take care of her in her bedridden state, and how to administer her medication. Although he was despondent when out of her presence, despairing over her chances for survival, he tried to maintain a cheery facade for her.

Two long years later, her health took a turn for the worse. It was clear she would die soon. Since the best science had not restored her health, he turned to psionics. Although he mistrusted it, he saw it as the only hope. The psionist he hired assured Wairi that he would be able to cure Beliina. However, she died in Wairi's arms eight days after the psionist began the treatment.

Although his emotion was threatening to engulf him, Wairi pushed it down, so that he could do what he felt he must. Feeling simultaneously empty and furious, he went directly to the adjoining room, where the psionist was staying during his daily practice. Wairi emptied a revolver into the man. Then, returning to Beliina's side, let all of his emotion flow.

The family covered up the murder and saved him from prosecution. He was not even aware of this, however. All he knew was that Beliina was gone and that the emptiness within him remained even after killing the psionist.

After mourning for more than ten weeks, Wairi threw himself back into his work. He did not seem to be unduly affected by Beliina's passing any longer. Eventually, he took over Aykthul Shipping. He seemed to have worked through his loss.

However, it was only the start of a campaign to outlaw psionics. His first act toward this end was the purging of all psionists from Aykthul Shipping. He told his father and the Board of Directors that it was necessary for security reasons. They approved the measure.

Three years later, Wairi's father died. Although there was no link in evidence, he blamed that on psionists as well. He believed that the psionists were plotting against him, destroying everyone around him. He also believed that there was a group of psionists plotting to overthrow the Sylean Federation.

When Cleon formed the Third Imperium a few years later, Wairi was not included in the Moot. This

was expected, given that Wairi was quite certain that Cleon was one of the conspirators wanting a psionist-dominated society. Even so, Wairi had retained contacts among those nobles who side with his assessment of psionics. Through them, he wields influence over the proceedings in that body.

Wairi's greatest personal goal is to engineer the extermination of all psionics, although he only speaks of such things to his most trusted friends and subordinates. Each year, he grows progressively more paranoid about psionics. Some of his plans have failed miserably, while others (such as the incident on Shibasiim) have been tremendous successes.

During the sixteen years he has been at the helm of Aykthul industries, he has brought impressive returns to shareholders. Because of that, there have been few questions raised about his preoccupation with psionics. Since his performance as an executive has not suffered, his position at the head of Aykthul Industries is not threatened. He continues to lead the company toward business ends as well as his private goals.

Aykthul Industries

Excerpted from Josua Devero's article "Aykthul's Obsession," which appeared in the 100-014 issue of Imperial Business Magazine.

Aykthul is a diversified holding company. Major divisions include Aykthul Shipping, Dora'id Fastener Company, Culiid Pharmaceutical, Metriil Mining, and Foretell Defense. Best known publicly for their slick pharmaceutical advertisements, most of their business units do not sell directly to consumers.

Since Wairi took the helm after his father's death, the holding company has become more involved in what they term "planetary cultivation." The company is always careful to only pursue such activities outside the Third Imperium's growing sphere of influence. Its standard procedure has been quite successful. First, the company gains the cooperation of local power figures by offering mutually beneficial agreements for resource extraction. Since the local economy isn't using the resources, those in charge of the world usually see it as an easy way to make money. After all, Aykthul Industries will do all the work, they are told. And that is true . . . at first.

The next stage involves manipulating the world into becoming a virtual business unit of Aykthul Industries. Most of the population becomes directly involved in mining and/or production for various Aykthul divisions. By the time the process is finished, the world is completely dependent on Aykthul Industries. Predictably, this strategy has resulted in record profits for nine consecutive years.

Most recently, Wairi has been devoting a decreasing amount of attention to his business operations, turning them over to his trusted subordinates. His energies have been focused on his lengthy fight against the spread of psionics. However, Aykthul's subsidiary, nonprofit organizations' public service announcements, rallies, and marches have so far proven to make little impact.

It is rumored that the most recent subject of his obsession was Shibasiim. According to reliable reports, he crafted the rebellion that took place.

Initially, Aykthul's contact with the planet followed its standard operating procedures. The executives engineered the first stage of his cultivation process by negotiating a contract to extract ore from the planet and transfer it elsewhere. Not very long afterward, Aykthul allegedly brought in mercenaries to overthrow the psionist-dominated government. Although the result was profitable to Aykthul Industries, it has yet to be seen how long the shareholders will go along with such personal vendettas.

Tannad Eamon

Age: 40

Height: 1.81m Hair: Sandy; straight shoulder length

Weight: 71.4kg Eye: Brown

UPP: 7A7863-6

Skills: Astrogation-1, Athletics-1, Comm-4, Exploration-1, Jack-Of-All-Trades-2, Melee Combat-1, Philosophy-1, Pilot-1, Research-1, Short Blade-1, Stealth-1, Survival-1, Throwing-2, Vac Suit-2.

Psionic Talents: Awareness-4, Clairvoyance-1.

Special Talent: Empathic Healer-3.

Little is known about Tannad Eamon. He travels the space-lanes holding evangelical type services and using his Empathic Healer skills to heal the participants wherever he goes. He collects money, but only appears to keep enough to continue travelling and preaching. The rest he gives to whichever church is most responsive to his routine.

He has been known to briefly appear as a very normal man, sign on as a communications officer aboard some unsuspecting Merchant, then sink back into his holy man routine.

The following is taken from an interview with L'atod Stel-Z'ceru, supposedly a former shipmate of Eamon's. It has been confirmed that a man named Tannad Eamon was aboard a ship with him. Whether or not it was the same man has never and, most likely, can never be confirmed. . .

"Tannad Eamon? Oh, sure, I knew him. Nice man, but turned out kinda touched in the head, if you know what I mean. Served with him in the Scouts. Seemed pretty straight, then, maybe too straight for the Scouts, but I never held that against him. I even met his folks once, when we happened to be back in that system. Nice folks, very ordinary.

"Only thing odd about him at the time, was that he'd go off alone a lot when we was in port. I mean he'd join us later at the bars, or, well, other places we went, but he was always going off. Kept telling us he was looking for someone, someone special. I always figured it wasn't a dame. He didn't say it that way. But he never talked about who or what.

"Knew him pretty good, or thought I did. We was males. Then one day after, what, twelve years? He up and tells us he's off to some world we'd never even heard of. He tells us that was where he needed to go to find his 'someone special'. He told me later, in private, that he was a psionist. Hmmp. All that time and the bugger could read my mind. He said he couldn't, but they all do, right? Anyway, he tells me the guy he's looking for can teach him something new. That he's

been searching for a teacher for this for a long time. Hell, I knew that. I was there, right?

"So he takes off. I didn't see him again for another ten years or so. Then there I am on a world, and I happen to pass by some church fair or something. Being nosy I stopped to see what was going on and here's some guy going off on being the 'Hand of God' and that he can heal the wounds of the world. And there he is, Tannad Eamon. And I'll be damned if he didn't do it, too. I saw him take bleeding cuts and transfer them to his own body. Then he healed them, too.

"I got back to see him after it was over. He didn't even seem to recognize me. The Tannad Eamon I had known wasn't in there anymore. I don't know what happened out in that system in the middle of nowhere, but he really believed he was the Hand of God. Even with just the two of us in that room, he raved. He offered to heal me. Said he could make the scars go away. That's when I knew he still knew me, at some level. My scars didn't show, you know.

"I ain't never been no religious man before that. But I began to believe in God that day, I tell you. I don't care what you call it. Psionics, Empathic Healing, whatever. That is a gift from God. Go see it, if you don't believe me. You'll see. You'll believe."

Empress Sesisos Gishviil

Age: 58

Height: 1.5m Hair: Gray; straight mid-back length

Weight: 50kg Eye: Amber

UPP: 6859AH-0

Skills: Administration-5, Biology-3, Carousing-4, Computer-2, Dance-2, Diplomacy-5, Electronics-3, Equestrian-3, Fencing-1, Gambling-1, Interrogation-1, Law-6, Leadership-3, Music-2, Tactics-2, Writing-2.

Sesisos Gishviil was born on Guuki (Dagudashaag/1207/B564100-A) in the year -45 Imperial. She was the first child born to the ruling family, and had a lonely, isolated childhood. Her mother had died giving birth to her, and her father never remarried. Since her father's responsibilities kept him from raising her himself, he hired Muliid Arati, a Master Sociologist, to be her primary caretaker. Muliid provided the love and affection that would have otherwise been missing from her life.

At the time of her birth, the world's population was approximately sixty thousand. Scientists dominated the culture and the upper class consisted of those of journeyman or master standing within the various scientific fields. Because she grew up among the scientific elite that ruled the world, she was trained in the applications of science throughout her youth. The Master of Instruction tutored her privately. Her father felt it more important that she get individual instruction than that she make friends of her own age.

She did well at her studies, and was often rewarded by Muliid with a special treat or dessert upon receipt of her quarterly grade report from the Master of Instruction. At the same time, she often felt empty. Muliid helped to fill that void with her love, but Sesisos never felt her life was in balance. She did a lot of work, and experienced a lot of boredom as the adults went about their own lives. However, there was relatively lit-

tle real, loving human contact.

By the time she was eighteen, Sesisos decided she wanted to take the rare step of attempting the mastery of two sciences. She wanted to pursue both Biology and Electronics, and felt this would prepare her well for the day when she would take over the leadership position from her father. In addition, she wanted to increase her ties to her family. Therefore, she apprenticed herself to her cousin Derizos, a Master of Electronic Science, as well as to her aunt Ceila, a Master of Biological Science. Her progress was good in each field, so she was allowed to continue her double-apprenticeship.

Not only did she enjoy learning, she appreciated having the opportunity to grow closer to two more people in her family. Having lived an isolated childhood, she was starved for the emotional ties they brought. Of course, she also continued her relationship with her de-facto mother, Muliid.

With the apprenticeship and her new relationships, she actually began to feel the emptiness within her decrease. Her life, although hardly a normal one, was beginning to be full. She happily learned about science and relationships from her family for more than a decade.

When Sesisos was thirty-four, her father died of a heart attack. At that time, she had to end her scientific career, leaving her at the Journeyman level in both disciplines. She has always hoped to have a chance to return to her studies, but her duties as ruler have made increasing demands on her time.

She was, however, able to engage in some scientific research as part of her leadership role. Twenty years ago, when scientists rediscovered the AAB Repository on Guuki, it was she who personally oversaw the project of deciphering the information therein. It was also she who funded the project to build the most important device described in the books: a jump drive.

They used the resulting Jump-1 drives to travel to neighboring Uddiki (C210788-9), a high-population, psioniphilic world that was itself on the verge of achieving interstellar flight. Over the following decade, they quickly contacted the neighboring worlds. They formed a federation of worlds, with Guuki as its capital. Sesisos was surprised to find that she had a natural talent for leadership and administration. She enjoyed her role of empress.

In the next several years, the federation grew more closely knit. Of course, there was a great deal of trade between the worlds. Perhaps more importantly, they exchanged cultural values, and the federation started to become more homogeneous. The scientific philosophy of Guuki caught on among the other member worlds and the psioniphilic attitude of the Uddikians spread throughout the federation.

Eleven years after the empire was formed, the Kimalad Empire began a war without warning. Their aggression decimated Guuki's population and its precious jump drive manufacturing plants, as well as the former AAB Repository. Afterward, most of the remaining population moved to Uddiki, leaving less than a hundred people on Guuki.

The war continues today. The Guuki Federation has been fighting a losing battle, trying to bring Uddiki's manufacturing capacity up to TL10 before all of their ships are gone and the war is lost. Sesisos continues to

try to hold things together. She is desperately searching for a way to end the hostilities that will not result in her people being subjected to the petty and unpredictable Emperor Jyond Quasot of the Kimalad Empire.

Sir Ricardo de Leon y Kikiisshi, Knight of the Imperium (-65 to 10 I.E.)

Age: 54
Height: 1.87m Hair: Gray; wavy crew cut
Weight: 78kg Eye: Hazel
UPP: 567CFA-C (at age 54 in -11 I.E.)
Skills: Computer -2, Grav Craft-2, History-4, Instruction-4, Perception -3, Psionics-4, Research-4, Writing-4.
Psionic Talents: Telepathy-9, Clairvoyance-5, Awareness-3.
Special Talent: Mimic-4.

Early Life (-65 to -39): Ricardo de Leon y Kikiisshi was born on the 276th day of -65 on Sylea, where he would spend the majority of his life. Of mixed Solomani and Vilani ancestry, Ricardo's family was able to trace a shaky path to lineage on Terra. Born to modest, middle class parents, Ricardo was an only child. Ricardo's upbringing was based on the founding principle that education and hard work would be the ticket to a better life. Ricardo's parents worked long, hard hours to ensure that their only son received an excellent education at Te Pelerum, a prestigious Sylean private school.

Ricardo graduated from Te Pelerum with honors, and accepted an academic scholarship at the prestigious University of Sylea. To please his parents, Ricardo's declared program of study was to be Computer Science. It was only by a fortuitous string of events that Ricardo ever found his true calling. His first college roommate was an upper class student who was studying psionics. Ricardo was hooked, and decided to ante up the fee to take a psionic aptitude examination. He quickly discovered that he had GREAT aptitude for psionics, and promptly changed his field of study to that of Psionics, enrolling in the College of Psionics. Ricardo would later joke that he never has figured out how to do much more with a computer than type research papers and do basic datanet research.

Early Career (-43 to -39): Ricardo's academic career began with a rapid rise. He showed a quick aptitude for telepathy and clairvoyance. His mentor discovered his talent for mimic. In the early years, Ricardo concentrated on honing his telepathy skills, and began formulating what he considered a long-term plan for the eventual integration of psionics into society and government. It was during these years that most of Ricardo's ideas on psionics, which would so profoundly affect society, would take shape. It was also during this time that Ricardo began courting Carlina Amaraskka, who would soon become his first wife in -39 I.E.

-39 I.E. would turn out to be a watershed year in Ricardo's career for more than one reason. It was during this time period that he wrote "Psionics and Societal Change." The basic theme of his thesis was that psionics, and particularly telepathy, would have far reaching impact on Sylean society in the long term. Ricardo felt that only a realization of the positive and negative impact of unrestrained psionics on existing

social structures would enable Sylean society to integrate it into the social framework.

The Middle Years (-39 to -27): Throughout the next dozen years, Ricardo cemented his reputation as a psionicsologist of the first rank. He wrote a number of books, published articles in a number of journals, and taught his skills to some of the best minds within the Federation, as well as his philosophy regarding psionics and its proper place in society.

It was during this time period that Ricardo began to formulate his ideas on the role of psionics in society. Ricardo's first conclusion regarding psionics is that there was no mature, well-rounded opinion on psionics. While there were camps of people who feared and opposed its use in degrees from mild to extreme, and there was a similar camp of people who favored its widespread application to similar degrees, neither side had come to any realistic conclusion as to what psionics really meant. In addition, a number of people within the Federation had simply come to no opinion at all. Ricardo quickly realized that resistance to psionics must be reduced BEFORE attempting to integrate them into society. This would be his guiding light throughout the remainder of his life.

Tragically, Ricardo's personal life was not so successful. His first child, Carlos (-37 I.E. to -36 I.E.), by wife Carlina, died in infancy. Ricardo dealt with this tragedy by burying himself in his work. The early death of Carlos, and the lingering emotional side effects from it, placed a strain on his marriage, and Carlina divorced him in -33.

The next significant event in Ricardo's life occurred in -28, when Ricardo first met Cleon Zhunastu, then head of the Zhunastu industrial family, soon to be the first Emperor of the Third Imperium. Ricardo's first meeting with the industrialist would lead to a lifelong friendship that would positively influence the thinking of both men.

The Congress Years: (-27 to -20): In -27, Ricardo married again, to Antiama Barisskoba, daughter of a Vilani noble. The subsequent six years would be the happiest of Ricardo's life, from a personal standpoint. Antiama would finally bear Ricardo a son who would survive, Eduardo (-26 to Present), and a daughter, Rosa (-24 to Present). Tragically, Antiama would die in -21, the victim of a mail bomb intended for Ricardo. Ricardo would not remarry.

Ricardo became the Assistant Dean of the College of Psionics at the University of Sylea in -26. His first role was to head a committee representing a number of universities from across the Sylean Federation. The intention was to create an association of psionic colleges, with the intent of furthering the study of psionics, increasing its social acceptance, and developing strategies for the eventual integration of psionics into Federation in both the private and public sectors. The institutes represented in this committee would eventually become known as the Congress of Psionics Research.

As a result of his work heading the committee, Ricardo de Leon was elected the first President of the Congress later in -26 for a term of 6 years. These six years would be the most important and the most controversial of Ricardo's career. From several discussions with his younger friend Cleon, and with various psionics of the Congress, Ricardo realized that there was a

need for a balanced approach to psionics within the Imperium. Ricardo's goal was to provide limited integration of psionics into governance, while at the same time, beginning to build positive feelings towards psionics in Imperial society. Ricardo therefore started to work on what would become known as 'The Principles of Integration of Psionics into Federation Society' (better known as the "Principles").

Ricardo's announcement of the "Principles" made him a favorite of a sizable portion of Federation society, but also made him a hated enemy to two camps. One, which was pro-psionist and wanted to create a psionics-based open society, saw him as a toady to the interests of the Federation. The other, which was anti-psionist, viewed any declaration that encouraged such integration as a threat, and therefore regarded Ricardo as a threat to their way of life. Ricardo would spend the rest of his life as the target of death threats, assassination attempts, and ridicule from various elements of Sylean society.

The University Years (-20 to 5): Upon the completion of his term as President of the Congress, Ricardo accepted the position of Dean of the College of Psionics at the University of Sylea. During these 25 years, Ricardo would oversee the development of the University into the premier research institution of psionics in the Early Imperium. He supervised the education of the next generation of psionists, including his son, Eduardo. He would continue to perfect his theories, and publish the occasional research paper expounding on the views of the "Principles." Ricardo also continued to make appearances in an effort to encourage the public to learn more about psionics.

Being knighted by Cleon for service to the Imperium in Year 4 was perhaps the crowning personal accomplishment of Ricardo's life. Held in a small private ceremony, Ricardo would later call the day one of the best in his public life.

Towards the end of Ricardo's career as Dean, he began to experience various physical ailments. Finally, 3 days after his 70th birthday in year 5, Ricardo suffered a stroke. Although he would live, and recover near full mobility from it, Ricardo decided to retire.

End of the Road (5 to 10): Ricardo's decision to retire enabled him to spend more time with his family for his few remaining years. Ricardo spent most of his remaining years with his son Eduardo and his grandchildren. It was while away at Eduardo's house that he suffered a second, fatally massive stroke on 108-010. For some 45 days he lingered on in a deep coma. Finally, on 153-010, he passed away, with many of his friends and family present.

Ricardo de Leon y Kikiisshi, The Man: Ricardo is a tall gaunt figure, with an angular face, and jet-black, close-cropped hair that began to gray at an early age. Personally neat in his habits, Ricardo is nonetheless a man obsessed with his field of study, sometimes to the exclusion of reality. Ricardo takes pride in the fact that he is an even better psionic talent than a psionologist, which is rarer than one might imagine. He smiles easily, and is often amused by the absurdities in daily living. Still, for those who penetrate the public persona, Ricardo has an air of subdued, but never quite absent sadness. Ricardo was a great person who accomplished virtually everything he set out to do. His

own personal life contained a large amount of shame and personal tragedy. As a result of this, Ricardo shows a certain amount of warmth and kindness towards most people, but reserves and shows his deepest feelings for only a few.

For the average psionist, a meeting with Ricardo is like meeting a great figure in any public arena, an event to be treasured. For those who were lucky enough to have him as a teacher and mentor, the general feeling is one of genuine good fortune. Students of Ricardo are in much demand throughout the Imperium.

Sir Eduardo de Leon y Barisskoba, Knight of the Imperium (As of the time of his father's death in 10 IE)

Age: 36

Height: 1.75m Hair: Brown; wavy and short

Weight: 83kg Eye: Brown

UPP: 6997CA-9

Skills: Grav Craft-1, Ground Craft-1, Instruction-2, Leadership-2, Philosophy-2, Psionology-6, Research-2, Trader-1, Vilani-2.

Psionic Talents: Telepathy-5, Clairvoyance-3, Telekinesis-3.

Eduardo de Leon y Barisskoba is the son of Ricardo de Leon y Kikiisshi and Antiama Barisskoba. Born in -26, Eduardo has one younger sister, Rosa. Eduardo lives a far quieter life than his more renowned father did. Eduardo is content to act as a researcher and instructor of psionics at the Andraaka College of Psionics, on Zimiin (Core/2115).

Eduardo's personality was shaped by several events that occurred rather early in his life. At age 5, Eduardo witnessed the death of his mother, the victim of a mail bomb intended for his father. Eduardo has never really reconciled the nature of his mother's death and frequently relives nightmares about that day.

During most of his youth, Eduardo, along with his sister, was often in the care of house servants, while his father toured the Imperium, speaking endlessly on the positive benefits of psionics, and the importance of it to the future growth of the Imperium. Eduardo harbored some resentment toward his father for his frequent absence from the household, but would eventually develop a respect for his father's work, as well as the importance of it.

Upon graduation from secondary school in -8 IE, Eduardo was granted a psionics examination by the University of Sylea, where his father was the Dean of the Psionics College at the time. Eduardo tested very positively and decided to follow his father into a career as a psionist. Determined to make his own way in the world, Eduardo declined a scholarship to the University of Sylea, instead choosing to work his way through the Andraaka College of Psionics on Zimiin. Eduardo did this to be away from his father at a time when he disagreed with his father on several personal issues, but also to make it clear that he could succeed on his own merits as a student and teacher.

Eduardo proved himself an able student, winning a scholarship at Andraaka and graduating with honors. Eduardo quickly developed a reputation as a brilliant

telepath, and earned a scholarship to graduate school at Andraaka as well. Eduardo's graduate studies went smoothly, and he showed an affinity for teaching. It was therefore not a surprise when Eduardo was accepted as a faculty member at Andraaka, where he remains to this day as a teacher and researcher.

Considered by most of his peers as one of the top psionics researchers in the field, Eduardo's works have been published in several scholarly journals, and he is in some demand as a teacher.

Unlike his flamboyant father, to whom he is often compared, Eduardo is a private person. Although known to accept the occasional speaking engagement, Eduardo shuns the press and tries to avoid public life as much as possible. Most of Eduardo's colleagues admire and respect him. Many of them secretly feel sorry for him, saddled with being forever unfavorably compared to his legendary father, particularly by the popular press. Such comparison serves to motivate Eduardo to hold even more privacy in his personal life.

Eduardo's life is consumed by two passions at this point: making his name as a psionics apart from his father, and attempting to further, in his own small way, his father's dream of a more receptive society based on psionics. Eduardo is currently an Associate Editor of Psionics Today magazine, as well as a former Secretary of the Congress of Psionics Research. He has a wife of 7 years, Linet Sargorun, and two daughters, Dolores (5) and Linda (3).

Eneri Luxor, 2nd Degree Psionist

Age: 27

Height: 1.67m Hair: Brown; wavy, shoulder-length

Weight: 65 kg Eye: Brown

UPP: 76B8C9-A

Skills: Brawling-1, Carousing-1, Computer-2, First Aid-1, Grav Craft-1, Instruction-1, Interrogation-1, Philosophy-1, Psionics-1, Research-1, Streetwise-2.

Psionic Talents: Telekinesis-3, Telepathy-2.

Eneri Luxor was born on Sylea (Core/2118/A586A98-C) in the year -14 Imperial. Her family belonged to the Technical Caste, and during her youth she looked forward to taking up computer engineering, as was the tradition in her family. She enjoyed learning about computers from her father, and thought that might be her vocation.

Like most youngsters, she also liked spending time with her peers. Usually they pursued nothing more than a little harmless fun. However, there were occasions when they got involved in street fights. This resulted in some bitter arguments with her parents, but they did not unduly restrict her activities, since she kept her grades up and showed a great deal of interest in her caste.

Cleon's declaration of the Warrant of Restoration occurred when she was fourteen, and she was quite caught up in the excitement of the Third Imperium's founding. She read every news story about Cleon and his government, taking a keen interest in what was happening around her. By the time she was sixteen, she was the resident expert on Cleon, but had a very unfavorable opinion of him. She felt he was selfish and self-serving, caring for nothing but his ambition. As her interest began to wane, one of Cleon's top advisors, Gushili Regiil, made his announcement about being a psionist. This cap-

tured Eneri's imagination, and she began researching the man who briefly occupied the media spotlight.

Eventually, her fact-finding led her to the subject of psionics itself. The thought of those fantastic powers enthralled her, and she imagined how the universe might be if everyone could relate as closely as telepaths could. She approached her parents about enrolling her at one of the better psionic institutes. They were appalled that she would think of leaving her caste. She offered a compromise: she would apply at an institute. If accepted, she would spend a term there, then go on to an university to learn the trade required of her caste. Her parents rejected the idea, but eventually settled on her attending an university first. If her desire to attempt psionics remained, she could then apply at the institute of her choice.

So she enrolled in the local university's computer science department when she turned eighteen. She excelled, scoring in the top two-percent of her class. This won her the approval of her professors, and resulted in an opportunity to tutor other students in her free time. Eneri graduated with honors, making her parents very proud.

She then announced that she would be applying at the Psionic Institute of Zuarkri, having completed her term at university as her parents had requested. They were dismayed but fulfilled their end of the bargain, while secretly hoping she would show no talent.

Eneri was excited about attending the Institute of Zuarkri. She knew one of its instructors was Master Regiil, the former advisor to Cleon. She had read much about him, and thought of him as an honorable man, despite his involvement with Cleon. Eneri hoped to learn the Telepathy Discipline from him. Her plan was to eventually find or create a society based on psionics, since real truth and fairness are available only to such a society.

Her term at the Institute of Zuarkri went well, and Master Regiil taught her much, becoming something of a mentor to her. When she graduated, she set off to join her ideal society. Unfortunately, she chose the world of Shibasiim, just as the rebellion to overthrow the psionic order was unfolding on that planet. Barely escaping with her life (along with a good deal of the fleeing psionics and those still loyal to the psionist government), she returned to the Imperium rather than join in the new society on Marlakasi. In her view, the former Shibasiim government was making the same mistake it had before in allowing non-psionics into the society. To her, they were setting themselves up for eventual failure.

She now roams the space lanes, offering her skills to whoever will pay. Although she has lost most of her mistrust of Cleon, she remains in search of a place to found a society consisting only of psionics. When encountered, she will either be hiring herself to the player characters for shipboard duty (if they need her skills), or she may ask their help in completing her current assignment. If any of the characters are psionic, she may share her dream and ask their help in bringing it to reality. For instance, she may ask for assistance in assembling a group of psionics, or in finding a suitable place to establish her psionic colony.

Eneri also maintains a great deal of antipathy toward Aykthul Industries, based on her belief that the corporation was behind the assault on Shibasiim. She may ask the player characters for assistance in finding evidence of their involvement, or in exacting a mea-

sure of retribution. If she ever discovers solid evidence of their involvement, she will likely bring it to Master Regiil and ask for his advice on how to proceed.

Caymal Mamuga, 3rd Degree Psionicist

Age: 42

Height: 1.7m Hair: Red; curly and short

Weight: 77.2kg Eye: Green

UPP: 787976-B

Skills: Carousing-1, Grav Craft-1, Instruction-2, Perception-2, Performance-2, Psionicology-1, Streetwise-2, Vac Suit-1.

Psionic Talents: Telepathy-5, Telekinesis-3.

Caymal Mamuga was one of seven children born to a poor family. He and his siblings were treated with a gruff indifference. Their parents were far more concerned with eking out a living and lamenting their miserable lot in life, than in providing a warm loving nurturing environment for their children.

Caymal possessed an above average intelligence, but his parents did not instilled any desire to learn in any of their children. He developed a tendency towards violence and thievery, and by the time he was eighteen he had a lengthy criminal record for gang-related violence, vandalism and assorted petty theft.

On his eighteenth birthday, he reported to an institute for the mandatory psi exam. The group being tested that day was herded through the well-choreographed proceedings with practiced ease. It surprised Caymal when he was singled out for additional examination. Further testing revealed an exceptional potential, leading to a government official shoving paperwork in front of him with a full scholarship offer — with the condition of 16 years of paid government service be performed upon graduation of the four year program.

Caymal had spent too many years on the wrong side of the law to roll over and sell his soul to the government without careful consideration. He played the dutiful son and proposed allowing his family some say in the matter. After all, it wasn't like he could be forced into service.

He mulled over the situation and quickly discovered that the government institution, while not the only game in town, offered the widest range of training, as well as the finest. Comforted by the thought that contracts were written to be broken, he applied for the scholarship and signed contract to government service.

Caymal rose to his potential, finding he possessed talent for telepathy and telekinesis. During his four years as a student, he kept his nose clean and learned, not only psionics but also the workings of the institute and its politics. By the time he graduated, he'd spotted several likely positions that would provide him some side opportunities for profit.

He managed to land himself one of the positions, not because he was best suited, but because most graduates preferred the slightly more lucrative positions elsewhere in government service, or were not under contract to the government and could move into the private sector. He was given various research and teaching assignments over the course of the next ten years, during which he improved his psionics skills and bilked the government and private sectors alike.

During his tenth year of service, he was officially cen-

sored for accepting bribes from wealthy families to ensure their offspring received additional testing, regardless of the aptitude shown in the preliminary exam. He was watched carefully after that, and six months later he was dismissed for repeating the infraction. He was delighted.

Taking the extra money he'd pocketed over the years, he left system and never looked back. A few months later, he found himself on a planet where psioniphilia was just beginning to foster. There were no regulations regarding psionics or psionic institutes and the media convinced Caymal that most everyone secretly harbored a desire to discover they were talented.

Caymal recognized opportunity when he saw it, but where one might have sought funding for opening a legitimate school, Caymal saw only dollar signs. He leased an office and advertised for students. He screened his applicants carefully, not for psionic ability, but for gullibility and wealth. His telepathic talents enabled him to weed out dangerous applicants, such as the constable's son and the lovely young woman who looked eighteen, but was really a twenty-six year old undercover agent. He asked for fifty percent of the tuition up front with the rest contracted to equal payments over four years. After signing up thirty students and relieving them of Cr32,000 each, he quietly left system.

He has refined the con game and repeats it wherever he finds a suitable target world. He uses various aliases, pricing structures and stories. His telepathic abilities allow him to avoid most potentially troublesome students, and his telekinetic talents let him perform suitable parlor tricks to persuade fools and their money to part ways.

Emperor Jyond Quasot

Age: 49

Height: 1.88m Hair: Black; tight curls at shoulder length

Weight: 82 kg Eye: Brown

UPP: ABB9DH-0

Skills: Administration-3, Art-2, Athletics-2, Carousing-3, Computer-1, Dance-1, Equestrian-1, Fast Talk-4, Fencing-5, Forgery-2, History-2, Interrogation-4, Intrusion-1, Law-6, Leadership-5, Robotics-3, Tactics-3, Writing-2.

Jyond was born on Kimalad (Dagudashaag/1506/A785888-C), the capital of the Kimalad Empire, in the year -36 Imperial. His parents spoiled him practically from birth. They gave him almost everything he wanted, even though he always wanted more. The first time he was told he could not have something, he threw a tantrum, lying down on the floor, kicking and screaming. His father, the Emperor of Kimalad, would not stand for such behavior in his royal offspring. For the first time, Jyond was severely disciplined.

This taught Jyond a lesson, but not the one his father intended. He quickly learned to get his way with everyone by toying with their emotions, playing people off against each other, and generally being sneaky and manipulative. This, he found, was far more effective. Throughout his childhood, it served him well.

When he reached adulthood, he decided to extend his childhood by continuing on to the university. His education included four years at the University of Kimalad,

where he mostly learned how to avoid doing class work. He usually held his position as Emperor-to-be over the instructors, most of whom backed down from his threats.

The one exception was Sheri Kashvi, a professor of Military History and retired Admiral of the Kimalad Navy. She did not bat an eye and earned his grudging respect. In fact, he benefited greatly from her instruction, learning much about not only military history, but tactics as well.

Three years after graduating college, he had grown bored with the jobs his father had given him, which were mainly aimed at keeping him busy and away from important things. Jyond saw that his parents were the only things standing between him and what he considered his true calling, so he had them killed. It seemed the logical choice to him and proved to be an exceedingly simple task, given his time-tested skills of manipulation.

Thereafter, the empire quickly began to fall apart under his incompetent leadership. Although he was manipulative, he was not stupid, so he soon realized that he was watching his dream falter right before him. He convinced Professor Kashvi to become his advisor and show him how to save the empire.

Things went fairly well after that. Within eight years (when he was 33), the empire was well under his control, and they began sending scouting missions out to surrounding planets, seeking potential conquests. One such scout ship landed at Uddiki. There they discovered a culture that embraced psionics (which was a completely unknown talent within the Kimalad Empire). Curious but not yet ready for invasion, Jyond ordered additional surveillance of the neighboring pocket empire.

Professor Sheri Kashvi died fourteen years later, when Jyond was forty-seven. By that time, he had built up a cadre of trusted advisors and capable underlings. However, his selfish and perverse nature had earned him enemies, and they began to act more openly against him, knowing he would be prone to rash acts without the steadying influence of Professor Kashvi.

Jyond's political enemies were closing in on him, threatening to reveal his treachery and double-dealing, and maybe even steal the throne from him. This spurred him to devise a diversionary plan. In desperation, he crafted a tale of Uddikian psionics working as spies within the empire. He portrayed his opponents as evil psionics spies, bent on destroying Kimalad. He had them all killed, and enjoyed every minute of it.

Happily free of most of his enemies, he rode the wave of psionophobia he had created. He whipped the population into a furor, and used the fear he instilled in them to justify declaring war on the Guuki Federation. Currently, that war is going very well for him, thanks to his forces' superior technology.

Gushili Regiil, Master Psionist

Age: 60

Height: 1.8m Hair: Gray; straight collar-length

Weight: 75 kg Eye: Blue

UPP: 879CB9-C

Skills: Biology-2, Brawling-1, Computer-1, Grav Craft-1, Ground Craft-1, History-1, Instruction-4, Jack-of-all-Trades-1, Psionics-1, Research-2, Vac Suit-1, Writing-3.

Psionic Talents: Awareness-1, Clairvoyance-4, Telekinesis-4, Telepathy-6, Teleportation-2.

Gushili Regiil was born on Sylea (Core/2118/A586A98-C) to a lower-middle-class family in the year -47 Imperial. He was a very bright child and was reading by two years of age. However, he was painfully shy, and his social skills lagged behind others in his age group until he was well into his teenage years.

He was of a bookish bent, and enjoyed learning about the world, the things in it, and how it all fit together. The other children taunted and beat him for his bookishness and reclusiveness. However, he quickly learned how to take care of himself in that regard. In time, they learned to leave him alone.

In his later teen years, he aspired to attend the prestigious University of Sylea. However, his parents could not afford the tuition. His grades did earn him a scholarship to Diraam College. It was a much less prestigious institution, but its curriculum was competitive. There, he concentrated on the sciences, learning much about biology. This led him to develop an interest in the psionic disciplines. He wondered whether psionic powers had a biological source, and what that source might be. One day he took a trip to the University of Sylea's Department of Psionics, hoping to satisfy his curiosity. He was astounded by their magnificent library, and resolved to someday attend the prestigious institution.

In skimming the stacks, he discovered a small notice stating that the University provided examinations of psionic potential for a small fee. He paid the fee, and took the examination out of curiosity. To his surprise, the results showed he had strong psionic potential. The examiner offered Gushili a partial scholarship, based on his psionic potential. Gushili reluctantly turned it down, since he did not have the money to pay for the remainder of the tuition. However, his proven psionic potential allowed him to apply to the Institute at Zuarkri and gain a full scholarship.

He enjoyed his time at Zuarkri immensely, spending eight years there. His new found psionic powers fascinated him, even making him giddy at times. He couldn't believe the things he was now able to do. He became known as a prankster, using his considerable psionic powers to bedevil his classmates and instructors. This was met with tolerance for the most part, as the instructors were well aware that such things were part of developing into a mature psionist.

Eventually, however, he felt he had gained all he could at Zuarkri. He reapplied at the University of Sylea and was accepted on a full scholarship based on his economic need, psionic potential, and high education and training. He was thrilled at the prospect of finally studying at the most prestigious institution in the Sylean Federation. Gushili spent twelve years at the University of Sylea. Almost immediately, he fell back into his old pattern of using his uncommonly strong powers in pranks at the expense of his fellow students. One day, however, an instructor caught him in the act. That instructor was Master Ricardo de Leon y Kikiisshi.

The incident led to Master Leon y Kikiisshi becoming his mentor. Under his tutelage, Gushili gradually learned the ethics and responsibilities of being a psionist. In time, he became ashamed of his earlier behavior. He recognized it as no better than the treatment he had received from those more outgoing than him during his childhood.

Eventually, Gushili became interested in the politics of the time, partially due to Master Leon y Kikiisshi's influence. Cleon's rise was a fascinating phenomenon, and his dream was contagious. After his twelfth year at the University of Sylea, Gushili felt he had finally found his role in life. He used his psionic powers to advise Cleon, and thereby help to bring about a new, more just and prosperous order.

He left the University and applied to be one of Cleon's advisors. Although confident of his skills, he was still a bit surprised when he was accepted for the position. Over time, Cleon came to rely on Gushili's considerable skills. He, in turn, came to know Cleon, and his respect for the man grew immensely. He understood why Cleon's people would do anything for him. Cleon was not only charismatic and brilliant, he was also scrupulously honorable - something Gushili had been taught to respect by Master Leon y Kikiisshi.

Over the five years he spent advising Cleon, Gushili helped guide the founding of the Third Imperium by deftly advising Cleon with whom alliances should be formed. Cleon came to respect Gushili and enjoy his company. He was almost never seen publicly without Gushili in tow. Gushili was surprised to find that he was becoming somewhat of a celebrity.

At first he enjoyed the attention, until he realized they would soon be delving into his past. It had never been publicly stated that Cleon used psionics in his negotiations. Although Cleon was emperor now, Gushili knew of Cleon's detractors within the Moot and elsewhere. Giving them another reason to monger hate among the population would do Cleon no favors. He read their minds and then he was certain: they were waiting for just such a perceived misstep by Cleon. Such a publicly divisive issue would provide them an opportunity to break up the fledgling Imperium.

Imagining that the jaws of the media were clamping down on him, he decided to take a fall for Cleon. Gushili felt it was the only honorable thing to do. He called a press conference and announced to the world that he was a psionics. He staged it so that it would be clear that his employer had no prior knowledge of his psionic powers. He expressed himself well and did more than a little to help the effort of swaying public opinion about psionics.

His speech worked well. Some journals and newscasts painted him as a villain, while others portrayed him more favorably: a misguided psionics, at the mercy of public opinion. Most important, none blamed Cleon for the situation. His enemies in the Moot were unable to use Gushili to drive a wedge between Imperial worlds.

Cleon, who had not been informed of his advisor's decision until the news conference was over, was shocked and saddened by this development. He was uncertain of the necessity for this sacrifice, but he trusted his advisor implicitly. Publicly, Cleon played the role his advisor had crafted for him, stating that he must regretfully dismiss Gushili. He expressed great sadness that his longtime advisor had turned out to have been misrepresenting himself. By using misrepresentation as the official cause of dismissal, Cleon cleverly left the door open for future acceptance of psionics within Imperial government.

Privately, Cleon knew he owed Gushili a debt of

An Interview with Master Regiil

Excerpted from an article by Shela W. Jeshop, Correspondent for the Sylean Daily Herald, 233-014.

ZUARKRI - Upon entering the modest home of Master Gushili Regiil, one is greeted with the slightest of scents: wonderfully complex, yet subtle and muted. It emanates from a clay pot containing wood chips that have been steeped in the extract of Elai, a plant native to Zuarkri. The scent is a good counterpoint to both Master Regiil's personality and his career.

Shela W. Jeshop: "Your past is somewhat checkered. Many of the people of Sylea still view you negatively, despite the life you now lead. Do you have any regrets about your time as an advisor to Emperor Cleon?"

Master Gushili Regiil: "No. Absolutely not. Why should I? I did advise him, and I advised him well. The Imperium is flourishing, is it not?"

SWJ: "But what of the public outcry surrounding your final days as advisor?"

MGR: "I was younger and naive at the time. If you are asking whether I would do things differently if I knew then what I know now, the answer is yes. But the past cannot be undone. Let us focus on events since then, shall we? I believe your readers may find that more illuminating."

SWJ: "Okay. What have you been doing since you left the advisorship?"

MGR: "After returning to my alma mater - my first alma mater, you understand - I began studying the life and work of Master Ricardo de Leon y Kikiisshi. I have learned much from his work in the days since I left his department [of Psionics] at the University of Sylea. His ethical outlook is quite superb, and I've attempted to model my life on it. That is why I worked for a change in the curriculum here."

SWJ: "Is the new emphasis on ethics having an effect on the students?"

MGR: [Chuckling] "Yes, I do believe so. But, of course not every student takes it to heart. There are always those few who - like me in years long past - are always testing the limits. Some are idealists, some are merely immature. But none is beyond hope. I do take an interest in such cases, having been one such myself, after all. My hope is that, even if they do not completely learn what it means to be ethical and what it means to fit into society successfully by the time they leave here, the lessons we teach will lay in the back of their minds for some future time when it will all fall into place for them. But perhaps I am projecting too much of myself onto them."

SWJ: "That is what happened to you?"

MGR: "Yes. Master de Leon y Kikiisshi taught me all the ethical standards we now try to impart to our students. But I didn't learn to apply those standards to my own life until several years later. As I tell my students, all things come in time."

gratitude. In partial recompense, and to assure his friend a chance at continued success, he arranged a teaching position for Gushili at the Institute at Zuarkri, as well as a comfortable Imperial pension.

Once back at the Institute of Zuarkri, Gushili founded a new Department of Ethics, and began teaching what he had learned from Master Leon y Kikiisshi. For his work in this area, he was awarded the title of Master Psionist. In addition to teaching psionics and applications of ethics in their use, he continues the tradition of Master Leon y Kikiisshi by mentoring students - especially the troubled ones, much as he once was.

Arsurda Shimgarii

Imperial Ministry of Justice Dossier— Form. 23D

Date: 034-030

Security Status: CLEARANCE ALPHA FOXTROT

Name of Subject: Arsurda Shimgarii

Status: Armed & Dangerous

Wanted For:

First Degree Murder (multiple counts)
Disruption of Interstellar Commerce
Conspiracy to Commit Murder
Murder of ImoJ Officials
Obstruction of ImoJ Investigation
Extortion
Bribery
Blackmail
Conspiracy to Undermine the Authority of the Emperor

Age: 74

Height: 1.5-1.6m

Hair: ???

Weight: 48-55kg

Eye: ???

Subject has been known to use a variety of disguises, and is considered an expert in the art. Few visual or holographic records exist of subject and much data gleaned from limited records is contradictory.

UPP: 587AD2-?

Education: B.A. Criminal Justice, University of Sylea, -22 IE.; Law Degree, Ajarana School of Law, -18 IE.

Skills: Bribery-4, Broker-3, Charisma-4, Computer-3, Disguise-3, Fast Talk-3, Forgery-2, Grav Vehicle-2, Ground Craft-4, Intimidation-2, Law-4, Pistol-3, Short Blade-5, Sylean-1, Trader-3, Vac Suit-1, Vilani-1.

Subject was born on -43 IE, Sandora General Hospital, Sylea/Core to Ipsurda Shimgarii, a petty criminal and Shariha Velardi, a woman of the evening <see Ipsurda Shimgarii's file for further details>. Father of the subject was co-founder of anti-psionics organization, Thought Protection League. Originally formed as an anti-psionics protest group, the League turned violent in -25, after co-founder was ousted from organization leadership. The organization began a four-year reign of terror culminating in the murder of Antiama Barisskoba, which led to the arrest, conviction, and eventual execution of the subject's father.

Subject spent most of her early upbringing in the care of relatives, particularly her fraternal grandmother. At age 14, subject apparently returned to her father's custody, and began to take a more active role

in League operations. Subject was an above average student, and won an academic scholarship to the University of Sylea, subsequently graduated with honors in -22 IE, and earned admission to the Ajarana School of Law, also on Sylea.

Subject was noticeably absent from father's criminal trial, but did attend his execution. After father's arrest, subject assumed control of the organization and began reoutfitting in paramilitary manner. Subject completed law school successfully in -18 IE, having simultaneously reorganized the Thought Protection League.

Subject reportedly led the organization and planning of the Congress Convention bombing, which killed numerous psionists and their families. Subject has been directly involved in the premeditation and execution of numerous acts of terrorism of all kinds since then. These include the bombing of a Free Trader on Laurrsha (Core/2214) in -3 IE, during a local psionics demonstration, killing approximately 200 and damaging several starport facilities.

Subject's organization is also involved in more conventional crime activities, including smuggling, blackmail, and extortion, primarily as a means of spreading the influence and or enriching the coffers of the organization.

Current Whereabouts: Unknown. Last Verified on Idmum 5 IE. Currently presumed to be running League headquarters from an unspecified location outside of the Imperium.

Known Vices: Reportedly uses anagathics. Apparent tendency to collect items of clothing or other personal effects from her victims, of which she has acquired numerous examples, by means ranging from theft to estate sales to, in some cases, auctions. Not known to be a heavy drinker or smoker. No known or anecdotal history of drug use. No known sexual deviations.

Analysis: Subject is a brilliant organizer. Unlike her father, who was basically reckless and undisciplined, subject is patient and meticulous. She has built the organization from a motley crew of killers to a troop of professionals, dedicated to her leadership first and the cause second. Subject is cunning, reacts quickly to threats, and is utterly ruthless, with a flair for the dramatic in the acts of her organization. Less is known of subject than the leaders of any comparable sized terrorist organization within the Imperium. If the subject is indeed using anagathics, she is likely to be a dangerous and cunning foe for some time to come.

Queen Kaliena Wain

Age: 43

Height: 1.6m Hair: Auburn; loose curls at shoulder length

Weight: 63kg Eyes: Black

UPP: 8CABFE-0

Skills: Administration-5, Art-4, Athletics-1, Bow Combat-1, Carousing-5, Computer-1, Dance-1, Diplomacy-5, Disguise-1, Equestrian-1, Fencing-1, First Aid-1, Gambling-1, History-1, Instruction-1, Intimidation-2, Law-4, Leadership-6, Perception-2, Psychology-3, Tactics-1, Writing-4

Kaliena Wain was born and raised on Shig (Massilia/0510/ B362BAA-8), a small, high-population world, in

the year -30 Imperial. She was the oldest daughter of the Queen, which in the Shig's matrilineal system of power transfer means that she would someday be the Queen.

She had a pleasant childhood, surrounded as she was by her royal family and their trusted retainers. Kaliena did well at her lessons, learning all the required rituals as well as the history of her world. She most enjoyed the social rituals, and was granted permission to attend official functions when she was five. By the time she entered her teen years, she was quite a courtesan.

As an adolescent, she spent some time abroad, learning about other cultures and other ways of doing things. When she returned, she discarded most of the alien rituals, except gambling, which had been unknown to her before then. Her parents accepted this minor break from tradition, so long as she did not practice it in public.

Like every member of the population, she was required to immerse herself in the Spirit Lake when she reached adulthood. As expected, she did not manifest any psionic powers, since her bloodline seemed genetically incapable of using psionics. Instead, her lineage endowed her with an enigmatic talent for being psionically opaque. Even the strongest telepath could not enter her mind, nor read her thoughts, nor divine her emotions. Although the reasoning had been lost to history, this talent may have been one of the reasons her ancestors were accepted as rulers.

Having been groomed for rulership for as long as she could remember, Kaliena was well prepared to take over the reigns when her mother died. She was only twenty-eight at the time.

Since then, she has successfully led her people into the interstellar community. Her world willingly and happily joined the Third Imperium one year after being contacted by Imperial Scouts. She sees the Imperium as a good force in the universe, and looks forward to helping her people benefit from the trade and political opportunities available. At the same time, she works hard at maintaining her people's individual identity and traditions among the wider spectrum of social behavior in use by the many starfaring cultures that visit her world.

Esenina Zosiphon, Master Psionicist

Age: 67

Height: 1.68m Hair: Auburn; straight, shoulder length

Weight: 63.5kg Eye: Hazel

UPP: 467988-B

Skills: Carousing-1, Craftsman-2, Diplomacy-2, Grav Craft-2, Handgun-2, Instruction-8, Language-6, Leadership-2, Perception-2, Performance-2, Philosophy-1, Psionics-3, Short Blade-1, Shotgun-1, Vac Suit-1, Writing-1.

Psionic Talents: Awareness-4, Telekinesis-5, Teleportation-5.

Special Talent: Rapid Recharge-4.

Esenina Zosiphon was born to wealthy, open-minded parents. They believed in fully developing one's God-given talent. Convinced her fascination with psionics was not a passing fancy, her parents promised she could be tested for ability when she turned eighteen. She proved to possess an exceptional strength.

Her parents carefully sought a suitable institute, one they felt would provide a high quality learning environment, free of distractions. They chose Secathet Academy for its quiet campus, luxurious classrooms and dormitories, and high teacher to student ratio.

At Secathet, Esenina explored her talents and learned basic skills in Telekinesis, Teleportation and Awareness. She also was fortunate to be able to study with Master Thepeavita, who aided her in learning how to use her special talent, Rapid Recharge. In the course of things, she found herself gravitating towards teaching. As she advanced through the program, she began tutoring the classmates behind her in the program.

She also met Tur Lateretant during an instruction course on enhancing strength and endurance through Awareness. Initially, they studiously ignored each other, but once the course concluded, they began to see each other socially and, eventually, romantically. Soon after graduation, they were married and returned to his homeworld.

The world still boasted an undecided view of psionics, featuring the best and the worst sides of the debate. It had several fine psionics clubs, but had been burned by a con man named Caymal Mamuga. It had citizens who feared mind readers and anti-psionic activists who routinely picketed or vandalized psionics organizations. In all, though, the majority of the populace didn't care one way or the other.

They established a psionic institute, Esetur by name, promising a pay-as-you-go structure to the first ten students to prove that this institute was legitimate and they were committed to their students. The school thrived and within a few years, they were able to choose the best and most capable to study there. They also hired several more teachers and moved the school to a remote country estate to better duplicate the environment they had learned in. They never achieved the luxury of Secathet, but they could never bring themselves to charge those prices, either.

Outside, the world around them changed. More and more anti-psionic sentiment was stirring. Picketing, demonstrations, marches and even terrorist attacks were happening with increasing frequency. Holograms featured psionics more on the side of villainy and legislation began to surface to limit certain psionic actions.

Esenina and Tur were oblivious. Cocooned in their world, they failed to notice, or turned a blind eye. Before they knew it psionophobia was sweeping the planet like wildfire. The cities felt it first, but the remote areas followed. The planet had dissolved into virtual mob rule and suspected psionics were being hung, burned and beheaded. The school had little warning when they came. A frantic student, who had been practicing his clairvoyant talents, saw the approach. His warning allowed those who could teleport to escape, some strong enough to bring one who couldn't with them.

In the end, Tur insisted that Esenina take one of the frightened young students with her. He remained behind, unable to teleport, with nowhere to run and was burned to death with the school he'd helped found.

Esenina was heartbroken, but her own life was still in danger. She felt fairly safe in contacting Tur's family but they were helpless to aid her. Through the telepathic abilities of one of the other teachers, the small band

was able to contact an organization attempting to smuggle psionics off world. After some weeks of hiding, they were finally smuggled aboard a free trader.

Esenina saw her faculty and students safely off to their own destinations, then turned her mind to what she was going to do with the remainder of her life. Somewhat embittered by her experience, she studied the worlds around her, searching for a world unlikely to turn on psionics. She finally settled on a world with no psionic history, but that had been recently, in the grand scheme of things, settled by refugees from a world that had begun setting limits on scientific and technological achievement. They seemed unlikely to persecute someone for advanced abilities.

Still, when she settled there, she purchased a farm in a remote land and kept to herself. She did let those closest to her know where she had settled and it wasn't long before a psionic student came in search of her. The student had the special talent of Rapid Recharge and sought training in the discipline. She had already spent four years studying telepathy and clairvoyance. Esenina wanted to refuse but couldn't bring herself to. Instructors in the special abilities are too rare and she refused to be responsible for wasting her talent.

She continues to tutor one student at a time, sometimes going years without any students at all. Under rare circumstances she will accept a second. In this manner, she supports herself and continues to help the psionic discipline grow and prosper.

Personalities Timeline

Year Event

- | | |
|--|--|
| <ul style="list-style-type: none"> -65 Ricardo de Leon y Kikiisshi born. -47 Gushili Regiil born. -45 Sesisos Gishviil born. -43 Arsurda Shimgarii born. -39 Ricardo writes his thesis, "Psionics and Societal Change." Accepted as Associate Professor at University of Sylea. -36 Jyond Quasot born. -34 Wairi Aykthul born. -30 Kaliena Wain born. -29 Master Regiil enters college. -27 Sesisos Gishviil begins double apprenticeship. -25 Master Regiil enters Institute at Zuarkri. Ricardo becomes first President of the Congress of Psionics Research. -23 Ricardo announces his "Magna Carta" of Psionics at the First Annual Interstellar Convention of | <ul style="list-style-type: none"> the Congress of Psionics. A number of members of the Congress subsequently resign as the result of the adoption of these principles. -22 Arsurda Shimgarii graduates from the Department of Criminal Justice, University of Sylea. -18 Wairi Aykthul sets up small brokerage firm. Jyond Quasot enters college. Arsurda Shimgarii Graduates, Ajarana School of Law, and assumes control of the Thought Protection League. -17 Master Regiil continues psionic schooling at the College of Psionics, University of Sylea. He is mentored by Ricardo de Leon y Kikiisshi. -16 Wairi Aykthul enters college. -14 Eneri Luxor born. -11 Wairi Aykthul drops out of graduate studies, begins working at Aykthul Industries in the merchant operations. Sesisos Gishviil becomes Leader of Guuki. Jyond Quasot becomes Emperor of the Kimalad Empire. -7 Guukian scientists discover AAB Repository. -5 Master Regiil finishes study at the College of Psionics. -3 Wairi Aykthul takes over helm of Aykthul Industries. -2 Master Regiil becomes one of Cleon's advisors. Kaliena Wain coronated as Queen of Shig. 0 Third Imperium Founded by Cleon Zhunastu. 1 Guukian Federation formed. 2 Sesisos Gishviil crowned Empress of Guukian Federation. 3 Master Regiil "comes out" as psionics; is dismissed amid scandal. 4 Master Regiil returns to Institute at Zuarkri to teach. Eneri enters college. 6 Shig joins the Imperium. 8 Eneri graduates from college; goes to Institute at Zuarkri. 10 Ricardo De Leon Y Kikiisshi dies. 12 Eneri leaves Institute to seek her idealized society on Shibasiim. Shibasiim rebellion occurs, financed by Aykthul Industries. Kamalad Empire begins interstellar war against Guukian Federation. 13 Psionics from Shibasiim found new colony on Marlakasi. |
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6: CAMPAIGNING

The existence of psionic powers in a campaign offers a great deal of adventure opportunities. From actual use of psionic powers by characters and NPCs, to the clashes between opposing viewpoints on psionics, the possible situations are numerous and varied enough for any adventuring group.

Presented here are some of the possible scenarios, in Patron Encounter and Amber Zone formats.

Amber Zones

Amber Zone adventures are named after the coding used by the Travellers' Aid Society to designate worlds which travellers should use caution in visiting. However, the Amber Zone adventures do not necessarily take place on worlds coded Amber Zone - or even on any world at all. Dangerous (and therefore adventurous) situations can happen anywhere.

The following Amber Zones present problems, tasks, and predicaments for the player characters. Before running each of them, develop any maps, NPC statistics, deckplans, and additional details that are necessary to the adventure.

Appropriate Behavior

Apge (Core/0402/B772555-D) is a world 11,184 kilometers in diameter, with eighty percent of its surface area covered by land. Because of the lack of water, nearly all of the approximately 185,000 residents live grouped together in densely packed villages around one of the six major waterways. In addition to the lack of water, Apge suffers from an atmosphere that is slightly tainted by sulphur. Imperial Scouts have classified this world as having a Feudal Technocracy, which isn't strictly true. However, it is as close as one can get to the truth when attempting to pigeonhole this planet's strange government.

The leader of the world's main civilization is selected in a unique manner. Their law states that the one who can psionically remove the Scepter of Power from its cavern will be ruler for life. The scepter is actually an ancient device, and the cavern is protected by a security system of Ancient origins. Some unseen force immediately kills any living creature entering the cavern. Therefore, using psionics is the only way for any citizen to remove the Scepter of Power.

Most of the world's population has agreed to be ruled by the person who retrieves that scepter. Those who do not agree to this arrangement have set out across the wasteland, where they live nomadic and anarchic lives. The rest of the population lives in grouped huts which form the individual communities that make up the larger, mainstream society of Apge.

The high technology rating in the world's UWP is derived from the civilization's use of the ancient technology available to them. Not only are the cavern and the scepter of Ancient origins, the town also has what appears to be a universal duplicator. They can take any non-living item that is smaller than a meter cubed, put it in this machine, and it will be duplicated perfectly.

There are two down sides to this device. One is the length of time the duplication takes, which is anywhere from 6 to 36 weeks. The natives tend to pray over the device during that time, asking that their god perform

the "miracle" of duplicating whatever has been put in it. A constant prayer vigil is kept over the device until the duplication has taken place. This makes it quite a bit less practical than a typical TL12 factory. The Imperial Scouts who first discovered it could only theorize that it once worked much faster (perhaps instantaneously), but has been badly damaged over the centuries. The universe as a whole is abundantly supplied with materials of all sorts, all of which are much more easily obtainable than the duplicator's capacity of one cubic meter of material per six to thirty-six weeks. Therefore, using it to produce bulk quantities of any raw materials is bound to be an economically unsound venture.

The other negative aspect of the duplicator is that whenever it does its job, an amount of material roughly equal to ten times the mass of the object to be duplicated is taken from a random spot somewhere on the world. The natives are unable to control from where the device gets its material, as there are no apparent controls on it. One simply puts a prototype in the box, closes the lid, and some time later a duplicate appears in the hopper below. However, the duplicator was built with safeguards that ensure it will never use animal life as its building blocks; thus, no humans or animals near it will find themselves suddenly lacking a chunk of their bodies.

Because the device can result in destruction and injury (for example, if it opens up a 10 cubic meter pit directly beneath the support structure for one of the dwellings, the building may collapse), it is only rarely used. The world's bountiful resources make the need for using the device not very pressing. Only in rare cases is it activated. For example, it was used to replicate weapons from a prototype they found after an Imperial expedition had left. Other than that and additional rare instances, the device hasn't been touched.

Due to their placid lifestyle and the abundance of easily obtainable food and raw materials, the people of Apge are generally peaceful; conflict is very uncommon among the peoples of the main society. They have no reason to go to war with each other, as there is plenty for everyone who is willing to do an easy day's work. There are, however, occasional conflicts with the anarchists who dwell in the wastelands.

Players' Information: A man identifying himself as Beliz Derisovial contacts the group, and offers a standard AAB Recovery Contract. He would like the characters to appropriate a scepter from the uncivilized people on Apge. It's a "holy item" to them, so retrieving it will be a very delicate operation. He will pay the group Cr100,000 for retrieving the device and delivering it to him. He will pay 10% up-front, and will pay the remainder upon delivery. He will also provide passage, and will purchase reasonable equipment for them as necessary. However, the equipment will remain the property of the AAB after the mission is completed, unless they choose



to buy it from him at half the original purchase price.

Referee's Information: This scenario, in addition to providing an opportunity for adventure, presents an ethical dilemma for the overall group, and especially for those PCs who are psionic. It is, of course, whether to steal the scepter from the civilization that prizes it, and what to do once that item has been stolen. The Scepter of Power, which at nearly two meters in length is more of a staff, is actually a device of Ancient origin that acts as an eight-point psionic battery which can be drawn from by anyone in contact with it. The scepter regains one point per day after use. Those with psionic powers may be sorely tempted to keep the item, in which case the AAB will be on their trail.

Retrieving the scepter normally requires the use of telekinesis, as it is kept in a chamber the natives consider magical. In actuality, the chamber itself is another artifact of the ancients. A rather thorough security device protects the chamber: any living thing that enters the chamber will be instantly killed. It was once possible to turn the device off, but only for the individual with the proper brain wave pattern - and the particular Ancient with the requisite pattern is long, long gone.

This leaves only those options of retrieving the device without actually entering the chamber. The simplest way to achieve this is to use telekinesis to bring the device out; thus, the natives' dictate that their chiefs have the psionic discipline of telekinesis.

Under no circumstances will the natives allow strangers near the scepter, which is kept in the chamber at all times when not in use. In addition to its inherent safeguards, the chamber itself is guarded at all times. The leader only brings it out during ceremonies such as weddings, funerals, and holidays. Even then, the chieftain will be well protected. In all cases, guards have laser pistols, hand grenades, and flex armor - all of which they've replicated from the ancient duplication device, from a single example of each that was found on the deceased body of a care-less Scout. Although they don't consider such implements honorable for hunting, they are considered proper dress for honor guards.

If the PCs attempt to use the duplicator to make another copy of the scepter, they will be looking for trouble. First, it won't fit into the duplicator. Second, they will have to wait 6 to 36 weeks for it to do its job. Third, the duplicator is not movable without major effort. So one way or another the PCs will attract the attention of every native for miles around if they attempt this route. Finally, if they do find some way to put the scepter in the duplicator and leave it there for 6 to 36 weeks, keeping the lid propped open since the scepter is too long, they will find that the duplicator doesn't do anything. It only works when the lid is closed, presumably for safety reasons. Cutting the staff up to make it fit will render it useless and nothing short of a TL16 facility can repair it.

Once they manage to appropriate the device, the PCs will have to get it off-planet, and the psionic PCs will have to decide whether to keep it. If there is more than one psionic PC, deciding who gets to activate it may instigate a conflict within the group.

Dead Tired

This situation should ideally occur in deep space. The character group can be any size, from 1 to 8, but ideally should consist of 4 to 6. The party may possess any skill, but the presence of a psionicist in the group may give a greater insight into the situation. The incident should occur on a large passenger ship, such as a passenger liner, or another ship where a large number of passengers are likely to be aboard.

Players' Information: The night before the incident in question, a loud argument was overheard between the Captain and his wife, who travels as a steward.

The characters are awoken one morning early with a shout of alarm from a passenger. The reason for the warning is apparent: the outer airlock is closed, yet the bloody effects of an explosive decompression are obvious for all to see. The inner airlock is sealed and entry has not been forced. The remains of the corpse of a middle-aged woman with her arms bound are within. The corpse is easily identified from her jewelry and dress to be the captain's wife. The captain, visibly shaken at the sight, heads for his cabin to avoid visibly breaking down in front of the passengers. The rest of the passengers are shocked, and visibly upset, with the exception of the Second Officer, a young woman of 26, who impassively heads for her cabin.

The ship's doctor will openly state that while he knew the captain and his wife had their difficulties, that he seriously doubts that he could have killed her.

Referee's Information: The woman was murdered, as there are several clues leading to this conclusion. The ship's computer maintains a log that details times when certain vital portions of the ship, including the airlock doors are opened or closed. The log has no record of either of the airlock doors having opened at any time since the last planetfall, but *does* have a record of the air being cycled out of the airlock at 0300 hours of the current day. Most members of the crew, including all ship officers, would have access to the codes to operate the airlock as a safety precaution, in the event of an evacuation.

The record will indicate that the ship's captain cycled the airlock at the time in question, but did not open the outer door. Testimony from several key witnesses, including the Ship's First Officer, who was on duty at the time, will state that he clearly saw the captain enter his cabin at 2230 hours and that he did not exit thereafter.

Three other clues are available for the characters. An autopsy will reveal that the captain's wife was drugged with a slow acting narcotic Gartentum, which would undoubtedly cause her to lapse into a deep sleep at around 2130 hours. Gartentum's characteristics cause humans to lapse into a sleep bordering on coma for 6-8 hours, depending on body weight, metabolism, age, etc. The woman's slender frame would mean she would sleep the full eight hours. The Gartentum was ingested in a bottle of Ebertlon, a local brandy that was placed in the captain's cabin. The Ebertlon is one of his wife's favorite drinks and the captain has found the convenience of drugging his wife to be present for other activities that will be more obvious in a moment.

The second clue can be found in the Second Officer's cabin. Amongst her personal effects, buried in a bottom drawer under clothes and other personal effects, is a document that certified her certified in the art of

Projection (see Chapter 2 for descriptions of this ability).

The third clue can be found in the captain's cabin, in the bottom of his wife's dresser drawer. It contains a trio of still photographs depicting the Second Officer and the Captain in compromising positions.

The characters should now have the ability to solve this mystery. Here is the full story, which can be revealed, probably as the result of testimony of the Captain and Second Officer:

The Captain and the Second Officer are lovers, and have been for quite some time. The captain's usual method of getting time alone with the Second Officer has been to put a quantity of Gartentum into his wife's Ebertlon, which she will gladly drink, and wait until she passes out. Most of the crew is aware of this, but out of loyalty to the captain, have not revealed it to his wife.

This affair had gone on for two years, until the last planetfall. The wife, waking up from the inevitable Gartentum hangover, found evidence of her husband's philandering. The evidence came in the form of photographs of him with the Second Officer in the her cabin. The Captain is unaware of the existence of these photographs. The photographs are captured stills lifted from a hidden video taken by the Second Officer, with the possible intent of blackmailing him when she was tired of being his mistress.

The wife confronted the Second Officer before they left planetside, and then confronted her husband, who swore to end the affair immediately. The Second Officer planned to take revenge on the couple, waiting until they reached space.

Aware of the captain's means of sneaking away for his romantic encounters, the Second Officer decided to try to pin the murder of his wife on him. She slipped the narcotic into the carafe. Then before going off duty, she disabled the pressure sensors in the airlock from her console. She then waited until he went to bed, closed and opened the inner airlock door using his passcode (which she is aware of), cycled the airlock (which would not trigger an alarm unless the inner or outer doors were opened) and returned to her cabin. Upon returning to her cabin, she projected the captain's wife into the decompressed airlock, causing her to explode from decompression.

Heiress Hunt

The adventure begins on Uri (Vland/2117/A313144-B), with the bulk of the adventure taking place on Liisurkhish (Vland/2416/B362411-8). To adapt to a current campaign, the adventure can take place anywhere there is sufficient Argushiigi Admegulasha Bilanidin (AAB, the Vilani Repository of Knowledge) and Vilani cultural presence to support the story. Characters can be forced to jump through, and investigate on, any number of systems prior to reaching their goal.

Players' Information: Ikama Shukhashar, who identifies himself as a Vilani legal counselor, approaches the characters. He explains that he represents the estate of Surukhii Ukumi Kagimar, a distinguished patron of the AAB. The entire estate has been left to the man's estranged sister, Alarii Sagula Kagiman. If the PCs are interested, he offers them Cr15,000 each to search for her. Upon successfully finding the heiress, or her offspring should she be deceased, and bringing her (or offspring) to Uri to receive her inheritance, they would

each be paid an additional Cr15,000 apiece. Passage to whatever planets necessary to locate her, as well as reasonable equipment purchases, would be provided.

Referee's Information: If the PCs accept the offer, Ikama will tell them he has little knowledge of her present whereabouts. He has, however, engaged a private investigator on Uri who has recovered some information. The sister left planet over 60 years ago after being disowned by her very traditional Vilani parents because of her insistence on exploring her psionic talents. She left system on a Vilani trader with an immediate destination of Ashbakha, but continuing on to Kagush, Liisurkhish and back through Kagush and Ashbakha before returning to Uri. Liisurkhish, the third stop, is a planet known to be at least tolerant of psionics, if not psioniphilic. The detective surmised that it is likely that she might have been headed there.

Shukhashar goes on to inform them that the research vessel that Sha Kagiman was on is in system, the crew of which had travelled with him for some years and might be able to provide further information.

If the group contacts the research vessel, they will find a crew very loyal to Kagiman. It will take some doing to convince them of their honest intent to find the man's sister so that she may inherit his fortune. The crew seems to feel that the AAB doesn't really want her found, since it stands to inherit everything in her stead (which, if the PCs check with Shukhashar, they will find to be true).

A crewmember is able to confirm that perhaps the sister was on Liisurkhish at one time. He was once asked by Kagiman to arrange shipment of a package to that world and told him it was for his sister. He doesn't remember the name it was addressed to, but the surname wasn't Kagiman. If the party has a telepath in their party, a deep probe might (Staggering roll at best) reveal the name on the package. If asked for permission to be probed, the crewmember will refuse and immediately cease to deal with the party.

On Liisurkhish, the characters will find it difficult to trace the heiress. While they are able to find record of her arrival on planet easily enough, it will take them some time to determine that she changed her name to Nushudi Likadu to reflect her outcast status. They will then be able to trace her to a psionic institute in a fairly remote area of the planet.

The institute is a small, clan-oriented place with a feel more like a commune than a formal school. The faculty and students seem to blend together in a close-knit relationship approaching that of a family. It is the sort of place that would warmly welcome outcasts.

Faculty members at the institute will remember her, but will seem surprised that anyone offworld has come looking for her. They knew her history. She is now, however, deceased. The dean will be able to tell them that she had a daughter, Likashaa, who, at the time of her mother's death, was living in the city of Samashile. The girl is psionically gifted, but did not remain for more than the basic four years of training. She has skills in telepathy and teleportation, plus the special ability of Mimic. She is also an artist and the Dean will show several of her paintings. She has a fairly distinctive style - one a PC with Art skill might spot.

Travelling on to Samshile, the characters will have

difficulty finding Likashaa. She is no longer listed as residing there. In fact, she is not listed in the worldwide net as residing on planet. She is not listed as having left planet or being deceased, nor is there any record of marriage. If the PCs follow the art angle, they will eventually turn up an art gallery, whose owner knows her.

He tells the PCs that Likashaa has fallen on hard times. Despite her talent, she has been unable to support herself and is now homeless. He says he has seen her from time to time at a local park, painting and selling sketches for a Credit or two. She refuses to talk to him, her pride preventing her from asking for help. He will, if asked, draw a sketch of her so the PCs have an idea of who they are looking for.

After a few days of watching for her at the park, she will show up, clean and presentable despite the indications that she is, or was, homeless. Her reaction to the PCs will depend on their approach. If they attempt to commission work by her, she will be much more amenable to talking with them. If they launch straight into who they are, she is likely to flee and avoid them thereafter, if possible. If they try to detain her forcibly, she will teleport to get away from them, if necessary. In the latter cases, if she is contacted telepathically while trying to flee, she will be wary, but will stop and listen. Clairvoyance skills are useful in finding her again if she escapes by teleporting or on foot.

Once they manage to get their story out, she will ask if she can touch one of the PC's minds telepathically to verify their truthfulness. If one of the PCs consent, she will agree to going off planet with them. If not, she will be very reluctant and it will take a lot of persuasion to get her to go with them. Either way, eventually she will comply.

Throughout, the referee has the option of including various forms of interference by the AAB or its member patrons. This might come as official action by the AAB or by overzealous members, each eager to "arrange" for the inheritance to fall to the AAB. The interference might range from various minor mishaps and inconveniences to bribery or attempted physical harm – either to the characters or to the heiress.

Jumpspace Blues

This adventure is playable any time the PCs' ship is ferrying passengers from a world of TL6 or less. It is best run when one of the PCs is a psionicist, although it will work when that is not the case.

Players' Information: An agent contacts the player characters. He informs them that he is in the employ of Marquis Swaliin Therone, and explains that the Marquis is vacationing on this low-tech planet with his family. His eldest daughter, Quista, is pregnant. She had originally planned to have their family physician (who was travelling with them) deliver her baby on this world. However, the doctor was killed in a hunting accident a few days ago.

Quista has refused to let the native medical professionals of this world deliver her baby. Thus, she must be ferried to the nearest high-tech world. Since Quista is pregnant, she will need special care during the trip. If the PCs agree to bring her and her entourage of four people to the nearest high-tech world, they will receive MCr5, payable at the end of the journey by Quista's personal assistant, who is travelling with her on this trip.

Referee's Information: If one does not already exist, prepare a deckplan of the characters' ship before the adventure begins. In addition, the following NPC statistics will be necessary to the adventure:

Quista Therone, Noble

Age: 19
Height: 1.68m Hair: Copper red; mid-back length
Weight: 70kg Eyes: Blue
UPP: 65668C-0

Skills: Computer-2, Equestrian-1, Writing-1.

Possessions: Psi shield helmet, hand comp.

Pipo Ladiiman, Personal Assistant to Quista Therone

Age: 39
Height: 1.9m Hair: Brown; curly, collar-length
Weight: 86 kg Eyes: Brown
UPP: A9B898-0

Skills: Administration-3, Carousing-4, Computer-1, Dance-1, Diplomacy-5, Fast Talk-3, Fencing-2, First Aid-2, Grav Craft-1, Interrogation-2, Leadership-2, Writing-4.

Possessions: Diplo, laser pistol, comm, aide.

Deladri Mitchell, Chief Bodyguard to Quista Therone/Marine Captain

Age: 38
UPP: BDCAA7-0

Skills: Battle Dress-2, Camouflage-2, Combat Engineering-1, Communications-1, Computer-1, Demolitions-1, Environment Combat-1, First Aid-1, Grav Craft-1, Ground Craft-2, Interrogation-1, Intimidation-1, Leadership-1, Long Blade-1, Navigation-1, Pistol-1, Recon-1, Rifle-2, Short Blade-1, Stealth-1, Streetwise-2, Survey-1, Survival-1, Tactics-2.

Possessions: Flex armor, psi shield helmet, laser rifle, Comm, Aide

Bodyguards of Quista Therone/Marine First Sergeant

Age: 34
UPP: DCE767-0

Skills: Camouflage-2, Computer-1, Environment Combat-1, First Aid-1, Gambling-1, Grav Craft-1, Ground Craft-2, Interrogation-1, Intimidation-1, Long Blade-1, Pistol-1, Recon-1, Rifle-4, Short Blade-1, Stealth-1, Streetwise-2, Survey-1, Survival-1, Tactics-2.

Possessions: Flex armor, psi shield helmet, laser rifle, comm.

Timetable: The following outline provides the flow of events during this adventure. The referee should flesh this out, adding detail as necessary to work the adventure into an ongoing campaign.

Step 1: When Quista Therone boards, she will have an entourage of four people with her. They are Pipo Ladiiman (Personal Assistant), Deladri Mitchell (Chief Bodyguard), and two other bodyguards. As she enters the ship, any PC within earshot will hear Quista complaining to Pipo about a number of things, including 1) her aching back (she is in her eighth month of pregnancy), 2) Psionicists and the way they're obviously

subverting the Imperial Government, 3) the "fact" that psionics are all evil, and so on. Naturally, she is wearing a psi shield helmet.

Step 2: Quista discovers that one or more crewmembers are psionic; either one speaks up to defend himself, or Quista finds out some other way. Verbal combat ensues, with Quista insisting to Pipo that *although she realizes there isn't any choice about taking this psionicist-tainted vessel, she wants him to make sure "that dirty psionicist doesn't touch anything of mine - and make sure he stays away from the galley when they are preparing my food!"*

Step 3: As the ship is about to enter jump, Quista goes through her daily routine of using the D&W psi detector around her swollen belly, and it goes off. She screams bloody murder, horrified that her baby is psionic.

Step 4: Quista must be restrained from hurting herself or her baby. She will attempt each, using whatever means she has available. However, her heart will not be in it and she should be easily stopped.

Step 5: Pipo asks for the PCs' help in determining whether the device was truly picking up the baby's psionic powers. Is it the jump drive, perhaps? Or is it the baby? Characters must figure this out, then convince Quista that they know the truth. Of course, the truth is that the psi detector was picking up the changes in the quantum field caused by the activation of the jump drive. Unfortunately, using it while the ship is in jumpspace will result in similar false identifications, because jumpspace itself has a quantum field that is different from that expected by the psion detector.

Step 6: One day prior to the ship's scheduled exit from jump space, Quista goes into labor. If the PC medic happens to be a psionicist, she will refuse to let him deliver her baby. On the other hand, allowing complications to happen in the delivery will definitely not put the PCs in her noble father's good graces.

Step 7: The ship arrives at the starport. Quista, her baby, and her entourage disembark, and the PCs are paid.



7: ADVENTURES

Psionicide

In this adventure, the characters will join a group of humanitarians and opportunists seeking to rescue psionists from genocide on a world just beyond the Imperial fringe.

Standards and Assumptions

The following standards and assumptions applied for this adventure. The referee may use a different time frame or another world in order to integrate the adventure into an existing **Traveller** campaign.

Dates: All dates herein correspond to the Imperial calendar. The date for this adventure is 12; that is, sometime in the twelfth year following the founding of the Imperium. The referee should indicate the exact date based on the local situation. Days within the year are numbered consecutively from 1 to 365; thus, the last day of the year is 365-12. Once the adventure begins, the referee should allow time to flow normally.

Place: This adventure takes place on Shibasiim (1316/D85A477-4), located in the Mekee subsector of the Core sector, just outside the expanding Imperial border. Shibasiim is a large (12,800 km diameter) world with a standard atmosphere and water covering nearly the entire world surface.

Shibasiim has a population of about 20,000, mostly concentrated on the largest landmass, which is actually a series of islands joined by drained swampland. This adventure takes place in the valley within one of the original islands that form the perimeter of the main landmass, as well as in the world's tiny startown.

Characters

This adventure is intended for characters serving as the crew of a 200-ton Far Trader, though any other ship of roughly the same size and with Jump-2 performance is acceptable.

Desirable Skills: In addition to the skills necessary for running their ship, Mechanics and Ground Craft skills are necessities. Camouflage, Diplomacy, Disguise, Fast Talk, First Aid, Forgery, Intimidation, Intrusion, Investigation, Leadership, Medical, Perception, Psionics, Recon, Stealth, Streetwise, Survival, and various ground combat skills will also come in handy, but are not strictly required.

NPCs: The statistics and background information for each of the NPCs in this adventure are presented below.

Altuk Duprii

Age: 28
Height: 1.75m Hair: Blonde; straight, collar-length
Weight: 77.2kg Eyes: Brown
UPP: 857565
Skills: First Aid-1, Mechanics-1, Psionics-1, Short Blade-1, Survival-1, Watercraft-1.

Possessions: Cr11,000, dagger, Mid Passage.

Altuk Duprii grew up in D'Riin, the capital city of Shibasiim. Because of this, he spent most of his time

among children of the psionist caste. They took him into the group, even though he had no although potential. Even so, they treated him more like a mascot than anything else. Nevertheless, Altuk was happy to be with those who would some day be ruling his world.

Since then, Altuk has become slavishly loyal to his previous playmates. He has been waiting for a chance to do something that would repay what he sees as his debt to them. Naturally, his former playmates are rather dismayed that he considers their friendship to be a debt to be repaid. Nonetheless, Altuk is certain that his notion of honor is the right now. Now that the world is under attack, he believes he has found his chance to repay the rulers for their kindness. He has resolved to bring back a ship — maybe even a fleet of ships! — to carry his people off the world. That is his goal, though he has never been off Shibasiim before and has no idea how to go about finding and chartering a ship.

When speaking, Altuk tends to be very self-effacing (especially to psionists). He tends to say the same thing twice or more, using different phrasing each time. For example, instead of saying, "Yes, we can go to the starport now" he would say, "Yes, we can - should! - go to the starport now. Yes, indeed. Going to the starport would be the best way to go. Right now, in fact. We certainly should do that." He is a nervous and shy man, and his speech pattern reflects that.

Altuk's physical appearance is that of a thirtyish man, his blonde hair already thinning noticeably. He is a bit portly, and does not exercise much. His face tends to turn crimson when speaking, as he is terribly shy.

Agent Derik, Captain

Age: 43
Height: 1.88m Hair: Black; curly, collar length
Weight: 80.8kg Eyes: Blue
UPP: 987878-9
Skills: Administration-1, Camouflage-1, Disguise-1, First Aid-1, Ground Craft-1, Instruction-1, Law-1, Leadership-2, Melee Combat-1, Perception-2, Philosophy-1, Physics-1, Pistol-3, Psychology-1, Research-1, Short Blade-2, Stealth-1, Streetwise-1, Watercraft-1, Writing-1.
Psionic Talents: Clairvoyance-2, Telepathy-4.

Possessions: Cr984,000, body pistol, dagger, Mid Passage (x2).

Agent Derik grew up on Irka (Core/0334). At age eighteen, he became an agent for his government. Once the government came under control of the psionophobes, he quit in disgust. He roamed the spaceways for about a year, then found Shibasiim. He felt at home there and made it his permanent residence. The last twenty years of his life have been spent learning psion-



ics and acting as agent for the Shibasiim government.

Agent Derik is a tried and true operative of the Shibasiim government. He has traveled extensively on an interstellar basis. He is a good leader, and a capable and trustworthy ally. In short, he is just the sort of person one would want on a critical mission.

Prisoners

Use the following statistics for the prisoners near the end of the adventure. None of them is assumed to have any skills of consequence. However, if the adventurers get stuck because they lack the required skill, the referee can decide that one of the prisoners has the skill to keep the adventure moving.

D'Gaal	male	age: 51	UPP: 556673-0
Doliena	female	age: 34	UPP: 838437-0
Elana	female	age: 55	UPP: 778CA6-0
Eludo	male	age: 25	UPP: 484B85-0
Indiri	female	age: 63	UPP: 27A6A8-0
Irein	female	age: 32	UPP: 246774-0
Kulsedi	female	age: 32	UPP: 665944-0
Milido	male	age: 18	UPP: AA8588-0
Nierul	male	age: 46	UPP: 98636A-0
Pusiil	female	age: 62	UPP: 29A886-0
Pusti	male	age: 19	UPP: 954A86-0
Vicard	male	age: 33	UPP: 7AA94A-0

Mercenary Commanders

Use the following statistics for all the mercenary commanders encountered.

Age: 38

UPP: 89A878-0

Skills: Battle Dress-2, Camouflage-2, Communications-1, Computer-1, Demolitions-1, Environment Combat-1, First Aid-1, Gambling-1, Grav Craft-1, Ground Craft-2, Interrogation-1, Intimidation-1, Leadership-1, Long Blade-1, Navigation-1, Pistol-1, Recon-1, Rifle-2, Short Blade-1, Stealth-1, Streetwise-2, Survival-1, Survey-1, Tactics-2.

Possessions: Cr89,000, aide, comm, flex w/reflec, cP003 pistol, psi shield helmet.

Mercenaries

Use the following statistics for all the mercenaries encountered

Age: 26

UPP: 879876-0

Skills: Bow Combat-1, Equestrian-1, Environmental Combat-1, First Aid-1, Grav Craft-1, Long Blade-1, Melee Combat-1, Pistol-1, Recon-1, Rifle-1, Stealth-1, Streetwise-1, Survival-1.

Possessions: comm, flex armor, psi shield helmet, cR898 rifle.

Background

Shibasiim, a water world just beyond the Imperial fringe, has traditionally been ruled by the psionistic caste. It was they who initiated the draining of the swampland to expedite future growth, and it was they

who have led the small but growing population through decades of peaceful prosperity since -79 Imperial, when the world was first colonized. This stable existence continued until just a few years ago.

At that time, an uncommonly rich deposit of uranium was found. Since local technology provided neither the means nor the incentive for extraction and use, Aykthul Industries was awarded a contract. In return, the government of Shibasiim received a reasonable fee for each ton transported off the world. This arrangement seemed suitable to both parties, and work began within a few months.

But as Aykthul's workers began to arrive on the planet, the citizens of Shibasiim started to show the first signs of dissatisfaction with their rulers. First, it was whispered that the ruling caste was using their psionic powers to see into the mind of every citizen, or "peep" as it came to be called, at all times. Next, a rumor circulated that the "peepers" had been manipulating the populace for their own benefit.

Naturally, the psionistic government denounced such things. Since the founding of the colony, there had been strong laws in place barring the use of psionics for the things that were being suggested. The founders, very experienced in the social risks of telepathy, had enacted laws that required a minimum of exile for anyone caught abusing their psionic powers (naturally, being psionists themselves, hiding such an act would be impossible). The government also pointed out there weren't enough psionists to "peep" more than a tiny fraction of the overall population at all times, even if they wanted to do such a thing.

Initially, their efforts helped slow the spread of such rumors. Ultimately, though, the rumors could not be squelched. They fed on each other, and seemed to come from every direction at once. In time, they took on the ring of truth in most people's minds. The citizens were becoming angrier and angrier. Plots for the extermination of all psionists began to take hold. Groups of insurgents began to conduct guerrilla warfare. The loyalists were able to hold them off, but the society was clearly unraveling.

In desperation, the government authorized the use of clairvoyance to determine the source of the unrest. They found that the rumors were being systematically spread by employees of Aykthul Industries. More worryingly, they discovered that Aykthul planned to send a mercenary force to help "liberate" the population and destroy the psionistic government. They would then put a puppet government in place, which would allow the exportation of resources from the world without recompense.

Lacking a fleet of their own (because of technological and economic constraints), the psionists had no way to flee. The infrequent trading ships that came to the planet from time to time would be insufficient to carry every psionist off-planet, even if they could manage such a maneuver. If they began sending some portion of their brethren off-planet, the ones left behind would have an even more difficult time holding out for rescue.

Instead, they sent an agent off-planet on each ship that landed at the starport. The agents were charged with finding help or transportation for the three hundred or so psionists left behind.

Before the government could get more than two

agents off-planet, four Mercenary Cruisers were orbiting the world. They dropped their cargo of one hundred and sixty mercenaries, equipped to standards far beyond what is available locally. The people welcomed the mercenaries as "rescuers" and "freedom fighters." The psionics, knowing they faced certain defeat, could do nothing but wait and hope.

Adventure Summary

The adventurers are contacted by one of the agents sent by the government of Shibasiim. He enlists their help in rescuing as many of the psionics as possible. Thereafter, they encounter the rest of the rescuing fleet at Marlakasi, and the truth about the agent who recruited them is revealed. They plot strategy, then do a quick survey of Marlakasi. Finally, they go on to Shibasiim.

There, the characters must free a group of psionics from a holding cell. To do so, they travel to startown, while avoiding discovery by the mercenary units. Finally reaching the modest startown, they must devise a way to extricate the captured psionics from their predicament. This will require stealth and skill. A bit of psionic ability will prove helpful as well.

Finally, they will go off-planet and, ultimately, to Marlakasi, where the psionics and loyalists who managed to escape plan to start a new colony.

Unrair Down Starport

After registering at the hiring office at Unrair Down, the characters are relaxing at a nearby starport restaurant. As usual, the food is overpriced, but decent.

About half an hour after you sit down, a worried-looking man approaches your table. He wrings his hands and clears his throat audibly. "Hello, starfarers. I am Altuk Duprii. I've been told you may have a starship available for charter. If so, I have an . . . ah, that is to say, a mission of sorts for you."

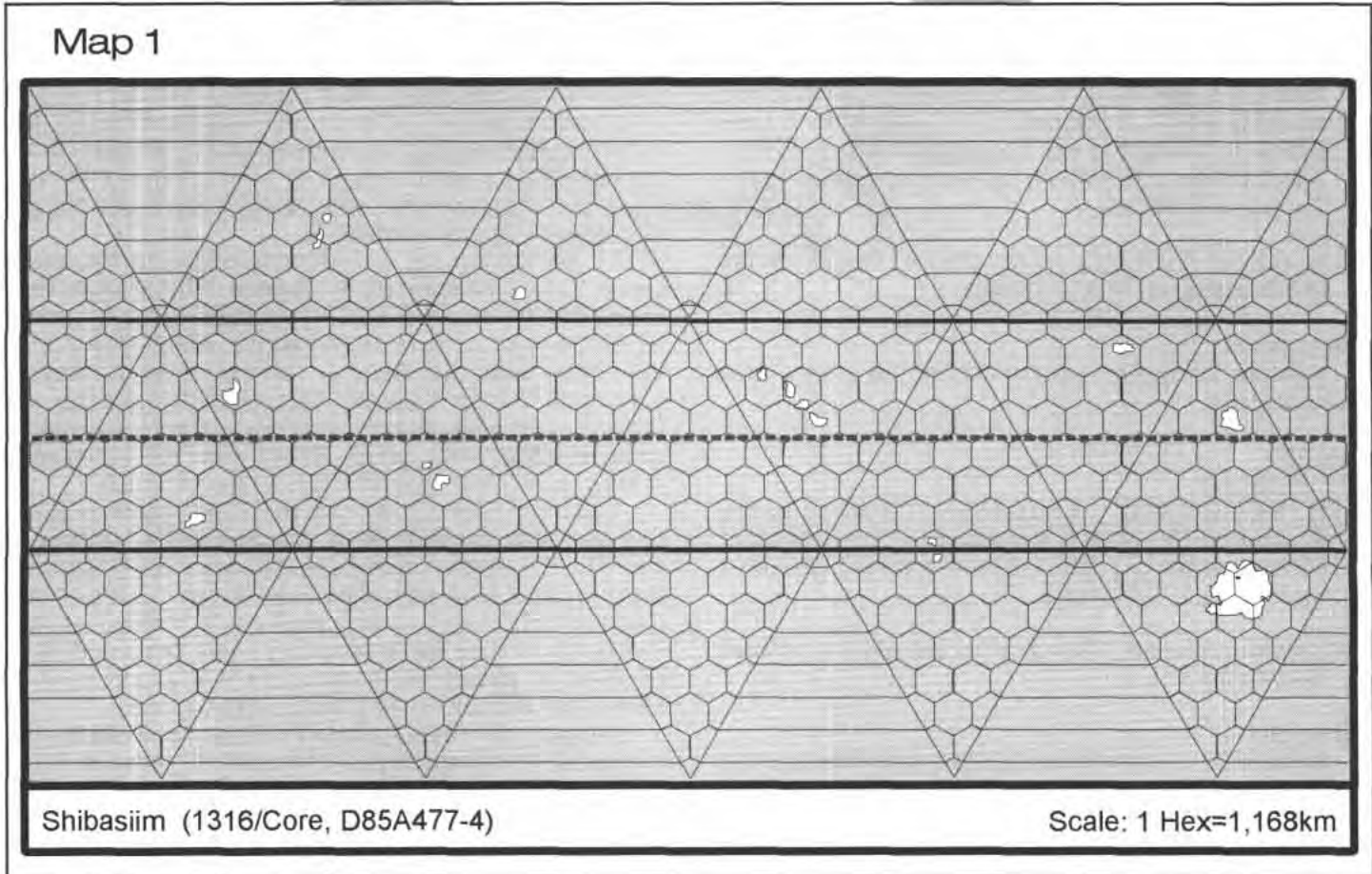
If the characters express interest at all, he will tell them his story.

"Well, I wouldn't be honest if I didn't tell you that the mission is potentially dangerous. It is. It most certainly is. But you will be doing a great service for many people. Oh, dear me, yes. You see, my world is undergoing revolution. The insurgents want to destroy the psionics government! Yes, you heard right, destroy!"

"Now, I'm not one of the Gifted Ones, but I certainly am not disloyal to them! No, indeed. That's why they asked me to do this. Yes, I've been asked to find someone who will bring a ship back to Shibasiim to rescue them. Yes, that means getting right in the midst of the revolution, and those nasty mercenaries from - " Here Altuk pauses, leans closer to you, and whispers, "Aykthul Industries!" He then straightens back up and continues. "So, can...will you help?"

Altuk is worried for several reasons. For one thing, he has not found anyone who would agree to this mission. This is partly due to his personality. The other factor is that he was not sent on this mission; he took it upon himself, the fanatical loyalist that he is. Unfortunately, he never considered bringing any sort of payment. Nor did he consider that the universe outside Shibasiim is quite different from his relatively backward homeworld.

If the characters have further questions, Altuk will



answer them as best he can, in his stammering and verbose manner. He knows all of the information in the Background section, including the fact that the mercenaries have landed. That is because he left shortly after the cruisers arrived, aboard the last trader that left the planet. Rather than reading that section verbatim, however, let the characters ask questions of Altuk, then respond in Altuk's characteristic speech pattern.

If asked about payment, Altuk begins hyperventilating, and looks terribly frightened. His eyes well up with tears. "I...I don't have any money to pay you. But, please, please you must help! The Gifted Ones will pay you well, I promise! I swear! But you must help. You must help quickly. Please."

If any of the adventurers has Telepathy, the truth about Altuk's situation can easily be gleaned by using that power. He honestly loves his government. Indeed, he is an extreme psioniphile. He has the best interests of, as he says, the "Gifted Ones" at heart. He's just not very good at what he's doing. And, naturally, he has no way of knowing what, if anything, the former government of Shibasiim will be able to pay their rescuers, since he is not their official agent.

Once the characters accept the job, Altuk will be overjoyed. He will express his deep appreciation by

kissing their hands, hugging them, jumping for joy, and so on. He will then explain that they are to take him to Marlakasi (Core/1615/E779000-0) to join the rest of the ad-hoc rescue fleet and plan a strategy.

Marlakasi

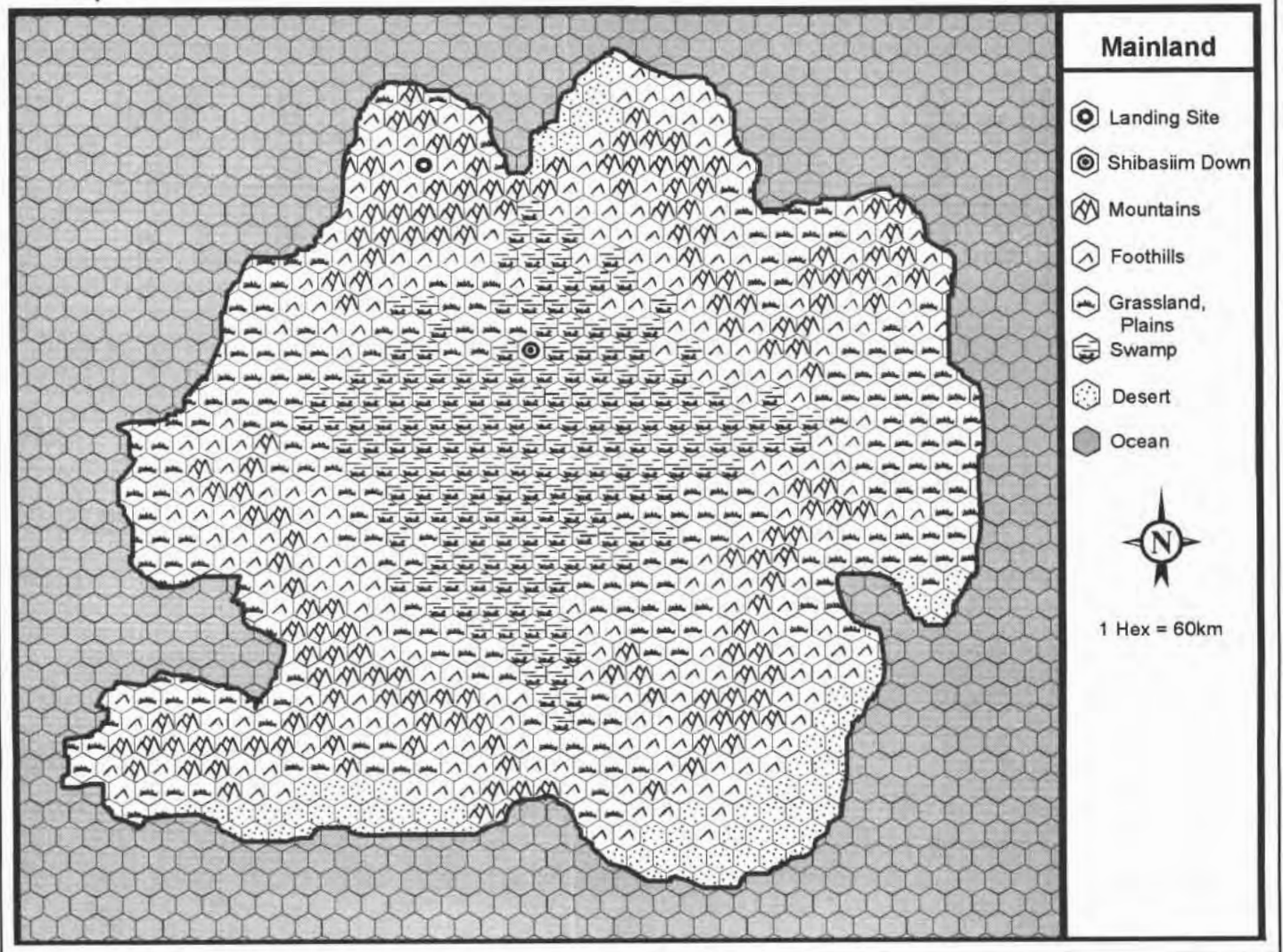
As the ship exits from jump space, the normal universe takes shape around the characters. They have arrived in the Marlakasi system, as confirmed by their cursory, routine sensor scan upon exit from jumpspace.

To conduct a more thorough sensor scan requires a Difficult Sensors task roll. Failure yields no additional information. Success indicates the discovery of another ship in the system. It is identified as a 600-ton Subsidized Liner.

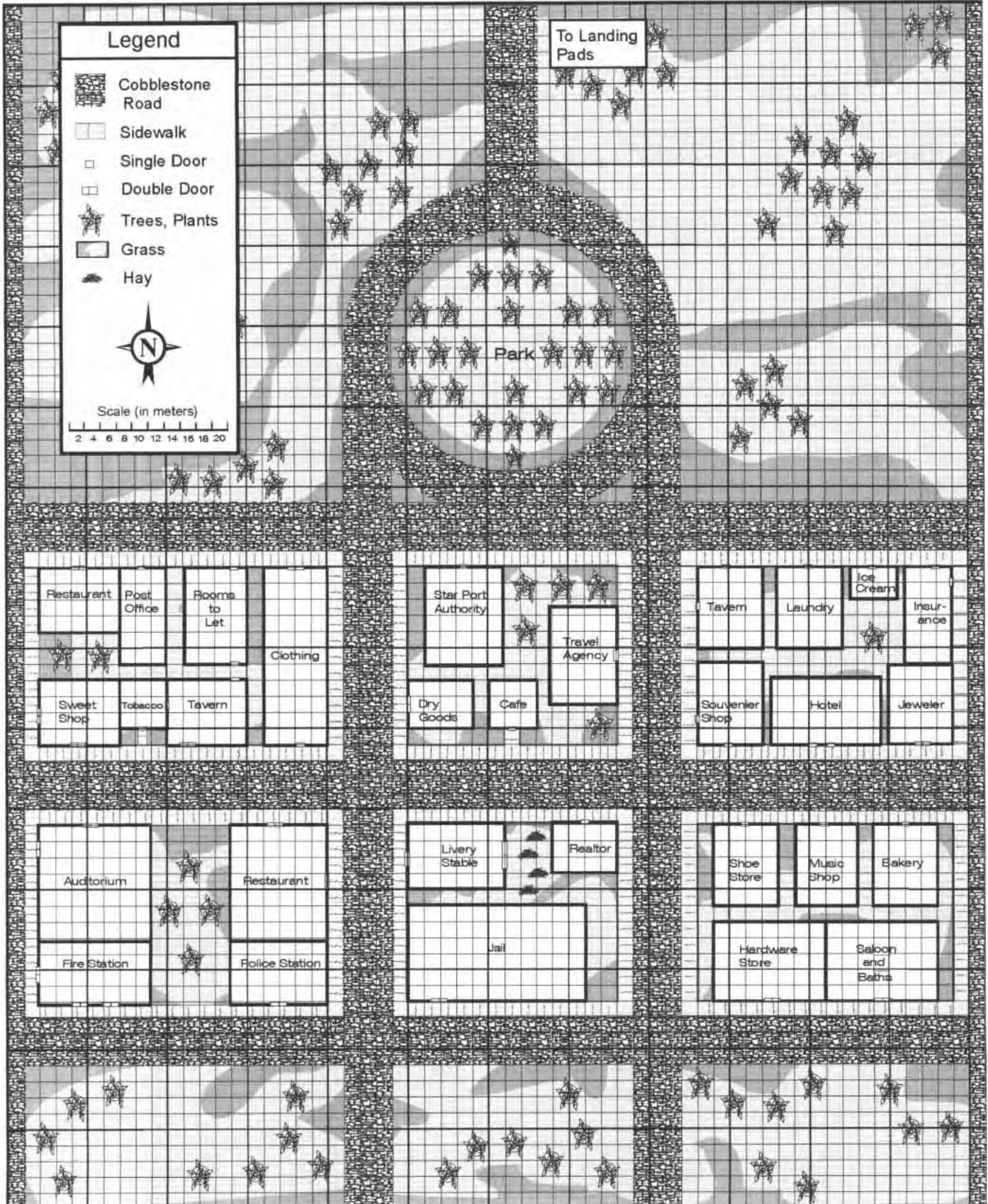
If the characters fail to spot the ship, Altuk will grow agitated, and plead with them to check again. He knows this is the prearranged meeting place, but is afraid he has caused them to arrive late.

Eventually, either the characters will spot the ship and choose to hail it, or the captain of the Liner will hail them. Allow no more than two tries at the sensor task before having the captain of the liner contact them.

Map 2



Map 3



Caution: Confusion On Board

Whether the PCs spot the liner, or enough time passes for the liner to hail them, a woman's voice comes over the comm. "This is Captain Uliid of the Mushiil. I assume you are another of the ships Agent Derik told me to expect. There is a second liner on the way, about a day from now. He recommends waiting thirty-six hours, to avoid having them come into the system after we may have already stirred the hornets' nest."

The woman pauses for a moment, and you hear muffled voices in the background.

"If it wouldn't trouble you, Agent Derik would like to speak with Agent Simi."

Now is when Altuk's true position will be revealed, if it wasn't caught earlier when he was talking them into taking on the mission. Of course, the request for an "Agent Simi" will make no sense to the PCs. Let confusion reign for a while as the PCs and Agent Derik try to figure out what has happened.

Several possibilities can occur. The PCs could figure out what has happened, and confront or cover for Altuk, or the PCs could be misled about what has happened. Another possible outcome is that during the confusion, Altuk summons his courage, steps forward, and has the following conversation with Agent Derik:

"Um, this is Agent Altuk. I don't know about Simi; maybe she's on her way from somewhere else. I don't know. But -"

At this point Agent Derik cuts Altuk off. "They sent you? Have things gotten that bad?"

Altuk's face turns a deep crimson as he responds, "Um, well, not really. I mean, things are really bad. But no, they didn't really send me. I kind of did it myself. You see, a day after Simi left, some mercenary cruisers came down, and I figured no one else would be able to go and I wanted to help so I booked passage on the only free trader at the starport because I figured something is better than nothing and even though I'm not much more than nothing... I know that... but here I am and I was able to bring these kind of people along to help!" Plaintively, Altuk says, "That's good, right?"

After a pause, Derik responds with a sigh, "Yes, you did a good job, Altuk." Upon hearing that, Altuk positively beams with pleasure, grinning from ear to ear. "Would it be possible for you and your friends to scout out the planet? It's catalogued on these ships as having no population, but the environment seems pleasant enough from the data. It might be a good place to start a new life, after the rescue."

Altuk then looks at the characters, waiting for their response.

Many different things can happen now. If the characters didn't know about Altuk's status, they may get upset, or they may let it pass. If a discussion along these lines erupts, Altuk will be extremely apologetic and nervous. Eventually, the characters should figure out that it doesn't matter whether Altuk is a legitimate agent or not. However this scene is played out, allow it to go on for a bit, then go to the next section before things get completely out of hand.

A Side Trip

If the discussion from the previous section appears to become distracting, have Agent Derik step in and

declare, "All right. I guess it doesn't matter who recruited you; what matters is that you're willing to undertake this mission to save my people. You have my deepest appreciation for that."

"So, although you were recruited by someone who was not sent as an official agent of the Shibasiim government, I certainly do welcome you to the task force. As refugees, we of course haven't a significant amount of money. However, we are prepared to pay you Cr250,000 for this job. It will involve going to a planet under hostile invasion, packing as many people as you can into your ship, then delivering them back to this world, Mulrakasi. Fair enough?"

If the characters respond positively to this offer, Derik will thank them for their agreement to participate. He will then ask them to do at least a cursory sensor scan of the planet, and find out whatever else they can until the additional ship, another luxury liner, shows up.

Scanning the planet is an Average Survey roll that takes 6 hours per attempt. If successful, they should be able to discern that Mulrakasi (E779000-0) is a barren world currently unrelated to the Imperium or any pocket empire. It is approximately 11,200 kilometers in diameter. It has a standard atmosphere, tainted with an overabundance of ozone. 92% of the world's surface is covered by water. There are no signs of sentient inhabitants. The planet does boast a good deal of animal life and vegetation, however.

... And Piilo Makes Three

Shortly after the PCs finish their cursory survey of Mulrakasi, their sensors will detect another ship that has just jumped in. It is another 600-ton subsidized liner. A few minutes later, Agent Derik hails them.

"The Piilo, captained by Neido Beorn, has arrived. I see no sign of Agent Simi. Since each additional hour spent here is another hour for the mercenaries to do their worst to my people, I recommend we jump to Shibasiim now.

"When we arrive in-system, we will be entering an unknown situation. Our ultimate goal is the Wukto Valley, in the north-westernmost tip of the mainland. We must land there without detection by the mercenary cruisers that may be in the system. I recommend we maintain radio silence upon exit from jump space, until we reach the landing spot. Comments or suggestions?"

The characters can discuss whatever strategies they like. Derik will provide a world map and a map of the mainland to further the discussion. Once a course has been decided upon, they will jump out.

Running The Gantlet

Once the characters' ship exit jumpspace safely, their sensors show that the Mushiil and the Piilo have preceded you here. Derik comes over the comm:

"Welcome. We've already refueled at the gas giant. You may want to do so as well, as there is no telling when or how quickly we may need to flee out of the system. Other than that, you might want to keep your passive sensors scanning for the mercenary cruisers Altuk spoke of. When you're done refueling, we can decide how to approach the planet."

If the PCs conduct a sensors scan, there will be no sign of the mercenary cruisers anywhere within the

system (three have been recalled for use elsewhere, in Aykthul Industries' plan for the formation of a pocket empire; the fourth is at Shibasiim Down). The fourth mercenary cruiser can be detected at the starport by a successful Staggering Sensors task roll.

The party can get to the world easily enough. The only tricky part will be landing without attracting the attention of the mercenaries. One way would be to enter the atmosphere on the far side of the planet, then fly low until they reach the valley, but other plans are possible. As long as the plan sounds reasonable, allow it to go off without a hitch. Agent Derik will veto any unreasonable plans.

Landfall

The characters bring their ship to ground in the grass-covered valley, setting it a comfortable distance from the liners. After a few moments, Agent Derik hails the PCs' ship, "I have been in telepathic contact with the leaders of our former government. The situation is not as desperate as I had feared. Now that they know we are here, they will begin a retreat to this area, using the most indirect path possible under the circumstances. It may be necessary to use the ships' vehicles to pick up stragglers. In the mean time, however, all you have to do is wait."

During the wait, which will last 1D+3 hours, the adventurers can pass their time however they like, so long as they do not move their ship beyond the valley (doing so would alert the mercenaries to their position). One possible activity is conducting routine engineering checks. Another possibility is scouting the valley and surrounding mountainside in their ATV. If they choose to do the latter, roll 1D each hour and consult the following table to determine the number of stragglers they are able to find:

Die	Result
1	None
2	1
3	1
4	2
5	2
6	1D

Regardless of the activities undertaken, continue with the next section after the predetermined number of hours has passed.

News From The Front

After the above number of hours has passed, Derik says, "I have been informed via telepathy that the retreat is in disarray. The captains of the liners are going to launch all their air rafts and attempt to pick up as many people as they can. They will be guided telepathically to the correct locations whenever possible. In addition, one dozen loyalists have been captured and are being held in the starport town. Since I am required to be here to coordinate the search and keep everyone informed telepathically, I am unable to undertake this mission. Will your group free them and bring them back here?"

If the characters wonder about additional payment for this task, Derik sighs. "I understand your reluctance, but we really don't have much to give. However, would it be fair if, when we re-settle on Mulrakasi, we provide you an exclusive five-year trading contract?"

Assuming the characters respond positively, Derik will say, "I thank you from the bottom of my heart. I'll transfer maps of a route from here to the startown, as well as a map of startown itself. I recommend using a ground vehicle for this mission, but if necessary an air vehicle may work, also. Absolutely do not use your ship, unless you don't mind it being shot out of the sky. Your ATV will prove ideal, I think. At any rate, May your path be clear and your burden light." With that, he signs off.

Provide the characters with Map 2, showing the mainland, their current location, and the location of the startown. Also provide Map 3, which is a map of startown. Give them time to formulate a plan.

During the planning stage, Altuk will assist as best he can. He knows the layout of the town, but not much more beyond that. Altuk will try to find some way to be included in the rescue attempt. At some point in the proceedings, he will pipe up: "I know the town, I can help! Yes, I can help you. I can help guide you in the town. I can help you move around, and fit right in! Take me with you, I'll help you!"

If the characters allow Altuk to come with them, he will be ecstatic, and will do his usual hand kissing, weeping for joy bit. If they forbid him to come, he will sulk, but appear resigned to his fate. But after the characters leave, he will secretly try to follow them to town on foot.

The Journey To Town

As the journey begins, they will be travelling through a mountainous region. They can cross 1/2 of a mountainous hex (about 30 km) on Map 2 per hour of travel. After crossing three such hexes (a total of six hours of travel time), they will need to cross four plains hexes, which they can cross at the rate of 1 per hour.

Each hour of travel, roll 1D on the appropriate Travel Event Table to determine what event, if any, occurs.

Travel Event Table

Die	Mountain	Events Plains	Town*
1	Minor Engine Trouble	Sink Hole	None
2	Tire Blown	Marshland	None
3	Impassable/Dead End	Marshland	None
4	None	None	Mercenary Group
5	None	None	Mercenary Group
6	None	Mercenary Group	Mercenary Group

* Only if in ATV. If on foot or using local transportation, do not roll.

Impassable/Dead End: A rockslide has created a dead end in the path through the mountains. The PCs must backtrack, losing 3D minutes.

Marshland: A broad expanse of marshland is in the path. Crossing it is impossible, due to the ground condition. A detour will take an additional 4D minutes.

Mercenary Group: Mercenaries, driving an ATV, have found the PCs. Go to "HALT!", below.

Minor Engine Trouble: Must stop and make repair. If the repair is not made this hour, then next hour the event will automatically be Serious Engine Trouble

(q.v.). Making minor repairs to an ATV engine (5 x 1D minutes per attempt) is a Difficult Mechanics task.

Moderate Engine Trouble: Must stop and make repairs. If the repair is not made this hour, then next hour the vehicle will come to a complete stop. It will require an Impossible Mechanics task throw and 2D * 10 minutes to get going again. To make moderate repairs to an ATV engine (10 x 2D minutes per attempt) is a Formidable Mechanics task.

None: No event occurs this hour.

Sink Hole: The ground sinks under the weight of the ATV. The effect of this can range from negligible to serious a serious delay. Roll 4D-4 to determine the number of minutes it takes to extricate the vehicle.

Tire Blown: Each time a tire is blown, decrease speed by a cumulative 1/10.

HALT!

If the "Mercenary Group" travel encounter is rolled in the previous section, the characters see an ATV, painted entirely black, coming from the east. Their comm shows that they are being hailed:

"You are using your vehicle in an unauthorized zone. Halt your vehicle, step outside, and throw any weapons you may have to the ground."

If Altuk was not brought with the PCs, then suddenly, they hear an all-too-familiar voice coming over the comm. "Please, please, please do as they say! This is Altuk. They caught me on my way to help you. I was on my way to help you, but they caught me, and now they're going to kill me if you don't do as they say. I know I'm not worthy of much, but at least let me live! Please, please -" At that point, the whining voice is cut off, and the original speaker continues, "Pull over now, get out of your vehicle, and throw your weapons to the ground, or we will kill your friend, peepers!"

Whether Altuk is with the PCs or not will make a big difference in how this scene is played out. If Altuk is with them, then they have much more freedom in addressing the issue. If not, they will have to be very careful, lest Altuk be killed.

There are 4 mercenaries and 1 mercenary commander in the ATV. Play out any necessary battles or chase scenes according to the rules given in the **Traveller** rulebook.

Scouting Things Out

If the characters are in still their ATV when they reach the town — they should be on foot — continue rolling for encounters as above.

Shibasiim Down isn't what they are used to in a startown. There are the usual fuel depots, landing pads, startown bars, restaurants, tourist traps, and so on, but the place lacks the bustling feel of a typical startown. As they travel the streets, the lack of activity is very noticeable. The few people on the street are very purposefully heading from one location to another, never lingering over window displays or stopping to talk to passersby. They also notice that about one third of the people are wearing psi shield helmets.

The PCs can scout around and attempt to find out where the refugees are being held. Doing so is a fairly simple task, since most of the townsfolk are aware of the situation. When the PCs approach any of the citi-

zens of the town, use the reaction rules in the **Traveller** rulebook. On any favorable reaction, the NPC will volunteer the following information:

"Yup, they been rounding up the psi-lovers, and puttin' 'em in the jail. It's been modified to keep peepers from using their powers, ya know. They think they're so smart, but their powers don't mean much compared to the technology Aykthul is bringing us!"

In actuality, an electrical field generator (like the ones used in psi shield helmets, but much more powerful) has been installed in the jail. This interferes with telepathy, but not other psionic powers. So, for instance, if one of the captives had the ability to teleport, she or he would be able to teleport out. The mercenaries do not realize the limitations of the field they are using.

It is a moot point, however, as the captives have no psionic abilities. They are merely loyalists. The mercenaries don't care either way; to them, they're the enemy.

The Breakout

The characters will have to devise a plan for breaking the prisoners out. Show them the map of the jail and the surrounding area, and let them discuss their ideas, case the jail, and so on.

There are 2 mercenaries and 1 mercenary commander on duty at the jail at all times. Guarding is a boring job, so the mercenaries are keeping up a heavy rotation. Every three hours, the guard changes. If the characters attack randomly, roll 1D to determine when the next guard shift will arrive (1-2 = 1 hour, 3-4 = 2 hours, 5-6 = 3 hours).

If there is a psionicist among the adventurers, he can attempt to determine the guarding schedule by using telepathy, but the guards usually wear psi helmets. Roll 2D each hour. On 5-, one of the guards will remove his helmet for some reason — to scratch an itch, or due to the heat, or just to get a breath of completely fresh air.

Once the PCs decide on a plan to spring the prisoners, play the scenario out. But keep in mind that the mercenaries on duty, if they are able to communicate, will summon 1D more mercenaries, plus 1 additional mercenary commander within 1D+6 combat rounds of their alarm. An additional 1D mercenaries and 1 commander will show up each 1D+3 combat rounds after that, until the combat has continued for 24 rounds after the comm signal went out. At that point, an ATV with 12 mercenaries and 3 mercenary commanders will show up.

If the guards are somehow disabled before they can call for help, then they won't be missed until their relief comes. If the character have scheduled their attack for a specific time before the next relief guards show, then use that amount of time. If, however, they have attacked at a random time, roll 1D and consult the following table for the amount of time before the relief guards arrive (in minutes), as this will be important to the chase in the next section:

Die	Time
1	2D
2	1D x 10
3	1D x 10
4	2D x 10
5	2D x 10
6	4D x 10

Race Back to the Ship

Use Map 2 to track the PCs' route. The amount and type of pursuit will depend on how they liberated the prisoners. Since the trip takes 10 hours under the best of conditions, the guards will definitely be in pursuit at some point.

For each hour of travel, roll 1D on the Travel Event Table from "The Journey To Town" section above to determine what event, if any, occurs, but use only Mountain or Plains Events since they are no longer in town. If the mercenaries catch up to the PCs, resolve the ensuing chase and/or battle with the rules in the **Traveller** rulebook.

Leaving Shibasiim

It will take 15 minutes to get the ATV properly stowed upon reaching the rendezvous ships. If that allows any remaining pursuit to catch up, then resolve the situation as necessary. Once they are ready to leave, they can blast off, refuel at the gas giant (if they did not do so on the way to the planet), then jump back to Marlakasi.

Denouncement

The characters' vessel and the two subsidized liners make the trip from the jump point to the planet undisturbed. There is a broad, flat plateau that will serve as a suitable landing spot for the ships. Once the ships land, the passengers begin filing out, their exclamations can be heard as they view their new home for the first time. Some of the refugees are sullen, but most are optimistic. The PCs hear some planning discussions begin to take place.

Shortly, Agent Derik approaches the characters, and shakes hands with each of them. "Well done," he smiles, then hands them an envelope. "This contains your payment. There are two items in it: one is a bank chipcard for 250,000 Imperial Credits. The other is a contract granting your group exclusive rights to trade with our planet for the next five standard years."

Derik turns around, and indicates the landscape with a sweeping gesture of his arm. "Isn't it beautiful?" he smiles. "This world is going to provide a great life for my people." He turns back toward you, "Again, my thanks. I look forward to seeing you regularly for the next five years. I'll wager our relationship will again prove beneficial to both of us." He turns away from your group, and walks toward his fellow colonists.

The refugees have decided to make a go of it on Marlakasi. The contract states that the PC's (whose names are each stated on the contract) are granted free access to Marlakasi and are the exclusive trading company with rights to land on the planet for the next five standard years, provided they make at least one trading run every two months.

Where To Go From Here

This adventure can lead to many other scenarios. For example, the PCs may decide to follow up on the Aykthul Industries connection in hopes of preventing future occurrences of what happened on Shibasiim. Or, they may decide to help the refugees build a new life on Marlakasi; their ATV will certainly come in handy, as will their ship. Finally, they can conduct trade runs, as provided in the contract. Add an extra

Cr1,000 to the selling price of goods on Marlakasi, and subtract Cr1,000 to the purchase price of goods for the five years of the trade agreement.

However, during the first year the Marlakasians will only need trading runs once every two months. The second year, they will need a trading run each month. The third year, every two weeks. The fourth and fifth years, they will be able to support one run each week. In all cases, a "trading run" consists of a demand for 60 tons of supply.

Showdown at the Igah Hipodile

Showdown at the Igah Hipodile is a **Traveller** adventure for 2 to 6 characters. Merchant, Agent and Psionicist characters will be particularly useful — even more so for Psionicists with abilities in telepathy and teleportation.

This adventure is designed to be played as a stand-alone adventure, but may also be integrated into an existing **Traveller** campaign with minimal difficulty. The nature of the changes needed may be as simple as moving the location of worlds, redoing certain portions of the adventure to fit local circumstances, etc. And while this adventure can be used as a single adventure, it can also be used as the starting point for a new **Traveller** campaign. A special section at the end of the adventure provides numerous ideas for follow-up adventures.

About the Nugget Format

"Showdown at the Igah Hipodile" is presented in what is known as the nugget format. The concept of the nugget format is to clearly define what information is pertinent to the portion of the adventure the referee is running. Referees who are familiar with CORE's *The Long Way Home* (soon to be re-released in two parts by Imperium Games as *The Long Way Home* and *Gateway*), as well as numerous adventures written for older versions of the game, will be familiar with this format.

1. Down and Out on Unkuu

The players are looking for possible employment, in the form of cargoes and passengers, on Unkuu (B505144-8 UAP: 2).

Players' Information: "To describe Unkuu as a backwater fails to do it full justice. To begin with, the world is in ice-covered vacuum, so backwater hardly applies in the literal sense. For another, it has very little in the way of permanent settlement. Unkuu's biggest claim to fame is a seasonal research lab, which is studying a recently discovered ecology built around the world's icecaps. Trouble was, we got here with a full load of cargo in the off-season. About the only personnel here on a permanent basis were starport personnel and their families. Hardly a likely group to have a holdful of cargo, or a dozen passengers looking to head for better places. After two days of scrounging for cargo, we hadn't gotten anything except a few icy stares from the locals... If luck didn't give, we'd be leaving empty-handed. I don't like talking to the captain when we shove off with an empty hold..."

Referee's Information: The characters can go in several directions to find cargo or passengers. They may attempt to investigate the research lab, find cargo or passengers through a broker (one is listed as an example), or look for a patron at a local starport tavern.

2. Researching the Research Lab.

The characters attempt to contact the research lab looking for cargo or employment opportunities or to learn more about the facility.

Players' Information: It isn't hard to find the research lab. Basically, the starport is little more than an adjunct to it. The pads lower down into a sealed startown underneath. The startown itself is old, with numerous buildings locked shut; only a small portion of startown is currently open. There are a few bars, a house of ill repute, a couple of inns, and a modest residential district. The commercial district is small, but growing as the starport begins to generate more revenue. Within two miles of the starport limits is the Famelian Factors Research Facility. Convenient, unless one is worried about keeping warm. A starport on an ice-covered plateau isn't exactly cozy.

The Famelian Research Lab is a non-profit facility whose primary purpose is testing the commercial possibilities of certain rare minerals present in the mountainous regions of the planet.

Referee's Information: The research lab is in the off season while the majority of the scientific staff is on vacation. The personnel on premises currently includes some security, maintenance personnel, and administrative types. PCs may attempt to seek employment with the laboratory or inquire as to the possibility of a cargo. More inquisitive characters may delve into the nature of the facility by asking for a tour, inquiring as to its business, or other methods.

2a: Seeking Employment at the Research Facility:

The characters seek to gain direct employment at the research facility.

Players' Information: Olon Motir, the Director of Personnel, will be happy to discuss the possibilities of employment at the lab. Mr. Motir will come off sincerely and apologetically when stating that there are absolutely no position openings at the moment, but will offer potential applicants the opportunity to place an employment application or resume on file.

Referee's Information: The facility does not hire local employees as security personnel. The vast majority of its employees come from offworld, generally from worlds with a more sympathetic view towards psionics, for reasons that become clearer elsewhere in this section. Locally employed maintenance personnel are not trusted and are watched closely by security personnel. Part of the terms of employment for offworld employees is an agreement to leave the world permanently upon resignation or termination. Most employees are actually headhunted from government agencies, psionic institutes or research facilities, including security personnel.

Mr. Motir is aware of the hiring practices and the conditions of employment, but he is NOT fully aware of the true nature of the lab other than the fact that it does hire a large number of psionics. The fact that the research lab doesn't hire local personnel for other than maintenance purposes is well known on this world and could be learned from outside sources not directly connected with the lab.

2b: Seeking Cargo and Passengers

The characters seek to obtain cargo or passengers from the laboratory.

Players' Information: As the facility is currently closed for vacation, the shipping and receiving department of the laboratory is also closed, and contact attempts will be fruitless. If asked, security personnel will politely inform characters that as the facility is currently closed, and there is no cargo to be shipped from the laboratory. One security guard, if pressed, will point out that there may be numerous opportunities for transporting passengers back to Unkuu from Sylea in the coming weeks, as the researchers' holidays conclude and they find themselves needing a return passage.

Referee's Information: The information as presented in the players' information is substantially correct. In addition, it may be noted that the research facility generally uses contracted shipping with a few subsector wide merchant lines. Opportunities for free traders or other independent shipping companies to haul cargo for the research laboratory are few and far between, mainly due to the lab's need for secrecy.

2c. Investigating the Research Facility Openly

The characters have become suspicious of the research facility's advertised purpose and have decided to investigate the facility more thoroughly.

Players' Information: If the characters decide to investigate the lab, all attempts essentially fall into one of two categories: open or covert. Covert investigation will be discussed in another section.

The characters can attempt three different methods of open investigation into the facility: Bluff their way past security on some pretext, inquiring about the possibility of a tour of the facility, or investigating the ownership of the facility.

Referee's Information: Attempts to bluff their way past security will fail. First of all, several of the higher-level security employees are talented telepaths, and could therefore detect the characters' deception. Even if it were possible, the security guards are fully aware that with the laboratory currently closed, there is NO legitimate reason for the entry of personnel who are immediately recognizable as strangers.

For inquiry about a tour, the security will reluctantly regret to inform the PCs that due to fears of industrial espionage, the facility does not allow tours of its facilities to anyone at anytime for any purpose.

Attempts to learn about the ownership of the laboratory from local library data can be made rather easily for Cr5. The characters will find that the facility is owned by Sosana Mining LIC, but further information regarding the operations of Sosana Mining and the exact makeup of its ownership is not possible on Unkuu. For further information, read the section below entitled "The Research Facility."

2d. Covert Investigation of the Research Facility

It may be possible that the PCs decide to use covert methods of investigation. Research facility employees, with the exception of the maintenance workers, are housed on site. There is no simple way to abduct an employee, unless one of them is conducting business away from the laboratory (rare, and then escorted by security). If there is a psionics in the party, it might be possible for that person to teleport himself into and out of the facility. An old-fashioned

break-in might be possible. If a member of the party has good computer skills, it might also be possible to breach network security and steal computer files.

3. Break-In

The characters have determined to break into the computer, or the physical premises of the computer lab.

3a. Hacking

The characters have decided to try to steal files from the research facility.

Referee's Information: The research lab's computer technology is imported, as the local manufacturing capacity and infrastructure will support only a minimum level of production. The computer network itself is fairly sophisticated. Most of the security itself are aimed not at keeping hackers out of the system as it is over employees having access to files that they have no business accessing, so it will be fairly easy for the PCs to break into the computer system without detection (assuming a decent level of computer skill), but much more difficult to find anything meaningful once in.

To break into Famelian Factors' computer network is a Difficult Computer task, with DM's of the character's Computer Rating and -4 for the network computer's rating. Failure indicates that the character is unable to hack into the network. Repeated failure may alarm the facility's security department at referee's discretion. The consequences is also decided by the referee.

Once the characters hack into the network, they will quickly find it a much more daunting task to actually break into the files of a particular user. For one, the files are scrambled due to a unique encryption system consisting of the user's name and a user-selected password. Incorrect attempts to spell this password immediately remove that particular user's files from the network (they are backed up nightly on storage media kept separate from the network). Essentially, the computer operator will have one shot at any particular user's name and password. Get the combination wrong and the files are wiped from the network, and can only be restored from a backup (at which time the user will be instructed to give another password to his recreated files).

Clearly, the operator should only attempt this if they have a fairly good idea what the particular employee's user name and password might be. The likely process for that is to select a target employee from a list of lab employees, research that employee's biography, and figure out a likely password for that employee. The characters may want to pick more than one such target, in case their first guess fails.

To break into a particular user's account and files is an Impossible Computer task. Lower the difficulty to Staggering if character has the user name; to Formidable if character has researched particular user's biographical information, and can deduce a likely password; to Average if character has obtained both the user name and password of a likely target.

Finding a list of employees should be a fairly simple matter, actually. Starport records would track the movements of company employees who had come or left recently, and could be acquired by theft or bribery of appropriate personnel with fairly little risk.

Doing research on employees at the research lab may

be a bit more daunting. Many of the laboratory's employees' lives are low-key enough that written biographical information does not exist outside of company records.

Obtaining a password with total certainty can only be accomplished by getting it from the employee. This could be as simple as finding where an employee has written it down on the premises, or as difficult as having to torture the employee or probe his thoughts. It is at the referee's discretion as to how difficult finding out a particular employee's password may be.

The key to solving the puzzle is Olon Motir. As personnel director, he is the only employee currently on the premises who has total access to all employee records. In addition, his office is one that the characters would be very familiar with (enough to teleport into). In addition, Mr. Motir is sloppy with network security, and has a bad habit of writing his password down. While his user account has no access to the sort of proof the characters are looking for, it would enable them to punch up a complete current list of employees, as well as basic biographical data on any of them. Motir's current password is Mogo, from his oldest son's middle name (written on a recent page from Motir's desk calendar, and circled).

The referee will want to prepare a list of employees (include about 50 in all, 20 of which will be security personnel, 25 of which will be the researchers and their supervisors). The remainder will be the current maintenance staff. Of this list, any of the researchers, or the supervisor of the researchers, has access to data that would give the characters proof of the facility's real purpose. Even bigger still, the director of security's account has the ability to change the password of any other user's account (in case someone forgets a password or some such). Getting the director of security's password should be correspondingly difficult.

In any case, Motir's personnel files should give them enough biographical data on the researchers to enable them to guess one or two of the passwords to the researchers as explained above. Assuming it does, the referee will reveal The E-Mail.

The E-Mail

From: Randu Dornhofer
To: All Research Staff
Subject: Compound 4E
Date: 091-0015

Compound 4E has so far given some interesting test results that may warrant further testing. It apparently has shown the ability to most successfully mimic the similar drug. Obtaining large supplies of this compound appears very feasible commercially. Samples of the new booster drug have shown the usual increase in psionic strength in laboratory animals with no side effects and no differences in potency or duration from those made from the old formula.

3b. Teleporting or Breaking and Entering

The characters have decided to break in to the research lab with the intention of stealing files.

Referee's Information: In order to teleport into a given location, the psionist *must* have knowledge of the target area. This must come either from having been in the building itself, or from a lengthy conversation with some-

one who has been in the location, or from clairvoyance.

Assuming the psionist involved has no ability in the Clairvoyance Discipline, he will need information on the layout of the secured areas (which are most likely to house the files or information PCs are looking for). This would be true even if the party plans on breaking into the complex. The complicating factor is that outside of a few security personnel and the researchers themselves, no one knows the complete layout of the entire building. Even the maintenance staff is familiar only with the unrestricted portion of the complex.

Finding information about the unrestricted areas of the building should be fairly easy. A large percentage of the populace of Oosom has worked at one time or another as maintenance personnel for the building, and can recount the unrestricted areas in great detail, certainly enough to draw an adequate map.

There is almost no conceivable way of getting a map of the secured portion of the building, short of abducting the Security Director, the only person who is aware of all its contents. Since the Director doesn't leave the complex under normal circumstances, this will prove impossible.

The sole method of obtaining a map of the secured areas would be to break into the files of either the Security Director or the Supervisor of Research, who both have copies in their database. All other efforts will usually fail.

Security Detail

The research facility is set in a fenced off compound some distance from the city. From outside the fence line, the building itself measures approximately

40 meters by 40 meters, by 3 meters tall.

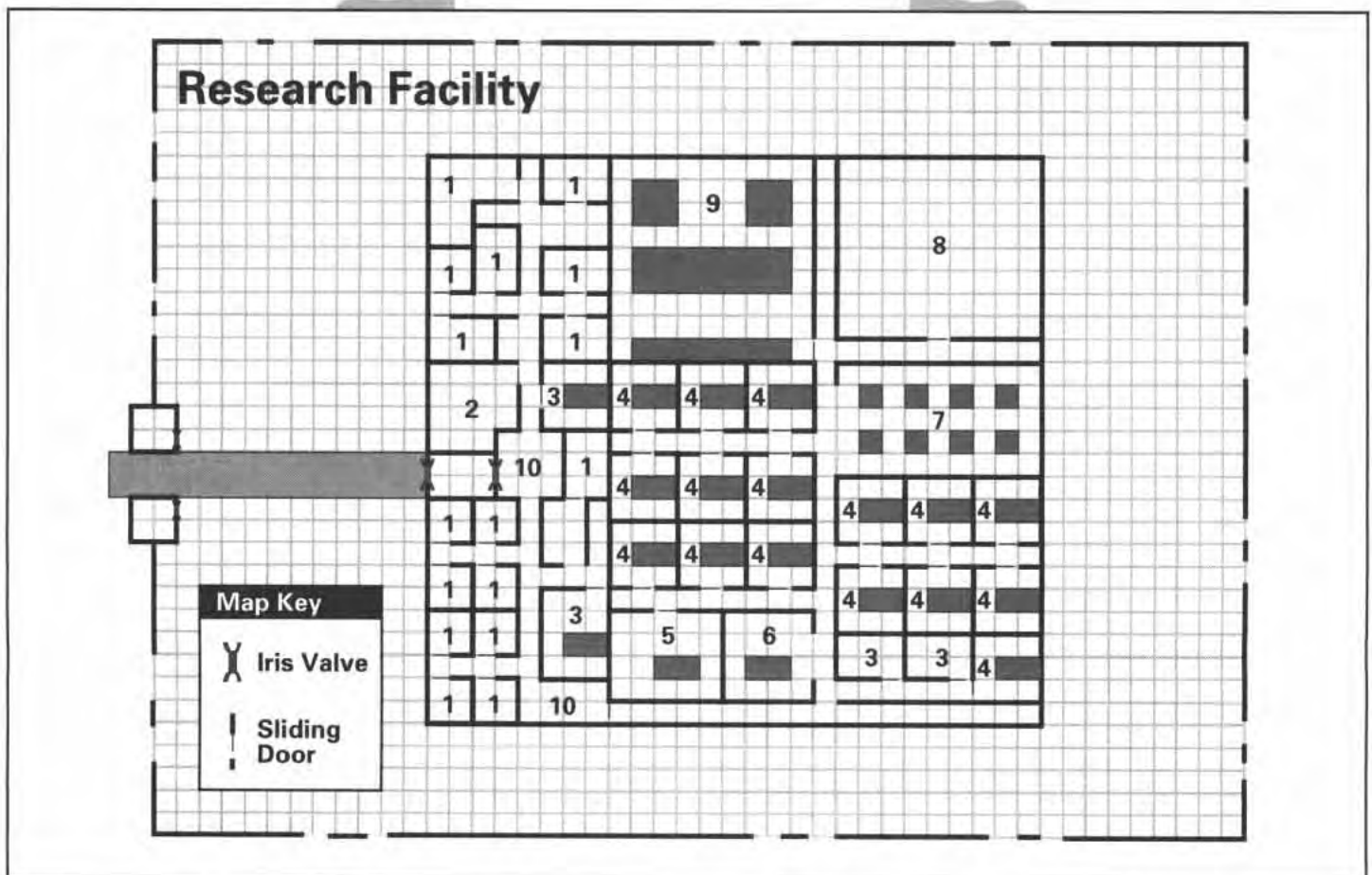
The fence line is electrified, with two sealed buildings for the gate guards, who wear vac suits at all times. The pathway into the lab itself from the compound consists of bricks made from local and imported materials.

The single entrance to the laboratory is a very wide iris valve, which opens the vacuum end of an air lock. Surveillance cameras monitor the air lock itself, and the security guard in the room beyond is the only person who can pressurize it to the standard atmosphere of the rest of the sealed building.

1. Non-Researcher Offices: Rooms either belong to non-researcher employees of the lab or for non-vital storage. Many of these offices are left permanently empty and filled by the researchers as showpiece offices when local dignitaries drop by for tours. The researchers have created the impression that more personnel work here than is actually the case as part of the cover.

The typical décor of a room would include a desk, a rolling chair, a pair of chairs opposite the desk, and a set of bookcases on a far wall. The bookcases display books on metallurgy and the applied science related to it as to keep up the lab's cover. The desk itself would have a computer on it, files, desk calendar, personal effects, etc. There is nothing of vital importance here, other than that much of the stuff in the desks has not been removed or jostled in months (as indicated by the dusty, cobwebbed file drawer).

2. Storage Room: This room contains ordinary files, office supplies, used office equipment, a couple of desktop style computers, a copier, etc. (Most of the boxes listed as full of files are blank.)



3. Director's Office: These four offices belong to the Director of Personnel, and the Security Director. Both offices are lavishly furnished and, unlike many of the other offices in the buildings, they show signs of use. Note that both directors maintain a pair of main offices in front of the security barrier, with smaller offices in the secured portion of the building. The referee may determine which office is which at his own discretion, so noting it in his own notes.

The offices consist of a large, intricately designed imported desk, a comfortable high backed cushioned chair, plants, lavish bookcases, a computer, desk calendar, photographs of significant others, etc. The Director of Personnel, whose sloppiness drives his security counterpart crazy, keeps a list of employee names on a piece of paper in his top left hand desk drawer, and writes his password on a piece of paper taped to his monitor.

4. Researcher's Office: This office belongs to one of the psionic researchers in the building. It is equipped with desk, chair, office equipment, computer, books on psionics and psychology. The desks are swamped with files, and may have papers of vital or non-vital importance on them. There is a chance (3- on 2D) that a researcher is careless about security, and has written his password down somewhere on his desk or in one of the files.

5. Director of Research's Office: Furnished in a similar manner to #3, the Director of Research oversees the operation of the facility, which allows very little time for her to actually do research. She is also extremely careless, and has written her password down and circled it on her desk calendar, something that would drive the Security Director nuts if he knew about it.

6. Conference Room: A large mahogany looking table occupies the center of this room, with large chairs in the center of it. On one end of the room is a rear projection system that can display holovids or 2D video as necessary. The other wall is occupied by a credenza on which a couple of plants sit.

7. Lunch Room: The room is filled with numerous tables and chairs, along with cooking equipment.

8. Testing Center: This is the room in which drug compounds are tested. Within the room are several test animals in cages on the far wall, as well as rooms for researchers to test compounds and develop superior psionic drugs. The room also has numerous movable partition walls, which are often moved or removed as necessary.

9. Laboratory: This is the place where chemical compounds are actually prepared. In addition, food for the test animals is also prepared here. The room itself consists of grinding equipment, as well as apparatus necessary to prepare the chemical compounds for psionic drugs. There are also numerous lab tables. In the southeast corner is a half-full box labeled "Psionic Booster: 1000 doses." No other processed compounds can be found in this room at this time.

10. Reception Area: Although labeled as reception lobby, these are actually security posts. The one near the iris valve is fitted with chairs such as one might find in a waiting room, as well as a desk where a security guard sits. This desk has built-in special controls to operate the iris valves of the air lock. One of the controls can cycle air in and out of the air lock as long as both valves are closed, and one other can pump in imperceptible knockout gas

from a special tank to render any intruder unconscious, before he is removed by a gas-masked security guard.

The other reception area, in front of the entry to the restricted area of the building, consists of a desk where the guard sits, with controls for the door behind. The door itself is marked authorized access and can only be opened from the control behind the desk.

Security Arrangements

Although 20 security guards (including the Director) are on the staff, only 10 are on duty at any one time. In addition, like the researchers, a number of security guards have taken vacation as well. At the time of a break-in by the characters, only 5 guards will be on duty. One of these will be stationed at each of the reception areas, with one guarding the front gate. The other two will be roaming the halls, checking locks, relieving the others for breaks, etc. The referee should roll 6- on 2D every 15 minutes for the players to stumble upon a guard in the halls.

If the characters are careful enough to stick to the rooms and avoid the hallways as much as possible, the guards will discover them only if they have the lights on in a darkened room, make noise, leave a door open, etc. Roll 3- on 2D every 15 minutes for such discovery.

Behind the Cover: The Real Story

The Famelian Factors Research Facility specializes in the analyses and development of compounds for psionic-enhancement drugs. A pair of pharmaceutical companies finances the laboratory, PsiAssist, LIC being the larger of the two. This fact is kept secret due to the negative perception of psionics on Unkuu (UAP: 2). The reason the lab is located on Unkuu is the relatively plentiful presence of a compound that could potentially replace a rare and more expensive equivalent that is vital to the production of certain psionic booster drugs.

The facility is listed as funded by Sosana Mining, LIC, a wholly owned subsidiary of PsiAssist. Sosana Mining is a legitimate mining firm, but is also occasionally used by PsiAssist as a cover for some of its more delicate operations. The Sosana cover is deep but not perfect. It is merely intended to prevent an on-world investigation from unearthing the fact that there is a facility manufacturing and testing psi-drugs, which a majority of the population would consider distasteful. Finding that the facility is not what it is advertised to be is relatively easy with a little detective work. Discovering the whole truth would be virtually impossible without thorough investigation.

Assuming that the characters haven't developed suspicions enough to question the facility, allow each character the opportunity to make a Difficult Intelligence roll (modified by Investigation skill) to notice minor inconsistencies in the lab's operation.

Determining that the facility is doing psionic drug-related experiments would require any number of clandestine means, including theft of sensitive company documents. More physically inclined players could kidnap and force the information from a company employee, while a telepath could easily steal the thoughts from such an employee. (Though the cover is tight enough that low level security and maintenance personnel are fooled as to the true nature of the facility.)

4. The Dilemma

With any luck, the characters will have discovered the true purpose of the lab, as a psionic drug research facility, here covertly in violation of local law. At the same time, it is also the largest civilian employer of an already fragile economy. In addition, there is every possibility that at least one of the members of the party is a psionist himself. It is therefore likely to leave the group with very mixed feelings about how to handle their discovery. The referee may use his/her own discretion in resolving the situation.

Let A Sleeping Dog Lie: Technically, the facility is built in defiance of local law. The characters aren't locals, may have some sympathy towards psionists themselves, and are probably unconcerned, if not unaware of local prejudice against psionics. It will be tempting to just forget what they have learned, and leave it be. The lab will probably not take action against the character party if they leave the world shortly after the break-in, but may react negatively if the group stays. The outcome of subsequent events is subject to referee discretion.

Blackmail: The party may also decide to threaten to expose the secret, banking that having stolen information from the lab will weigh less with the locals than the lab's covert psionics research, which is clearly in violation of local law. The likely reaction to this can vary, ranging from directly attacking the characters (psionically or by regular means), to the characters successfully extorting a small sum from the facility in exchange for the evidence they discovered. Again, the flow of subsequent events is left to referee discretion.

Blowing the Whistle: Ironically enough, this is probably the most dangerous course of the three. The laboratory has a lot of sway with the locals and can build a mountain of evidence to counter what the characters have gathered. There will be a tendency to want to believe the laboratory personnel as opposed to the characters from offworld. If the characters do not handle the situation correctly, they could very easily fall under suspicion of fabricating the evidence whole cloth, or even worse, of being psionists themselves.

In the end, the characters will receive very little. The offworlders will not regard them as heroes (they are thieves after all), and there will be little reward for doing the right thing. In addition, they will garner the wrath of PsiAssist as a whole, with possible future dire consequences.

5. Seeking Cargo and Passengers

The characters have decided to try to acquire cargo and passengers through a local broker.

Player's Information: The character may hire a broker here through a variety of sources. Starport workers or customs officials will probably know the names of the local brokers. Even bartenders in a local starport bar are liable to know of one or two. On a small rock like Unkuu, however, there is likely to be only one. Just hope that he isn't on the payroll of one of the big merchant lines or the PCs may spend the rest of their productive years filling their hold.

Referee's Information: The sole independent broker on Unkuu is Robert Giles, whose family have been brokers on Unkuu for a thousand years, or so according to common tales. Robert takes his job seriously

and is scrupulously honest. Unfortunately, this honesty will manifest itself, regardless of his or the characters' efforts, in the revelation that there is no cargo to be had currently. Several of the subsidized ships that make regular runs have cleaned him out of what little cargo he had and he anticipates no further shipments or passengers for sometime. He promises to contact the group immediately if something should change, as they have been the first to arrive here in three days.

6. Stuck on Unkuu

Two days after the meeting with Mr. Giles, the characters are back at the starport doing routine maintenance or unwinding on their ship when they are startled by a very battered free trader landing on the pad next to them. The ship is clearly not Imperial, as the markings and symbols are strange. The ship is also obviously damaged, from either a failure of some kind or possible combat; it is difficult to determine which. As the characters watch, the damaged freighter cuts back the HEPlaR rockets and executes a less than delicate landing. As soon as the ship lands, a loud crumpling sound is heard, followed by an acrid blue smoky haze. One of the landing gear is jammed partially open and a stabilizer has broken. Clearly, this ship isn't going anywhere again until it spends some time in the repair and maintenance facilities.

A number of men and women wearing identical flightsuits pour out of the ship to look at the damage, while a younger man (in his mid-20's), begins looking at the ship while issuing a stream of curses at his companions. The crew is obviously unimpressed by the younger man's histrionics. From the PCs' distance it is hard to tell, but one can almost sense the sardonic half-smile on the ship captain's lips, as the younger man storms off the pad, directly past the party. He eyes the group and their ship with some interest, but then passes, clearly intent on getting somewhere quickly...

Players' Information: The characters may choose to follow the younger man, talk to the crew of the ship that has just landed, or may continue going about their business.

Referee's Information: All roads lead to Sylea. Regardless of which path the characters take, it is vital that they meet the NPC, who is central to the progress of this adventure. Any of the three choices made above will still lead to a meeting, in one form or another, with this character.

6a. Talking to the Crew of Yashin

The characters have decided to meet crew of the wrecked ship, now identifiable as the *Yashin*, a free trader of non-Imperial registry from a world the characters have never heard of.

Referee's Information: The bulk of the crew is too busy worrying about the condition of the *Yashin* to talk to the characters. Captain Drajak, the free trader's owner, will be willing to spare a moment if the characters so desire.

Here is a sample of the sort of questions that may be asked of the Captain, and his likely response to such questions:

Q: "What happened to the *Yashin*?"

A: We suffered a very rough misjump. Believe it or

not, we actually arrived here a couple of weeks earlier than planned as a result of this. Unfortunately, Aarne over there has taken to calling himself the prophet of doom and says that a good deal of the control circuitry of the jump drive will need to be replaced at great expense. And there'll be several weeks wait for parts to arrive. He learned that in discussion with the local repair facilities on the way in. Parts for the XJ-9 series are just not as plentiful as they used to be in the heyday of the Kingdom, after all."

Q: "Why did you misjump?"

A: "We're a few weeks late on annual maintenance. Yeah, I know, that's never a good idea, but times have been tough and we just frankly didn't have the money. Courtesy of that young hothead you saw a minute ago, we have the money now, but he insisted on jumping straight on to Sylea as fast as we can go. Can't complain though. Got paid double rates and double salaries for the crew, but now I've got a jump drive to repair...and he didn't need but half my hold and paid for all of it. So I'm able to carry some speculative cargo to Sylea as well, some arteefacts or somethin'"

Q: "What cargo is he carrying?"

A: "Drums of some sort of chemical. Some kind of industrial solvent, BenzoNeprezono...damn, I can't remember. Aarne, what do you call that damn solvent again? (A shout, unintelligible to the characters, is heard in the distance)... yeah, that's it. Benzowhatsit... anyways, looks like somebody else is gonna have to haul it to Sylea for him. In a way, I'll be glad to be rid of the little pipsqueak. Talk about a pain. This guy'll drive you right up the *bleep* wall."

Q: "Why is he so willing to pay such a high price for the solvent?"

A: "Don't know for sure. He says it's to replace a delayed shipment from a competitor, and that it's extremely important it get to his customer on time, about 6 weeks from now, if I recall correctly. He said it might be the first trip of a regular run if he can get it to the customer on time."

Q: "Who is he?"

A: "Jeol Anariaku. His credentials are impressive, actually."

Q: "How would I get in touch with him if I wanted to offer my services?"

A: "If you wait long enough, he'll probably come to you. You're about the only other merchie in port right now from what I saw coming in and you could make it easily in a free trader. Say, you got one of those slick new Zhunastu Industries jobs, don't you? What's it like not having to feed those big thirsty monsters (pointing at one of the HEPIaR rockets)?"

The captain will talk to the characters for as long as they want. Indeed, given the opportunity, the captain will talk to the characters for longer than they want.

6b. Do Nothing

The characters decide to go back to minding their own business, and taking care of business on their ship.

Referee's Information: If the characters choose to ignore the clue, they will be contacted by Robert Giles within 48 hours who will say that he has freight to be shipped, and a passenger. The passenger will of course be Jeol Anariaku.

6c. Follow Jeol Anariaku From the Landing Pad

The characters decide to follow the man from the launching pad, intent on finding out what he is doing there, and why he looked over their ship with such interest.

Referee's Information: The clock is running. If the characters take too long to come to the decision to follow the man, he will have hurried off through the starport grounds and lost them for good. In this instance, he will contact the characters in a day or two through Robert Giles.

Assuming the characters make the quick decision to follow him, they will find it difficult. He will make a quick exit through customs (there is no line to speak of at the moment) and will quickly hail a waiting cab, heading for parts unknown in town. The characters may of course bypass customs and look for a cab of their own (Roll 5- for a second cab to be present), in which case they will stand a chance of following him to his destination, the Unkuu Inn, a small hotel about 5 miles from the starport. (Roll 7- for the second cabbie to follow the first one successfully to the hotel).

If the characters try to follow the man in their own vehicle, they will lose him, as it will take too long for them to ready their own vehicle in time, in which case he will contact them within 48 hours through the broker, when he realizes he has no other options.

Should the characters successfully pursue him, they can intercept him in the lobby of the hotel, as he undergoes the check-in process. Watching him and listening to him negotiate with the hotel front desk clerk it will become clear that Mr. Anariaku has no desire to speak with anyone in his present frame of mind. He is very short-tempered in his treatment of the front desk person. If left alone, he will finish the process, pick up his bags, head for his room and hang a "Do Not Disturb" sign on the door. Attempts to get him to answer his door will result in no response, except for a request from a hotel employee to leave, about 5 minutes later.

If the characters should attempt to speak with him while checking in, he will at first ignore them, then rebuff them by saying that he's too busy to chat at this time. Further attempts will extract a statement that he desires to meet at another, unspecified time. It should be obvious to the characters that he is in no mood to speak with them at this moment, and merely wants to be left alone.

7. A Message

Robert Giles contacts the characters approximately 48 hours after witnessing the incident at the starport.

Referee's Information: Giles will contact them at whatever contact number the characters gave him at their first meeting. If the characters are present at the time, he will not offer details, but will suggest a meeting time the following day and say that he has uncovered a very lucrative business offer that may solve their problems. If the characters fail to do so, he will attempt to leave a message as appropriate, suggesting a meeting time of the following day, with the request that the characters contact him if this time is not possible. It should be fairly obvious to them that this meeting probably represents their best opportunity to get a cargo and get off planet in a timely manner. If not, the hopelessness of finding another cargo or any passengers should be hammered home over the course of the next few days.

8. The Meeting

The characters have decided to accept Robert Giles offer of a meeting with a possible patron.

Referee's Information: Jeol Anariaku is a highly paid courier. Many of his jobs are legitimate transportation of sensitive information for corporate clients, sometimes accompanied by urgent cargoes. It is important to note that while Jeol is very aware that some of his jobs are illicit, he can never be certain when. Jeol is paid to do his job, not to ask questions, and to learn as little as possible about any particular job that he may do. Jeol has no way of knowing if his present cargo is legal or not.

Jeol's cargo in this instance is only partly legitimate. It consists of a 3D HoloCrystal and 20 drums of Benoprenone, the trade name for an industrial solvent vital to the manufacturing process of certain jump-drive components. 19 of the drums consist of exactly what the drums say they are - some 200 liters of Benoprenone. The 20th drum, however, contains something else entirely. It has only 100 liters of the solvent, but there's a false bottom concealing a large quantity of plastic explosive, the parts for a high powered rifle, and a transmitter/receiver which operates a pair of detonators. The bottom is constructed so as to shield its contents from the routine scanning by Sylean Customs, and it is even cleverly constructed with inner walls to allow a quantity of solvent to surround the inner container.

Jeol's job is to see to it that the holocrystal and the drums make it to a local shipping company on Sylea, FastCourier, LIC. FastCourier's job is to forward 19 of the drums to the legitimate customer, along with a 20th drum already on Sylea. They are also to see that the false drum is forwarded to an unnamed party, along with the holocrystal. Jeol is unaware of this, as his job ends when the courier takes delivery of these items.

The 20 drums being delivered are actually being delivered to a legitimate firm, JD Fabricators. The 21st drum has another purpose entirely.

The offer is straight, from one point of view. The 20 drums have been manufactured by a company called ChanestChem, a company with operations on several worlds in what used to be the Chanestin Kingdom. Chanest's plan is to make a small shipment to JD Fabricators at a loss with intentions to get JD Fabricators to sign up ChanestChem for a lengthy deal as an exclusive supplier. Assuming the characters get the solvent to JD Fabricators in time, ChanestChem will make a substantial profit over an extended period of time, far more than they will lose on this particular shipment. Better still, ChanestChem will have stolen a major amount of market share from a competitor, as JD Fabricators is only one of several companies watching the deal with interest. These facts are the limit of Jeol's knowledge and he has every reason to believe that this particular deal is legitimate.

Jeol is a very persuasive, dynamic individual. He will present the job to the characters with a sense of realism about what he needs, why he is seeking their help, and exactly what is in it for him and for them. He will not sugarcoat any portion of it.

Jeol will first apologize for any outburst he may have directed the characters' way if they followed him to the hotel. He will explain the stress that he is under in transporting this particular shipment, and how frustrated he had become with the incompetence of the

crew of the *Yashin*, and the unreliability of their ship.

Jeol will continue by pointing out the facts of the situation. He has five weeks less the previous two days to get this shipment of industrial solvents to JD Fabricators on Sylea. His client, ChanestChem, is eager to see the cargo delivered to him by this deadline. JD Fabricators' usual supplier is undergoing unspecified labor problems and has been unable to get a timely shipment to them. ChanestChem has reliable information that its competitor will be unable to get a shipment to JD in less than six weeks, which means that they will beat their supplier to the punch by a week. ChanestChem is gambling on taking a major loss on this first shipment in the hopes of persuading JD Fabricators to sign a long-term deal with them as an exclusive supplier. However, the time-sensitive nature of this deal makes it imperative that the shipment gets to JD Fabricators as quickly as possible.

He needs the crew's ship to carry the cargo for the simple reason that their vessel is the only game in town at the moment. He would prefer not to use another free trader, which is why he decided to wait a couple of days to act, but feels that he has been left with no choice due to the nature of the deal. Because of the need for speed, he offers to pay double standard rates for the cargo to be shipped, for the crew's *entire* cargo hold (Cr2000 per ton times the ship's cargo hold). He will do so even if the crew has other cargo, so long as there is room for his 20 drums of solvent (approximately 10 displacement tons), and such cargo does not delay the ship's arrival at Sylea (by having to land on an intermediary world and offload). In addition, upon arrival at Sylea without incident, he will pay the crew for their entire complement of staterooms for the duration of the voyage.

He takes the time to point out that the crew has no other immediate prospects for a cargo or passengers. This would likely give them far better prospects for profit than anything else they might find in the foreseeable future. He points out that, logically, the two of them just need each other right now.

At the end of the meeting, Anariaku will excuse himself to allow the group to talk in private with Mr. Giles at their leisure. He will ask only that the group contact them with an answer at his hotel by that evening. He will prepare contracts for the party, should they decide that he offers them a better deal.

Once Anariaku excuses himself, Giles will point out that another free trader has arrived in system that morning. They too have been turned away empty handed. When Anariaku met with Giles the day before, Giles pointed out that he had promised the PCs first opportunity at any cargo that came his way. If the party turns it down, Giles can offer no real hope that there will be other cargo available immediately. He will be forced to let Anariaku offer the same deal to the other free trader the next day and they will probably accept it, judging by their tone with him earlier today in looking for cargo. He points out calmly that Mr. Anariaku is even willing to pay his broker fees, a rare and generous offer. He leaves it to the characters to decide what to do, but urges them to make their decision quickly.

8a. Checking Out the Offer

The characters decide to learn what information they can about the offer and in particular, the parties

involved, prior to make a decision to accept it.

Players' Information: The characters can check out any of the principals involved if they so desire. Some information can be found on ChanestChem, JD Fabricators, and the reputations of Robert Giles and Jeol Anariaku if the characters request it.

Referee's Information: For Roger Giles, the impression that most people have about him is that of a tough, but scrupulously fair and honest businessman. Giles is respected, if not liked, even by his few enemies. Most people in town will talk of him with respect, ranging from open admiration, to a begrudging sense that he is a fair dealer. It will be very difficult to find anyone who has much bad to say about him.

For ChanestChem, the characters will be able to discover the information listed in Library Data from their own ship's computer. It will be nearly impossible to find further useful information about them. The locals know little of the company's dealings or ownership, other than generally positive anecdotes about their products from people who have used them.

For JD Fabricators, the company is totally unknown on Unkuu. The characters will only be able to find out the Library data information from their computer on JD Fabricators in the time allowed them.

Jeol Anariaku is previously unknown on this world. The best source of information will probably be the crew of the *Yashin*, who have had more dealings with him than anybody on planet.

Assuming the captain has not already told the characters everything he knows about the man, he will be happy to meet with the group again, as long as they keep the drinks pouring, that is.

The captain really doesn't know much about his passenger either. Mr. Anariaku kept to himself for most of the voyage. He apparently presented himself to the captain in much the same manner that he did to the characters. He came off as a man in a hurry to get somewhere and he simply offered the best deal to the *Yashin's* crew.

About midway through the voyage, the *Yashin* began to develop a variety of maintenance-related problems. It turns out that *Yashin's* maintenance was nearly a year overdue, which Anariaku was unaware of when the ship was hired. Through most of the voyage, the HEPIaR rockets were only working at half capacity, the power plant failed completely twice during refueling runs and, finally, upon arrival in Unkuu system, the J-Drive broke down completely. Throughout this period, Anariaku, realizing how this trip was jeopardizing his client's chances for profit, grew increasingly irritable, and was openly feuding with the crew for the last 10 or so days (after the power plant failed for the second time).

The impression gotten from talking to the captain is that Anariaku may have had some justification for his anger, as the captain sounds somewhat unconcerned about the incident in recounting it to them.

This is really the only information that anyone on world will have about Anariaku, who will not be recognizable to any native of this world prior to his arrival, two days ago.

9. The Trip

The characters decide to accept Anariaku's offer, and carry the cargo to Sylea, along with Anariaku.

Referee's Information: Should the characters accept the job, Anariaku will have them sign contracts with him and will insist on departing for Sylea as soon as the cargo can be safely loaded on the ship and all other arrangements for a quick departure finalized. He will let the group plan the route, provided that they agree to take as direct a path as possible to Sylea, without landing on another world's surface.

The real result of this will be a situation where the characters, limited by their jump-1 capability, plan a circuitous route from Unkuu to Nirinirk to Irmapp Muu to Kain to Sylea.

Encounters for each of these worlds are given below. The referee may embellish these encounters as desired, provided that the most important portions of these encounters occur intact.

Nirinirk (Core/1919/E776000-6): Nirinirk is an unsettled T-Prime world that is currently interdicted from landing by the Scout Service because of dangerous native life. Due to the lack of other refueling facilities, an automated beacon gives instructions regarding the feasibility of ocean refueling, as well as the information about interdiction of the world for landing purposes other than refueling.

Nirinirk was attacked with a persistent biological agent during the final stages of the collapse of the Rule of Man. The standard taint designation is an inadequate description of the full dangers of the agent, which apparently will defeat protective measures short of full vac suit on the world's surface. The Scout Service has interdicted the world until bio warfare experts can figure a way to defeat this organism.

Irmapp Muu (Core/1918/C624422-7): Upon arrival in the Irmapp Muu system, PCs' will be detected and hailed by a pair of Imperial Customs Service Cutters, backed up by a SDB. They will be hailed to match vectors preparatory to a customs inspection. Assuming the group does as instructed, the ship will be cautiously approached, and then boarded by a group of customs inspectors in vac suits. The inspection will be thorough. A random sampling of the drums will be scanned, along with any other cargo the characters may possess. The inspection will turn up only minor irregularities in the ship's log and other documentation relating to the ship's business operations. These violations will result in a 2D x 10 Credit fine, for which the customs inspector is empowered to accept payment. Otherwise, the characters will be left unmolested.

During the inspection, Anariaku's demeanor is generally calm, but with a small amount of tension visible in his eyes. He acts neither relieved nor frustrated when the inspection concludes. The ship will proceed through a gas giant refueling without further incident.

Kain (Core/2017/E576244-4): Kain, home of a Scout base, is another small population world that was part of the original Sylean Federation. Despite the presence of the small Scout base, Kain sees very little in the way of system traffic, and no ships greet the group on their way inbound or outbound from the gas giant refueling.

Sylea (Core/2118/A586A98-C). The arrival and time on Sylea will be covered in depth in the next section.

10. Arrival at Sylea

The characters arrive at their Sylean destination. The referee may also wish to present them with the informa-

tion in section 14, "The Missing Piece of the Puzzle."

Player's Information: The arrival at Sylea tends to stir the imagination of any Imperial citizen, regardless of what their thoughts or feelings are about Cleon's young creation. So much of Sylea is modern, new, and uplifting compared to so many of the worlds of the Imperium that are just beginning to stir from the slumber of the Long Night. Arrival in system consists of a thorough customs inspection (which turns up nothing) and an escort to the world's surface. The large Naval base in the Imperium's capital world becomes apparent, as the crew encounters the leading element of a CruDiv on the way inbound to the mainworld.

Upon docking at the orbital starport, Jeol Anariaku insists on arranging for transfer of the cargo himself, contacting FastCourier, LIC, a small short-haul courier company with operations on several worlds in the system. After making arrangements, Jeol pays the ship captain in cash and thanks him and the rest of the crew for their assistance.

Some time later, a pair of cargo GCarriers arrive from FastCourier, and a trio of men begin retrieving and loading the drums. Meanwhile Jeol Anariaku greets a passenger from one of the shuttles, a short, stocky, black hair man wearing sunglasses. The two greet, and shake hands.

Anariaku then begins to head towards the passenger shuttle portion of the starport, to head to the world service.

Referee's Information: The shuttle passenger is one of many Thought Protection League operatives in the employ of FastCourier, an otherwise legal courier firm in much of the young Imperium. There is some chance that the characters will detect the exchange of the holocrystal (which they have not previously been aware of), requiring a Formidable Perception task roll. If the characters successfully witness the exchange and decide to follow the pair of Fast Courier shuttles, go to section 11. If the characters did not see the exchange, have the courier drop the holocrystal, making it visible to everyone.

11. Following the Shuttle to Fast Courier's Warehouse

The PCs may easily follow the shuttles to the surface by quickly hiring their own shuttle, as it will take some time for FastCourier to finish loading the drums. GCarriers may be readily hired for short trips for Cr10 per hour from orbital port to surface as well as between points on the world surface. Operating a vehicle not licensed on Sylea is illegal, which is a holdover from Sylea's more bureaucratic days.

For a GCarrier pilot to follow the two FastCourier GCarriers to the surface would be simple, as the fully burdened GCarriers are slowed considerably in performance by the cargo.

If the characters are cautious, there is an excellent chance that they can land some distance away in the clearing, undetected by the FastCourier employees. Finding a suitable hiding spot to watch the activities at the warehouse unobserved is more difficult, requiring a Formidable Dexterity task roll, modified by Stealth skill. Failure indicates that they are detected while trying to find an observation point. The consequence is at the discretion of the referee.

Upon landing, the characters witness the two

GCarriers pull up, and a pair of forklifts begin to offload the drums, which are now stacked on pallets. 19 of the 20 drums are loaded on to a waiting GCarrier. The 20th drum is stacked on a separate pallet, and hauled into the warehouse, where several of the men crowd around it, open the lid, and inspect the contents. After looking over the contents (rolled up papers), the stranger who exchanged the holocrystal takes off, carrying with him a small package.

A 20th drum is loaded onto a pallet from a warehouse, and added to the 19 already loaded on the GCarrier. After all 20 drums are loaded, the larger GCarrier leaves.

The remainder of the group, six in all, boards the 2 smaller GCarriers, and begins to head off for parts unknown, after locking the doors of the warehouse. The 21st drum is left at the warehouse, which is now vacant by all appearances.

12. Inspection

The characters decide to break in to the warehouse, and inspect the contents of the drum.

Referee's Information: The drum shows some signs of having been opened in the past, and it is quite possible that someone could remove the lid, inspect the contents, and reseal the drum with limited chance of it being noticeable; trying to do so is an Average Intrusion task.

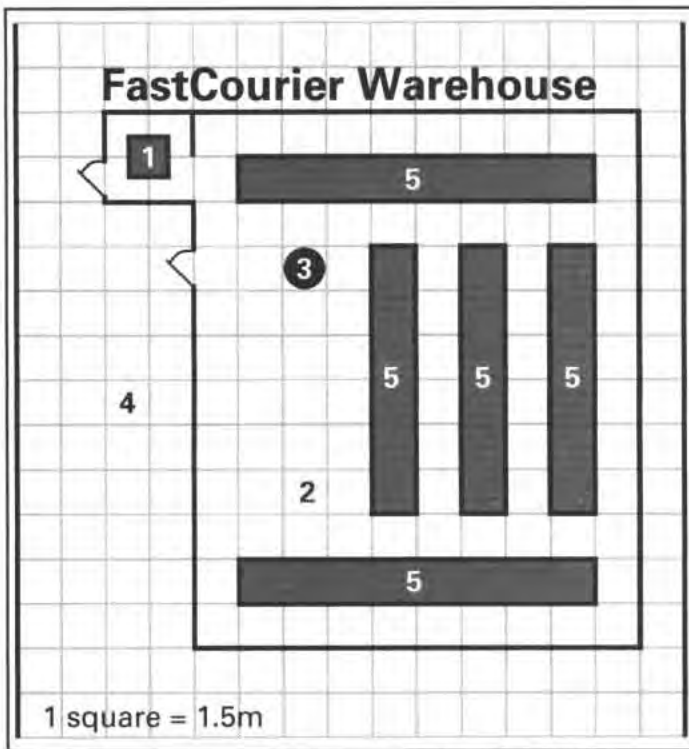
On the outside, the drum looks like a very ordinary 200-liter drum, of which numerous examples exist throughout the Imperium. Attached to the outside is a newly fixed packing slip, clearly marked "To: FastCourier Central Warehouse." The packing slip has been affixed to the drum SINCE it was placed in the warehouse.

Upon opening the drum, one finds a welded inner cylinder, lined with a rubber grommet fitted to form a seal against the top wall of the drum. Inside this inner cylinder is an empty box that shows the residue of plastic explosive in it (small portions of it), an empty box with a label indicating that it once housed a radio transmitter, and four boxes containing soft foam packing, but nothing else. A pair of black cases lie inside as well as a long thin white tube, such as one might find a set of blueprints in.

If the characters open the white tube, they will find that it contains blueprints of Ricardo de Leon y Kikiishi Memorial Stadium, as well as that of the twin spires of the College of Law overlooking the stadium. Four of the deck supports of the Stadium are circled in black ink. In addition, a bell tower on the top of the left most of the two spires relative to the stadium is circled as well. Written on the blueprints are tomorrow's date, circled, along with the number 2100.

If the characters open the black cases, they are identical. Both would hold the parts to a high powered rifle with some sort of telescopic sight, but one of them is empty.

Regardless of what the characters may or may not find, 2 of the workers (including the dark haired man) will return in about 15 minutes. If the characters have not made their exit this quickly, they stand a very good chance of being discovered or trapped in the building, and will not be able to exit through the main doors.



The Warehouse

1. Office: A small office is here. The door is locked. A window directly north of the office is unlocked, and could be pried open quite easily. Unlike the rest of the warehouse, the roof of this building is only 3 meters high. A large, rolling toolbox sits in one corner of the office.

2. Warehouse Floor: The warehouse is cluttered, with grease stains showing on concrete. A forklift occupies one corner of the warehouse, and numerous floor to ceiling shelving units are in evidence throughout the room. Unlike the office, the height of this area is five meters, allowing for more vertical storage.

3. The Drum: The drum is in plain sight. The lid is sealed shut with a band that can be opened only with the use of a large socket wrench, such as can be found in the toolbox in room 1.

4. Loading Dock: This area consists of loading docks, and pallets, for loading and unloading of the short haul vehicles used to distribute parcels and shipments to their ultimate destinations.

5. Shelving Units: In addition to running a courier business, FastCourier also operates a small storage business for some of its customers. Much of its storage consists of stacking items in shipping cartons and then stacking them on pallets, where they are then placed on these floor to ceiling shelving units for storage.

13. Filling in the Gaps

The characters decide to apprehend the two terrorists who have returned to the warehouse

Referee's Information: At this point, the characters probably have enough information to give to the authorities to identify the ringleader (the dark haired man), and have him arrested. They don't have enough to identify his henchmen, four having already left for parts unknown, carrying the makings for a bomb, nor do they know the intended target, the reason for the bombing of the stadium. It should be obvious that they

need to seize the dark haired man, if not his companion alive, or at least be able to probe his thoughts.

Assuming the characters seize the dark-haired man, or his companion alive, they can try to interrogate them. However, both of these men are fanatical to their cause, and utterly professional. Neither will break easily in the limited time available to the characters, so it will require an Impossible Interrogation task roll. On a spectacular success, they reveal all information to the characters listed under "Probe." A normal success means they disclose the identities of the other terrorists, but not their exact plans.

It will probably also occur to psionics to use a mind probe. The following information is available to the psionist, should he attempt to use the following powers on the dark-haired man

Read Surface Thoughts: The psionist learns in lurid detail, exactly what these two men would love to do to him/her and the others, if they could only get the chance.

Probe: The psionist discovers the identities of the rest of the group, as well as their intended targets and assignments. The psionist also gains a clear mental picture of the area for follow up use of powers that require it.

The characters now know enough about the target and intentions of the terrorist organization, to contact the local authorities to help foil the plot. The characters may attempt to break up the plot by themselves, or they may contact local law enforcement. If they contact the cops, go to section 17. If they try to do it on their own, see section 18.

14. The Missing Piece of the Puzzle

The referee should give the following news item to the characters at some appropriate time after arrival on Sylea, perhaps in the form of a newscast transmitted to their ship at the time they arrive in system. The exact timing of this piece is up to the referee.

Sylean Solar Times News Release
Date: Tomorrow's Date Sylea/Core

The psionics have arrived, the stadium is flag bedecked, and the whole world of Sylea is celebrating the opening ceremonies of the 60th Igah Hipodile. This week long test of psionic skills and abilities will be held in Ricardo de Leon y Kikiisshi Memorial Stadium, overlooked by the twin spires of the College of Law on the beautiful campus of the University of Sylea, home to the modern discipline of psionics. Opening Ceremonies will commence tomorrow evening at 2100 hours, beginning with the ceremonial illumination of the Sunburst, and a short commencement ceremony by Eduardo de Leon y Barisskoba, son of the Father of Imperial Psionics.

15. The Plan

The details of the plan.

Referee's Information: The plan is to disrupt the opening ceremonies of the Igah Hipodile by killing a number of psionics. A sniper, placed in the left spire of the College of Law, is to shoot Eduardo de Leon y Barisskoba during his speech from the podium at one end of the stadium. The gunfire is to be the signal for detonating four plastic explosive charges, which are on four of the supports in the end of the stadium closest to the twin spires. Three of the terrorists are equipped with transmitters set to the fre-

quency of radio detonators wired to the charges.

The terrorists belong to a cell of the Thought Protection League, which learned shortly after the last Igah Hipodile that Eduardo de Leon y Barisskoba would be master of ceremonies for the upcoming event. Arsurda Shimgarii, head of the league, saw an opportunity to settle a score with the son of someone that she considers to be a prime enemy and strike a blow for anti-psiionicist forces in the Imperium. Unfortunately, Arsurda's discovery of this bit of information left her barely enough time to organize the attempt. She used a private courier to forward the relevant information, using their typical method of mixing in supplies with legitimate shipment of goods, in this case, a chemical sale from a covertly owned chemical company. Besides, she has no choice but to scramble and use whatever assets she could find on Sylea to pull off the operation.

The result is a very hastily and badly planned operation, a rarity for the League. Also, if properly parlayed, it might enable law enforcement to land the hardest blow felt by the League since the arrest of Arsurda's father, by tracing ChanestChem back to its source.

16. The Authorities

The characters have contacted various elements of the authorities, and revealed the plot against the Igah Hipodile.

Referee's Information: It should occur to the characters that, by themselves, they would have a very hard time spotting four terrorists in a crowd of 70,000. Assuming the characters realize this, a large body of undercover police officers, with descriptions of the terrorists as well as their likely placement in possession, is placed in the stadium.

The characters are welcome to suggest any plan they have thought out regarding neutralizing the terrorist threat. If the characters got the captives to talk, they know that four explosive devices are cleverly concealed near the pillars supporting the "bowl" of seating at one end of the stadium. These are mounted high and disguised as security cameras. Any attempt to neutralize them will necessarily be noticeable to all in close vicinity, including any terrorists that may be present. This would probably prompt the terrorists to detonate the bombs immediately, killing a large number of people.

They do not know the covers for three of the four terrorists (one is a security guard), but suspect that they are posing as security, maintenance workers, concessionaires, or other employees of the stadium, which would allow them a much freer run of the premises. These identities were kept secret from the cell's ringleader — one of the few precautions that was adhered to in this operation.

The plot is carefully timed around Eduardo de Leon's speech. It is Arsurda Shimgarii's greatest wish that she be the one to deal Ricardo's son his death sentence. Thirty seconds after the speech begins, Eduardo will be shot, which will prompt the terrorists to detonate the bombs. If Eduardo has not been shot by the 45-second mark, the terrorists are instructed to detonate the bombs on their own accord, without waiting for further action from the sniper.

Every indication the characters get from the captives indicates that the terrorists' own personal safety

is secondary to the success of the mission and that they will willingly die for a cause.

The Police Plan: The Sylean Security Department, Operations Branch, has devised its own plan of action. The department will plant a quartet of SWAT team members in an office one floor below the bell tower, set to go on a signal from team members in the stadium itself. They are given the go-ahead only after the three terrorists in the stadium itself have been spotted, so that the devices may be neutralized by taking out the terrorists. At the same time, numerous undercover agents, in cooperation with the characters, will be combing the area around where the explosives are, attempting to spot the terrorists. If they do, they will try to neutralize the terrorists, while simultaneously issuing a signal to neutralize the bell tower.

The player characters' job will be to use whatever abilities they have to help the police spot the terrorists. If the characters have formulated a plan, or agreed to the police department's plan, go to section 17, Ricardo de Leon Stadium.

17. The Tower Spire

Here are the details of the top four floors of the College of Law Spire.

1. Grav Elevator Shaft: This is the grav elevator shaft used for transport within the lower floors of the spires. The elevator opens a door to the north when the grav car reaches the floor dictated by the customer. The elevator works by voice recognition.

2. Storage: These floors are designated for storage. Numerous boxes, cartons and unused office furniture exist here. Iris valves, with ladders, exist in this room allowing access to the other floors.

3. Offices: Originally designed as offices for College of Law Personnel, the noise from the bells in the bell tower quickly made this plan impracticable. These rooms are now used as further storage.

The Bell Tower: The lone gunman occupies the bell tower. It is entirely composed of retracting windowed archways. In the room are twin bells, suspended from a large beam overhead. Narrow walkways from the east to west halves of the room around the bells exist. The gunman will perch himself along the south wall of the spire, where he has a clear view of the podium installed in the north end of the stadium. He is also well aware that his back is exposed, has arranged a nasty surprise for any persons attempting to use the iris valve from the floor below. The iris valve's opening mechanism has been rewired to a small scattermine (*Emperor's Arsenal*, page 47) pointed downward from the ceiling in the floor below. The fragments are likely to kill or seriously injure any exposed personnel on the floor below (20th floor).

18. Ricardo de Leon y Kikiishsi Stadium.

Only the extreme north end of the stadium to the stadium is mapped.

1. Concession Stand: This building is a concession stand, not terribly different (other than more automated equipment, than what one might find in a football stadium today). Concessionaires sell mediocre, overpriced food to a captive audience, intent on watching the Igah Hipodile.

2. Restrooms: These are the men's and women's restrooms. Men's room is on the west end, Women's

room on the east end. The Women's room has a sign hanging from it saying "Closed for Repair". A maintenance worker is standing outside of its west wall, with a toolbox, working on the plumbing.

3. Souvenir Stand: This building contains concessionaires selling overpriced, garish souvenirs and collectibles. Particularly popular are the "I went to the Igah Hipodile at Ricardo de Leon y Kikiisshi Stadium and all I got was this lousy t-shirt" shirts and programs.

4. The Upper Deck: This dashed line indicates the extent of the upper deck of the stadium. Anybody under this is likely to be crushed into jelly should the bombs go off, not to mention the debris likely to come from it.

5. The Fence: This is the security fence, which acts as a boundary for the north end of the stadium.

6. Ticket Taker Booths: These booths house ticket takers, as well as stadium security guards.

7. The Wired Stadium Supports: These are the supports for the upper deck of the stadium. The bombs are clearly visible as a second, higher row of cameras on the stadium. They are virtually indistinguishable from the other cameras, with the exception of the fact that these are the only four supports in the stadium with two cameras mounted on them.

The semicircle loosely formed by these supports also acts as a boundary, where it grows increasingly more difficult to head south, due to the ever-decreasing height of the upper deck.

8. Ramp to the Upper Deck: These are the ramps that lead to upper deck seating.

9. Ramp to Playing Surface, and Lower Deck: This ramp allows access to the lower level of seating, as well as the playing surface.

The Sylean City Police Dept.

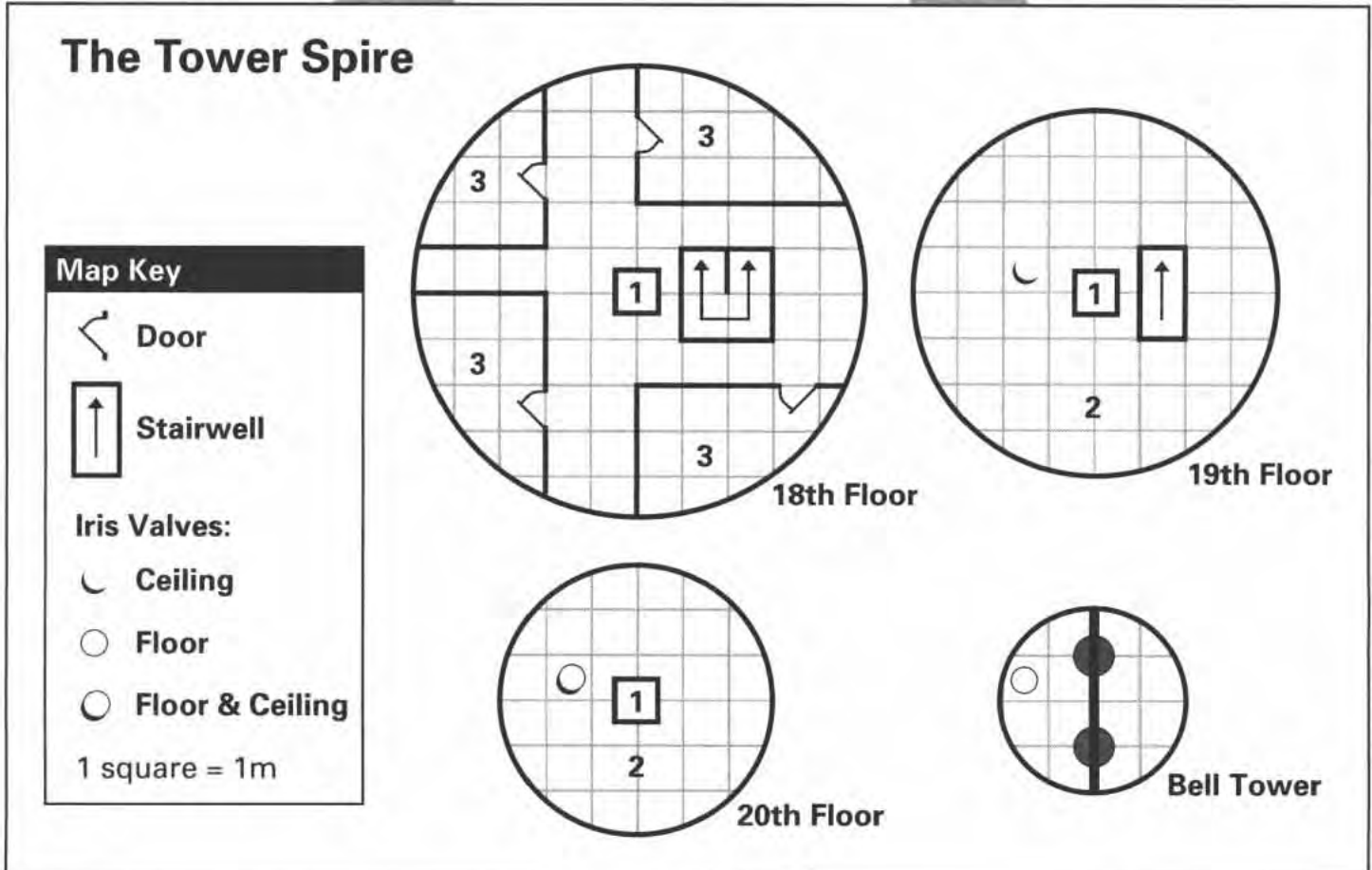
The Sylean police will detail approximately 20 undercover agents to finding the four devices. These 20 agents will act independently of the PCs, with the intent of capturing the three terrorists once the PCs have identified them. The referee should structure encounters in such a way as to encourage the characters to successfully spot the terrorists first.

Four additional agents will be instructed to find and stop the sniper in the bell tower before he can get off his shots, shortly after 2100 hours. They will permit one PC to come along, under the agreement that he stay on the 18th floor or lower during the assault. These agents will be able to successfully jam any transmissions to or from the gunman at the time of the attack, keeping him from alarming his cohorts at the north end of the stadium. Note that these four agents will probably be killed by the scattermine in the iris valve, if not careful.

In any case, the police will be adamant about preventing the PCs from participating in the assault at both the stadium and the bell tower, and will ensure this by force, if necessary.

The attack on the bell tower will fail. If there is a PC on the 18th floor, that character can attempt another assault through the iris valve (which still works, and no longer will have a device to trigger), or by other means (such as teleport).

Assuming the characters spot the three terrorists, the police will stand a good chance of taking them without a device being triggered, provided there is sufficient time to coordinate the assaults. If the PCs fail to spot the terrorists in time or if the attack on a terrorist fails, the



devices will be detonated. Virtually everyone south of the semicircle of concession stands and restrooms will be killed by the collapse of the upper deck.

The Terrorists.

One of the terrorists is a security guard. He is patrolling the north end of the stadium, along with three other guards. He will, for the most part, be making his rounds in a small, golf-cart vehicle (top speed 15 kph).

The second terrorist, female, works at the western souvenir stand.

The third terrorist, male, works the soft drink counter at the concession booth. All three will make an effort to be in the sight of each other at all times, and all three will excuse themselves from their respective jobs about two minutes before the bombs are to be triggered, and mingle with the crowd. They will be virtually impossible to spot, if the characters have not achieved so before this happens. They will slowly head for the exits (where large numbers of people are still entering the stadium), trigger the devices at the appropriate time and exit in a hurry amongst a mob of survivors.

If the characters spot them early on, they will not be able to shake off the police and characters. Once they leave their regular posts, they will be almost impossible to spot in the throng.

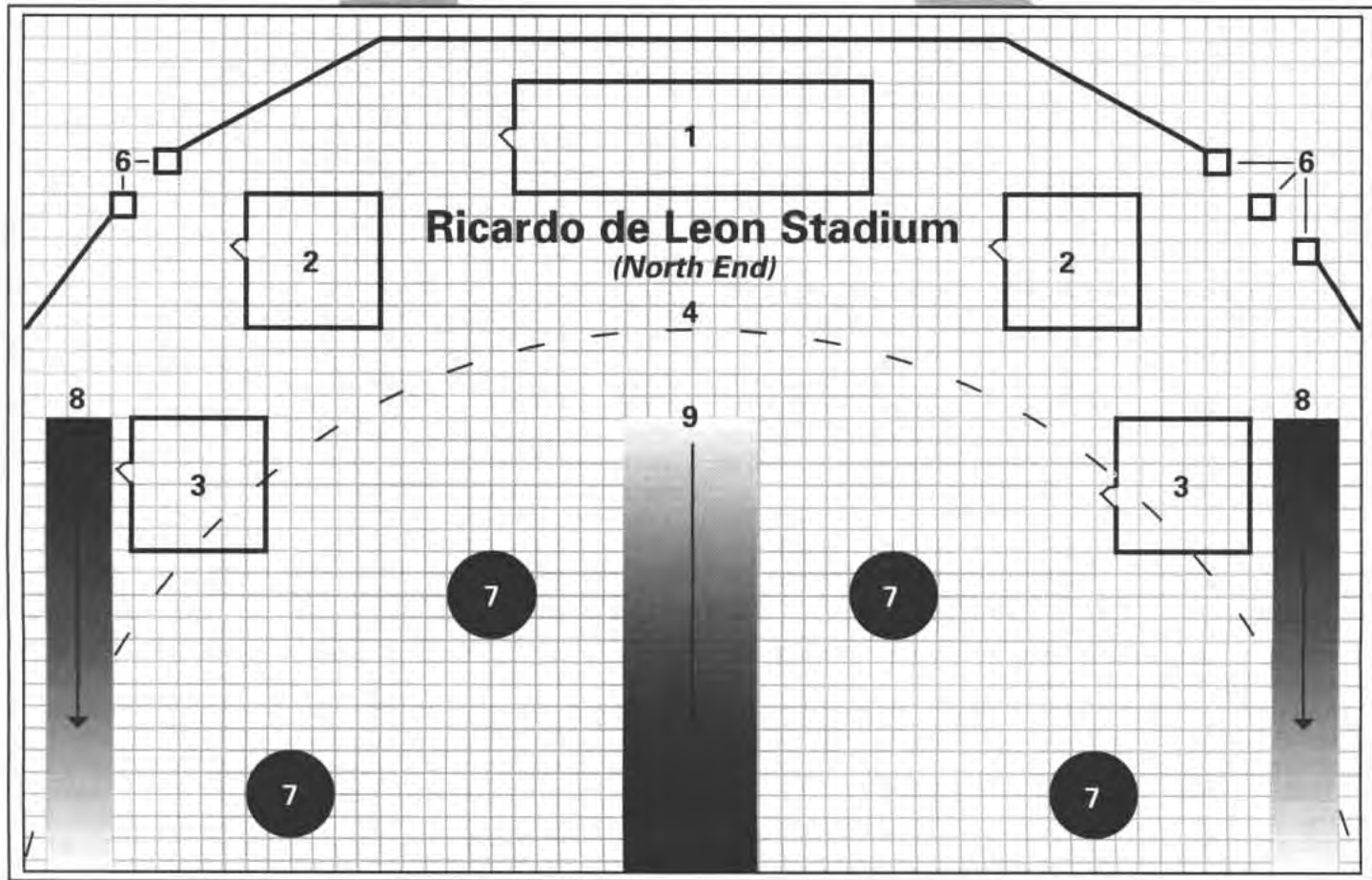
Note that these terrorists are utterly ruthless. If they are conscious and can reach the transmitter, they will set off the explosives. The only way to assure they don't is to kill them.

The Timing of the Event.

It will help the referee to understand the sequence of events at the stadium for the opening ceremonies. The gates to the stadium will open for spectators at 1930 hours. At 2100 hours, The opening ceremonies begin with the illumination of the Iridium Sunburst, and a short speech by a master of ceremonies. At 2110, the Sylean police will make their move on the bell tower. At 2115, after some music and other fanfare, Eduardo de Leon will take the podium. At 2115, the terrorists will leave their posts and slowly head for the exits in a mob of last minute people entering the stadium. At 2116, the sniper in the bell tower (assuming he hasn't been killed by the police or a PC) will fire at Eduardo (unless distracted or otherwise hampered, the shots will undoubtedly kill Eduardo). At 2117, the sniper's shots will cue the terrorists to detonate the bombs, killing numerous people, and collapsing the upper deck. If Eduardo was not shot, the terrorists will head for the crowd at 2128, triggering the bombs to kill at 2130. In either case, they will board a stadium security GCarrier in the parking lot, and attempt to make their getaway.

Wrapping Up

If the characters are successful, they will have immediately saved tens of thousands of lives. In addition, a small (Cr20,000) reward can probably be extracted from the authorities as a reward for the capture of the local cell of the League (and many of whom are wanted on a whole variety of charges). In addition, the piercing of FastCourier and ChanestChem's corporate veils could lead to the seizure of some of their operations locally and



possibly stiff fines for their off-world operations. More importantly, they will have developed a good reputation within the Pro-Psionist movement on Sylea, which could lead to the development of some useful contacts.

On the other hand, they have just made a *very* powerful enemy. As the recently foiled operation shows, the Thought Protection League has a *long* memory of those who cross them, or those who are enemies. By foiling the attempt on the Igah Hipodile, and possibly Eduardo de Leon's assassination, the characters have marked themselves as enemies of the league. It is quite possible, given time and resources, that the League may make them a target. Certainly fodder for adventures to come.

Library Data

ChanestChem: One of the oldest chemical companies in the Core sector, ChanestChem origins began as the conglomeration of a number of smaller chemical companies within the Chanestin Kingdom in -356. In many ways, the company's fortunes mirrored that of the Kingdom. It grew rapidly and steadily its first 300 years, with operations within and without the Kingdom.

The seizure of much of the company's assets within the Chanestin Kingdom at the outset of the wars between Sylea and the Kingdom resulted in its near financial collapse. It struggled on for much of the last century of the Sylean Federation, several times in bankruptcy reorganization, before being purchased by a conglomerate of private trusts in -13 IE. The new ownership began to finance an aggressive expansion of the company's operations and ChanestChem quickly became one of the largest chemical companies in the Core sector as a result.

ChanestChem has a reputation as a maker of quality products, backed by somewhat unscrupulous business dealings. Most of ChanestChem's competitors detest its business tactics, but since the company avoids trouble with the law, there is little the company's competitors can do but try to compete on the company's own terms.

Current ownership is 2% Imperial Family, 15% other corporations, 83% a combination of private trusts.

Referee's Note: The majority of the private trusts, and therefore the majority of the ownership of ChanestChem are owned or controlled through a variety of means by Arsurda Shimgarii, the current head of the Thought Protection League. This information is unknown to the law enforcement agencies in the Third Imperium, nor in its full breadth by anyone outside of Shimgarii. ChanestChem is sometimes used as a cover for the shipment of illegal goods of all kinds, along with a host of other companies owned or controlled by Shimgarii.

JD Fabricators, LIC: One of a number of manufacturers of subsystems for jump drives manufactured by Zhunastu Industries. JD Fabricators is a young firm, established in -35 by Joseph Dabinnadu, a Sylean noble. JD Fabricators has acquired a reputation for producing a high quality product used by Zhunastu in most of its jump drive systems.

Current ownership: 4% Zhunastu Industries, 2% Imperial Family, 58% Dabinnadu family, 36% investment companies and trusts.

Unkuu (Core/1819/B505144-8; UAP: 2): Unkuu is on the RimSpinward edge of what is known as the Sylean Main, a series of worlds connected by a Jump-

1 route running roughly from SpinCoreward to Rim-Trailward through the Core subsector and beyond through much of the remainder of the sector. As 1 of a cluster of Jump-1 worlds within four parsecs of Sylea, Unkuu has been a longtime member of the Sylean Federation, and is one of the charter worlds of Cleon's young Imperium. This proximity to Sylea has meant that Unkuu has enjoyed a luxury not afforded to most worlds, interstellar contact throughout the Long Night.

Unkuu's system consists of a small M7 V class star named Vesii. Unkuu occupies the star's first orbit, with a slightly larger companion, Dirilyshed (G000213-7) occupying the second. Dirilyshed although economically the far more prominent of the two worlds, is relegated to second status in most regards due to the long presence of a Sylean, then Imperial naval base on Unkuu.

Unkuu enjoys a large B class starport primarily as a result of its prominence as an Imperial Naval Base. Much of the permanent population of the world operates the small, primarily automated facilities within the starport. Theoretically a B class starport, Unkuu's repair facilities, although modern by most standards, are limited in the size of ship they can quickly repair, relegating larger commercial ships to undergo limited repair to jump elsewhere to finish the job.

Economically, by most standards, Unkuu is a single raindrop in a hurricane. Most of the local economy's underpinnings rely on the naval base and a recently opened research facility, which is exploring the commercial possibilities of exploiting certain rare inorganic compounds that occur in Unkuu's cold, ice covered vacuum plateaus and valleys.

Unkuu is a vacuum world, but not a barren one. Evidence points to Unkuu having once had a thin, but breathable atmosphere and the world may have had native life at one time. However, Unkuu's slowly dying star is now incapable of sustaining neither. Unkuu's terrain is approximately 50% water in the form of ice and water vapor. The majority of the world is covered with ice-capped plateaus and wide, sweeping valleys, the result of massive glacial movements. In the northern polar regions, lie great mountain ranges and rougher terrain. Although considered barren, these areas have never been heavily explored due to their remote distance from the small settled portion of the world.

Unkuu is an ice covered world, with temperatures ranging from -66 to -248 Deg. Celsius in summer to a range of -155 to -273 Deg. Celsius in winter. The relatively large axial tilt (39 degrees) limits the cold temperature of Unkuu and explains the relatively narrow spread of low temperatures between seasons. Unkuu's year is approximately 56 Terran standard days, with its rotation period being 26 hours. The harsh temperature and lack of an atmosphere mean there is no native life.

The current permanent population of Unkuu is 83, all concentrated in the small settlement of Oossom, located in the southern equatorial regions of Unkuu. Unkuu's culture is based loosely on family structure, with the heads of families representing their family in decisions affecting the community as a whole. The titular head of family is chosen by family ballot every five years, with rotation of the title being quite frequent. This rotating ballot system led the Scout Service to designate the world a representative democracy when

doing its formal survey of the world, although the world could also be considered an oligarchy of sorts.

The town of Oossom is a close-knit community with its citizens prizing the sense of community highly. This sense of community means that one of the worst conceivable punishments that a local can suffer is ostracism from the group as a whole. The result is what is regarded as the Ostracism principle. Oossom technically has no laws, but the community is quick to rally around victims of crime, and slow to embrace those who have committed them. The close sense of community, combined with fear of ostracism, has created a world where crime is low, but judgment on those who commit offenses is swift, and often painful for the victim. The presence of large numbers of offworlders, at both the research facility and the Naval base, have threatened to end the stability of this system.

The other interesting mania about Unkuu is its paranoia about the powers of the mind. The average Unkunan has a deep suspicion of even disciplines relating to conventional mental illnesses, such as psychology, and is paranoid bordering on mania regarding the practice of psionics. One of the few incidents of violent crime in recent history on Oossom consisted of the murder of a known telekinetic. The telekinetic had made the mistake of demonstrating his prowess during a violent argument at a local tavern earlier in the afternoon. It is worth noting that this was one instant in which the populace regarded the killer as a hero rather than a murderer.

Templates and Significant NPCs

The following include template and significant NPCs for Showdown at the Igah Hipodile. In all cases, template NPCs have not had cascade skills chosen, allowing the referee some opportunities to customize these characters as necessary.

Security Guard Template

Age: 26

UPP: 889665

Skills: Administration-1, Athletics-1, Brawling-1, Carousing-1, Criminology-1, First Aid-1, Grav Craft-1, Gun Combat-2, Mechanics-1, Vac Suit-2.

This NPC can be used as the primary security guard type in the research lab on Unkuu, and can also be used as the security guard type in the Ricardo de Leon Stadium incidents. This template should not be used as the terrorist disguised as a security guard at the stadium.)

Terrorist Template

Age: 30

UPP: 898953

Skills: Brawling-1, Camouflage-3, Clandestine-5, Grav Craft-1, Gun Combat-4, Melee Combat-1, Perception-1, Recon-1.

This includes the henchman of the dark-haired man at the warehouse, as well as the three terrorists and the sniper at the stadium and bell tower.

Undercover Police Officer Template

Age: 30

UPP: 989887

Skills: Brawling-2, Clandestine-2, Computer-1, Criminology-2, Grav Craft-2, Gun Combat-3, Melee Combat-2, Law-2, Perception-3, Recon-2.

This character represents a typical undercover police officer, such as one might find in the stadium searching for the terrorists.

SWAT Team Member Template

Age: 30

UPP: 8A79A7

Skills: Camouflage-3, Clandestine-1, Computer-1, Grav Craft-2, Gun Combat-6, Perception-4, Psychology-2, Recon-3.

Jeol Anariaku

Age: 45

UPP: 685BA5

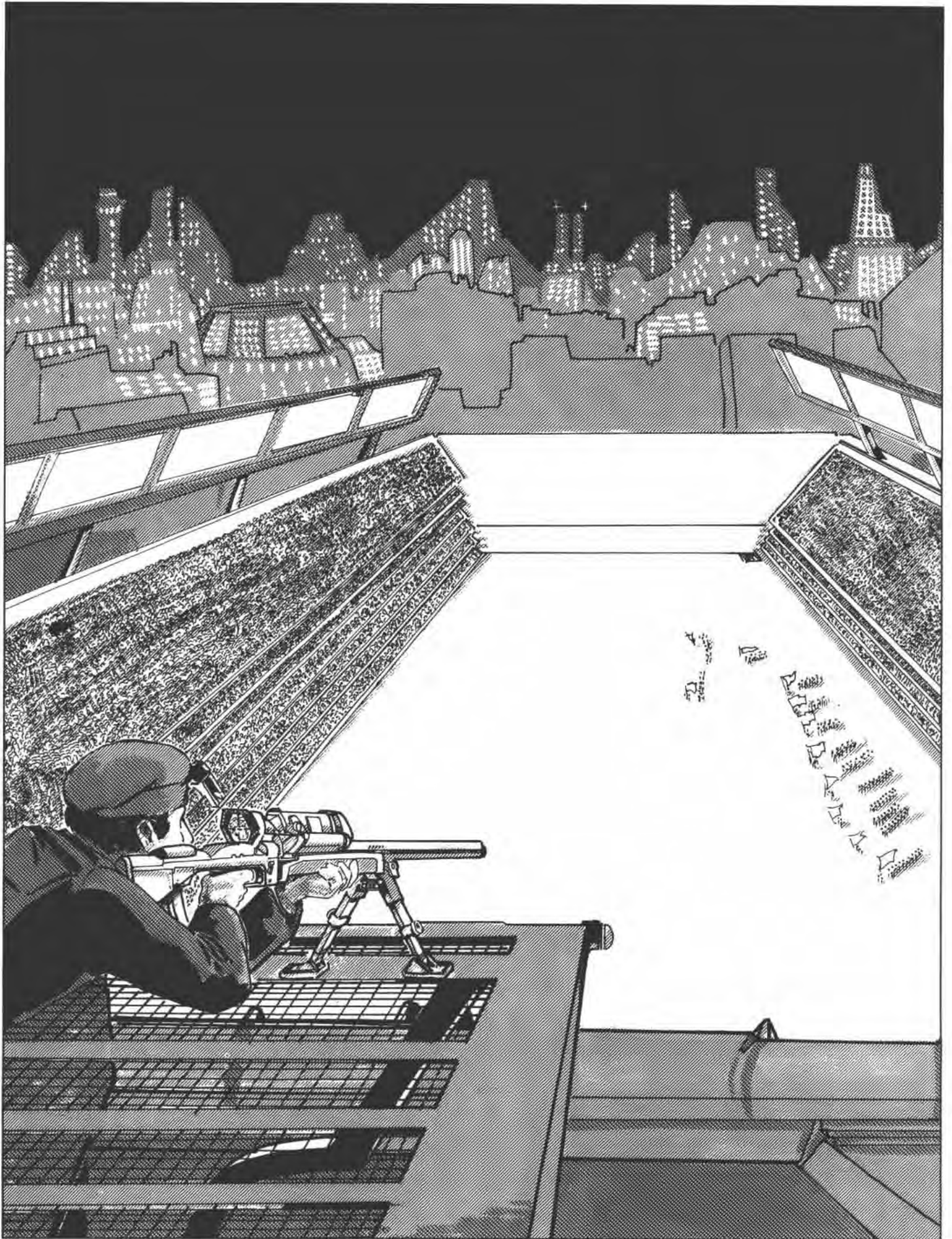
Skills: Brawling-3, Carousing-3, Charisma-3, Clandestine-4, Computer-2, Fast Talk-3, Grav Craft-1, Gun Combat-3, Melee Combat-2, Psychology-2, Recon-3, Short Blade-1, Streetwise-4, Vac Suit-2.

Jeol Anariaku is more a less, a representative of the patron who is never revealed, Arsurda Shimgarii, head of the Thought Protection League. Anariaku has never met Shimgarii and could care less about the motives of the League one way or the other. The best way to describe Anariaku is a man who has seen enough of life to realize that there are rogues on both sides of the lines and is alienated with life in general.

Anariaku began as an agent in the Sylean Ministry of Justice (the forerunner of the Imperial Ministry of Justice). At age 30, the incident that changed Anariaku's life occurred. He witnessed a fellow operative cold-bloodedly murder a woman and her child, merely to cover his own mistake on a mission.

The following day, Anariaku went AWOL and soon began taking jobs as a courier, running delicate operations, legal and illegal, for a variety of organizations, ranging from private individuals to businesses. Anariaku realizes that some of his jobs are probably illegal, and that they may bring harm to others, but as Anariaku often tries to say to himself, he simply doesn't care any more.

It is important to note that Anariaku is not aware of the contents of the drums, nor does he care, as long as the money is good, and he is not double-crossed out of his payment.



8: PATRON ENCOUNTERS

This section contains several patron encounters, each with two parts: the player section gives all data their characters need to undertake a particular task, as well as a partial rundown on any special dangers involved, while the referee section contains a number of different possible situations indicating the true plot.

Certain details (such as maps, building diagrams, composition and armament of hostile groups, and so on) have been left to the referee's devise, so he can adapt the situations to an individual universe and to adjust the difficulty of a particular scenario. It is not necessary for the referee to create every detail of a building or every structure in a city in advance. A mental image and a quick sketch map will serve very well in most instances. Referees should not be afraid to make up details on the spot; part of being a good referee is the ability to improvise.

Agent

Required Skills: Teleportation.

Required Equipment: None.

Players' Information: A woman, apparently in her mid-thirties, approaches the players. She identifies herself as an agent working for the AAB, and explains that there is an artifact she wishes them to recover for her. It is buried forty meters under the earth, encased in forty-meter thick concrete, within a four-meter square chamber.

The item was placed there because the civilization was gripped by hysteria over the supernatural approximately half way through the Long Night. The society came to believe the object, a golden orb, was the source of their problems. In fact, it is believed to be one of the lost Orbs of Kelieda, an empress who gained control of much of the planet over three thousand years ago. It was originally a symbol of her office, but became a symbol of power as it was passed down from generation to generation.

The planetary government still will not allow anyone to unearth the object. In addition, the patron fears it may someday be subsumed under the planet's crust before the government gets around to unearthing it, since it is in a tectonically active region. The orb is a priceless artifact and linked to the planet's past, so the AAB has financed its retrieval. She will pay the group 1 MCr to retrieve the orb and turn it over to her.

Referee's Options: 1) All is as it appears.

2) The location the patron gives for the orb is off by 1Dx10 meters. If the group doesn't take precautions in teleporting down, the result could be quite devastating. They will be able to find it by using contemporary sensor equipment, if they choose to look.

3) As above, but the size of the chamber has also been erroneously given. It is actually only 1.5 meters square. If the character who teleports down there is larger than that, she or he must crouch down in order to avoid teleporting partially into solid concrete.

4) All is as presented, except that there is another group also attempting to retrieve the orb at the same time. They will carry out attacks on the PCs, and use other means to prevent them from reaching the orb first.

5) As above, but the group has been sanctioned by

the government to retrieve the orb for display at the world's largest museum.

6) As 4, but the group is a religious organization which considers the orb sacred. They will do anything to stop the PCs from retrieving it.

Army Colonel

Required Skills: Research, Computer.

Required Equipment: None.

Players' Information: The group is approached by Tomas Omiila, a retired Colonel of the Imperial Army. He wishes the group's assistance in finding his old army buddy, Corporal Andrew S. Sodant. They rose in the ranks together, but Corporal Sodant was discharged about twenty years ago. Tomas suspects the reason was because their superior officer was an anti-psionist and Andrew possessed the power of telekinesis. He attempted to get in contact with Andrew in subsequent years, but was never able to find him. Colonel Omiila will pay the group Cr25,000 to find Andrew Sodant.

Referee's Options: In all cases, searching for information about Mr. Sodant will require Research and Computer skills, as well as access to databases of various governments, businesses, and/or news organizations.

1) All is as represented. After being quietly forced out of the Imperial military by his psionophobic superior officer, Andrew Sodant went on a grand tour of the sector, hitting the worlds he found interesting, getting work where he could find it. He eventually settled down on Sylea, where he has been running a small hardware store for the last three years.

2) Andrew was not discharged for being a psionist. The Army left that impression to muddy the trail, while in reality he was transferred to a secret psionist branch of the Imperial Army. He has been working there for the last 20 years, and is now the senior officer in that secret organization.

3) After being discharged from the Imperial Army, Andrew Sodant decided to become more proficient at the psionic disciplines. During his enrollment at an institute, he met a woman named Filiisha, who was a member of a pro-psionist organization. She convinced him to join the organization as well, and he has participated in many of the bombings and other terrorist activities that have since occurred.

4) Shortly after being discharged from the Army, Andrew Sodant committed suicide.

5) Andrew wasn't discharged for being a psionist. He was imprisoned after being found guilty of sedition. The whole affair was hushed up, however, as the top brass didn't like the way it reflected on their organization. They ignored the subsequent rumors of anti-psionist sentiment because they did not wish to substantiate them by taking official notice.

6) Andrew left the military honorably, at the end of a term. However, he and Tomas were never friends.

Tomas is delusional, and believes that they were once the best of friends. If contacted, Andrew will not even remember ever having met or served with Tomas.

Anti-Psionistic

Required Skills: None.

Required Equipment: None.

Players' Information: A member of a local anti-psionistic organization contacts the group. She explains that she is also an officer in the local military and therefore has access codes for one of the military's armories. She offers Cr1,200 to each member of the group if they will assist her in breaking into the local armory in order to steal a quantity of weapons. As a bonus for successful completion of the task, each member of the group will receive one suit of reflect-coated flex armor, one laser pistol, and one power pack from the armory.

Referee's Options: As an officer in the local military, the patron has obtained a key to the armory. The referee should devise other security arrangements (watchmen, etc.) according to the size and armament of the players' group.

1) No special problems are encountered.

2) A security guard is encountered and the patron will attempt to bribe him. Use the bribery rules in the **Traveller** rulebook.

3) The local police have discovered the plot and will be waiting in the armory.

4) As the group enters the armory, they will be attacked by another organization, also seeking arms.

5) As above, but the group encountered is a pro-psionistic organization, with 1-6 psionists present.

6) After the PCs enter the armory, the patron will toss in a time bomb set for fifteen minutes, then slam the blast door on them, locking them inside. She will then get herself as far away as possible, since the whole thing will go sky-high once the bomb detonates. It is up to the PCs as to how they disable the time bomb and get themselves out of the armory.

Avenger

Required Skills: None.

Required Equipment: None.

Players' Information: The group is approached by a young man who offers Cr1,500 to each member who will help him kill the woman that drove his wife to suicide. She somehow convinced his wife (possibly through drugs and/or hypnosis) that her psionic powers were the gifts of evil beings. After several months of becoming more and more irrational, his wife finally decided that the only way to get rid of the evil was to blow her own brains out. The target is currently on planet, surrounded by a small, lightly armed bodyguard.

Referee's Options: Naturally, the killing must be done with great speed, or the local police will arrive.

1) The target's bodyguards number one less than the number of PCs, and are armed equally.

2) The target's bodyguards number half that of the number of PCs, but are armed fully to TL12 standards (including battle dress and laser rifles).

3) The target's bodyguards number the same as the PCs, but are armed lightly.

4) The target's bodyguards are armed equally to the PC's, but outnumber the PCs by 1-6.

5) The firefight will turn into a classic no-holds-barred battle. First the PCs and the bodyguards will fight each other (select one of the scenarios above). Then the police will join in, firing at both sides. Next, bring in members from one of the anti-psionistic organizations. Finally, bring in members from a pro-psionistic organizations. Keep a good map of the starport handy, as such a battle is likely to need lots of cover and concealment to keep it interesting and to ensure the PCs have a reasonable chance of surviving.

6) The patron will vanish during the ensuing fight, leaving the characters unpaid. The patron was not seeking to avenge his wife's suicide, but was a terrorist creating a diversion to permit another of his group to plant an explosive charge in a busy area of the starport.

Businessperson

Required Skills: Clairvoyance.

Required Equipment: None.

Players' Information: The group is approached by a woman who identifies herself as an employee of Celido Industries, a medium-sized firm constructing deburring equipment for the metal finishing industry. She explains that the chairperson and owner of her company, Denise Celido, has raised a concern that unauthorized individuals are entering the boardroom at night. Ms. Celido suspects that the intruder is tampering with the recording equipment, possibly making duplicates of the sensitive material stored therein.

Ms. Celido will not allow anyone other than the officers of the company into the boardroom, nor will she permit security cameras be placed therein. However, the chairwoman insists that something be done about the suspected break-ins. Therefore, the patron wishes to employ the group to clairvoyantly watch over the boardroom, find out who is entering it, apprehend them, and turn them over to Celido Industries. She is willing to pay the group Cr80,000 for this service, and asks the characters to report to her at the end of each week even if they have discovered nothing.

Referee's Information: In all cases except 4, roll 6 each night for the boardroom to be infiltrated by the perpetrator.

1) All is as has been represented. One of the officers of the company has been sneaking back into the boardroom after hours, and transcribing information from the meeting tapes. He is selling this information to a corporate competitor.

2) As above, but the officer is handing the information over to the government. Celido Industries is engaging in illegal activities and the officer has been offered immunity from prosecution in return for helping to gather this evidence.

3) As 1, but the patron will be killed before the PCs can report. The officer has found out that she hired the party and he will set a group of thugs (size and armament proportionate to the PCs) on them within 1D days. The PCs will have to find out who sent the thugs and then convince the chairwoman that her trusted officer is a spy.

4) The chairwoman is imagining things. There have been no break-ins.

5) Every seventh day, one of the night watchmen allows a group of industrial spies into the building. They pay him Cr200 per week for letting them in and

not logging their entry to the building. They then make copies of every new record available throughout the building, and pass it on to a competitor. Adjust the size and armament of this group to reflect that of the PCs.

6) As above, but the group works for the government, which is building a case against Celido Industries.

Chief Executive Officer

Required Skills: Telepathy.

Required Equipment: None.

Players' Information: The player characters are approached by an unbelievably obese man, who is well dressed in a formal business suit. He tells them that his mining company is suffering slowdowns, because the laborers who run the machinery are refusing to enter the tunnels any longer. They claim the tunnels are haunted. One miner has disappeared into the mines, and has not returned. The other miners fear that he was killed by a ghost or some other supernatural creature. They also report hearing loud clicking sounds and moans when the machinery is turned off, even though no one has been able to find their source.

The man asks the group to put an end to the miner's superstitious fears by discovering the source of these manifestations, as well as the fate of the miner who disappeared. He would like them to use telepathy as part of their investigation. He will pay Cr100 per person per day, with a bonus of Cr25,00 for finding the missing miner (dead or alive), and another bonus of Cr75,000 for finding the source of the mystery.

Referee's Options: 1) The missing miner simply left town one evening, when he found out that his mother was dying. The clicking sounds are coming from the tunnel-distorted sound of an underground stream.

2) The miner was killed one night in a cave-in, while trying to surreptitiously mine some of the gold in his off-hours, which he planned to keep for himself. The clicking sounds are coming from the underground stream, as above.

3) As 1, but the clicking sounds originate from a radiation counter that was left underground several weeks ago by a safety inspector.

4) The missing miner was killed by anti-psionics among his co-workers, since he was a psionist. The clicking sounds come from a radiation counter, as in 3.

5) The missing miner was killed by other miners because he refused to join the union organizers in their attempts to unionize the miners. He had threatened to go to management with reports of their strong-arm tactics. He was killed, then declared "missing" in effort to cause a work stoppage. The clicking sound is caused by a recording device, placed deep within the mineshaft and kept secret by miners loyal to the union.

6) The missing miner was killed by members of management because he was attempting to organize a strike. Management has now been ordered by the government to bring in an independent investigative team (the PCs) to determine whether the mine is safe. The government, of course, doesn't know the sordid truth. The clicking sound is part of a campaign to scare the current, unionized labor away so that management can replace them with non-union labor. The patron is a telepath himself, at a level equal to the best PC with telepathy, so getting beyond his shield may prove a difficult task.

Émigré

Required Skills: None.

Required Equipment: Starship.

Players' Information: While in port, the players are approached by an extremely nervous woman, who offers Cr50,000 to be taken to any nearby planet, provided that customs officials and other authorities can be avoided and the trip begin as soon as possible. She will pay one-quarter in advance, and the remainder upon arrival.

Referee's Options: 1) The woman simply enjoys travelling this way. She lives for this sort of risk-taking. If caught by customs officials, she will buy her way out, and leave the PCs to fend for themselves.

2) The woman is a strong psionist, and has been involved with the Psionics Now! organization. She assisted them in the attempted assassination of a local politician who is anti-psionist. She was seen by the politician and therefore fears for her life.

3) The woman is fleeing because she believes she will be charged with murder. In reality, she is a suspect, but within hours, evidence will be discovered which will clear her. Of course, she and the player characters will be prosecuted for any laws broken in the process of leaving.

4) As 3, but the woman is actively being sought by the police. She will be cleared in a few days.

5) As 3, but she truly is guilty. She will be actively sought by the police.

6) The woman is not native to this planet. When she arrived here two weeks ago, she registered as a psionist, as they asked her to. She was naively unaware that such admission placed her in grave danger on this psioniphobic world. The last two weeks have been a horror for her. She has been forced to play a dangerous game of hide-and-seek with the authorities, who wish to lobotomize her because they blame her for a rash of "mental illnesses" that have broken out among the residents of the city where she was staying. Now she only wants to leave with her mind intact.

Entrepreneur

Required Skills: Telepathy

Required Equipment: None

Players' Information: Vladimir Kulraschiiv is an up-and-coming businessperson. His firm, Mark-K, is in merger discussions with a similar firm, Tagiit Limited. Both firms deal in surplus military items. They buy them from the Imperial government, then resell them to businesses and individuals. Tagiit is the low price leader, while Mark-K competes more on breadth of selection. Both businesses are profitable; Tagiit Limited has a market share of 12.5%, and it is increasing steadily. Mark-K has a market share of 28%, but the market share has been decreasing steadily over the last four years, mainly due to Tagiit's low-ball pricing on the items that are in greatest demand.

Vladimir wants to ensure that Tagiit Limited's owner, Olaf Viduchek, is being completely honest with him. Olaf has said that all he wants is for both businesses to prosper as one, but Vladimir fears that Olaf may be attempting to learn his firm's secrets, then back off from the negotiations. Vladimir wishes to hire a telepath, as well bodyguards and business analysts,

for the ongoing negotiations. He will pay Cr500 per person per day for their services.

Referee's Options: The meetings will take place in the boardrooms of each business, alternating the meeting place each week. Naturally, there will be lawyers, financial experts, and accountants examining every aspect of each business. After choosing one of the options below, allow events to proceed accordingly for eight weeks. At the end of that time, bring the scenario to conclusion in the appropriate manner (as dictated by the situation).

In all meetings, Olaf will be flanked by various bootlickers, toadies, and armed guards.

1) Everything goes smoothly. Olaf is dealing honestly, and is truly working toward a merger. His greatest desire is to retire on the proceeds from the merger, and let Vladimir run the combined business.

2) Olaf is actually planning to get to the "due diligence" stage of the merger discussion, discover the trade secrets of his competitor, then back off and use that information to win in the marketplace. If Olaf is called on this, he will try to extricate himself from the deal, with "no hard feelings." However, he will thereafter attempt to have Vladimir killed.

3) Olaf is attempting to hide the fact that his business is currently under investigation for selling defective products. The amount of product liability legislation that could occur on dozens of worlds that have such laws is staggering. However, no suits have been filed as yet.

4) As above, but there are currently twenty-four legal cases pending against Olaf on several worlds, with more to come. Olaf, knowing this, will attempt to bribe the party to lie to Vladimir.

5) Olaf has been trying to cover up his side-business in piracy. His ships capture merchant liners, strip them of identification, and resell them on the black market. That is how he has kept the prices of his more legitimate enterprise so low - by pumping up his profit with his illicit gains. He knows that Vladimir will not allow his business to be merged with such an operation, but Olaf wants the additional market share he will garner by merging the businesses. If he ever suspects Vladimir of using a telepath, he will immediately order his guards to kill everyone present, and will attempt to escape during the ensuing chaos.

6) Olaf's business is barely propped up, surviving on a shoe-string. The financial statements he presents to Vladimir are false. His business is falling apart based on his pricing, but he has locked himself into profitless contracts with very powerful members of organized crime. Vladimir will still go forward with the merger, but knowing this information will enable him to prepare accordingly. He will offer the characters a chance to help him out of the profitless contracts he inherits as part of the deal. He will provide whatever equipment they need from his storehouses of surplus military materials.

Fiancé

Required Skills: None.

Required Equipment: None.

Players' Information: The group is approached by a Commander of the Imperial Navy. She identifies herself as Doliis Emurel, and explains that she and her fiancé send letters to each other every week, thereby

maintaining contact during her tour of duty. However, she has not received a letter from him for more than a month, and her attempts at communication with his parents have resulted in no replies at all. Since she is on active service, Doliis is unable to personally pursue the matter to any greater extent. She offers Cr20,000 to each member of the group if they will locate her fiancé and bring him safely to her.

Referee's Options: 1) Her fiancé has been sent to a new college on a different world. He has written, but his change of location has caused his letters to be delayed. His parents are constantly on the move and their mail never catches up to them in less than a year.

2) Her fiancé's home planet has been caught in a wave of psionophobia, and her fiancé's parents have joined the Thought Protection League. Since the Naval Commander is a psionist, he has been ordered to cut off all contact with her. Secretly, he wishes he could be with her, and does not believe in the anti-psionist rhetoric.

3) As above, but he believes the rhetoric and no longer loves the group's patron.

4) As above, but he not only doesn't love Doliis, he has been convinced that she is evil and must be destroyed. He will cooperate with the characters in going to meet his erstwhile love. But upon seeing her, he will attempt to murder her "for the good of the Imperium."

5) The patron's fiancé has been kidnapped and his parents have been ordered to tell no one.

6) The fiancé has found a new love. He sent a letter stating so to Doliis, but it was apparently lost in the interstellar mail system.

Government Official

Required Skills: None.

Required Equipment: None.

Players' Information: While passing through local customs in the attempt to leave a psionophobic world, one of the customs officials orders the party to step to the side. He has discovered that one of the characters is attempting to smuggle three grams of ground S'laa off the planet (which has, of course, been planted by the customs officials). Since S'laa is the product of an endangered species of plant life, the group will be arrested. After being taken into custody, they are escorted to a small conference room at the starport. There, they meet Colonel Buliis Shefeld, a local government official.

He explains that a local news agency has obtained information that could prove embarrassing to the local government, if it is made public. Specifically, they have proof that the government trains and employs psionists in several capacities, including espionage. Unfortunately, the information included dossiers of almost every covert counter-intelligence agent in government employ. Therefore, the government is forced to use individuals from off-planet, who will not be connected with the government if caught.

In return for retrieving the information, the government will drop the smuggling charges against the group, pay each member Cr6,000 and one middle passage, as well as ensure their safe passage from the world.

Referee's Options: If the group refuses the job, they will be tried and sentenced to five years in the local penal colony. The details of attempts to escape or

avoid prosecution must be worked out by the referee as they unfold. If the group accepts the offer, select one of the options below. They will have the use of whatever weapons they managed to get on planet.

1) All is as it seems, and there are no special difficulties, other than the normal security guards in the news agency office. These should be adjusted to fit the size and armament of the party.

2) All is as it seems, but two of the security guards are psionics. One has the discipline of Clairvoyance, and the other has the discipline of Telepathy. The rest of the security department should be adjusted in size and armament to fit that of the party.

3) The situation is a trap. The government has arranged for the group to be captured in the process of breaking in, along with evidence that a rival political party is responsible. There are no stolen government documents. The group will be tried and sentenced to 20 years in prison.

4) As number 3, the situation is a trap to discredit the opposition party. However, instead of imprisonment, the local police will attempt to kill the group while they are in the process of stealing the documents. They plan to frame the opposition party afterward, when no witnesses are alive to tell the truth.

5) As in number 1, but the documents were stolen originally by a local criminal organization that planned to use them in their infiltration of the government. They will spare no expense to gain revenge if the documents are recovered by the government.

6) The local government has no intention of paying and will see to it that each member of the group is committed to a separate local mental institution. Attempts of the group to resist this or to escape must be adjudicated by the referee.

Hijacker

Required Skills: None.

Required Equipment: None.

Players' Information: A member of the local branch of Psionics Now! approaches the group, and offers them Cr100,000 each if they will aid in the destruction of several leaders in the anti-psionics movement. He explains that the anti-psionics organization known as Psilence has a passenger liner that they use to ferry high-level members from planet to planet, to keep in contact with the various branch offices. However, the liner often has extra space and they take on passengers as they are able to. The PCs are to book passage on board the liner, wait until just before the first jump, and hijack the ship. They are to force the crew and other passengers into lifeboats, then launch those boats. The Psionics Now! members will be nearby in a Far Trader outfitted with laser weapons and destroy those lifeboats one by one. The group will then be free to take the passenger liner, or they can take the Cr100,000 each if they prefer.

Referee's Option: The characters will receive no reward from turning the patron in to the authorities, and if they do so they will be pursued by the terrorists.

1) All is as outlined above. The armament and abilities of the crew and passengers must be determined by the referee.

2) The terrorists' plan has been detected, and the

PCs will be arrested by Imperial Starport Security personnel when they attempt to board the liner.

3) As above, but they will be detained by members of Psilence, who have been erroneously informed that the PCs are members of Psionics Now! They will interrogate the PCs about that organization. When they are satisfied that they have learned all they can, they will put the PCs in a locked stateroom. When they arrive in the next system, they will prepare to space the PCs. The referee should allow the PCs plenty of opportunity to escape. Nothing brings out the hero like the threat of immediate and unheroic death.

4) The liner is carrying a mercenary contingent equal in size to the PC group, equipped to TL12 standards. They have been hired by Psilence, and will not be pleased that the liner has been hijacked.

5) The patron's information is incorrect. The liner they board is not owned by Psilence. It is instead simply a standard passenger liner, with average citizens minding their own business. Of course, the player characters won't realize this at first...and maybe not until it is too late.

6) The patron had his instructions confused. The party leadership plans to simply destroy the liner, with the PCs aboard. When the first hit strikes, the players will likely figure this out rather quickly.

Homeless Man

Required Skills: None.

Required Equipment: None.

Players' Information: The PCs are approached by a man dressed in rags. He is wild-eyed and grabs the nearest PC by the front of his or her shirt and begins talking nearly incoherently about the voices in his head. He begs the PCs to make the voices go away.

Referee's Options: 1) All is as it appears. The man is suffering from a mental disorder that makes him believe he is hearing voices in his head. The disorder has prevented him from finding employment, so he lives on the streets. With proper medical treatment and a minimal expenditure of money, his problem can be controlled through chemical therapy. With a much greater expenditure, his problem can be cured through microsurgery. Unfortunately, since he lacks both the funds and a way to acquire those funds, he is unable to get either treatment.

2) The man is merely trying to divert the PCs' attention from his partner, who is behind the group, attempting to pick their pockets.

3) The man has a wild talent in Telepathy. He has had no training, so is unable to control it. He is nearly constantly reading others' surface thoughts, but is unaware that is the case. He believes the voices are being projected into his head by some outside source, and is desperate to put a stop to it.

4) As above, the man has no control over his telepathic powers. However, he once was a renowned telepath. He lost his control after being telepathically linked with his wife when she was killed in an auto accident. His mind could not endure witnessing her horrifying death so intimately, so it effectively shut off the portions of his brain that control his talent, as well as those that recall his past experience. He has been wandering the streets in confusion ever since.

5) The man was once very wealthy, but his daughters have hired a large group of rogue telepaths to continuously project thoughts into his head. This eventually resulted in him going quite mad. His daughters were then able to have him declared mentally incompetent, thereby gaining control of his fortune. If he can recover his senses and prove his sanity, he may be able to regain his stolen wealth, at which point he will reward those who aided him.

6) As above, but those who are projecting voices into his head are also reading his mind on occasion. If the PCs choose to help the man, roll 2D each day. On a roll of 5-, the telepaths will read the man's mind at some point during the day. If they do so at a critical juncture — for instance, when he is thinking or talking about the PCs and what they are doing for him — the psionics will alert his daughters, who will plan accordingly.

Jealous Husband

Required Skills: Clairvoyance.

Required Equipment: None.

Players' Information: An elderly gentleman approaches the group. He introduces himself as Girard hault-Quaniis, a retired middle-manager of Cleon Industries. He explains rather gruffly that he wants his wife, Marie, followed, saying that he fears she may have been duped by some young buck who may be milking her for her money. He knows that the money is disappearing faster than usual, but his wife will not tell him why that is so. Coupled with the fact that she has been disappearing at odd intervals, he has begun to wonder about her activities. He cautions that she is a telepath, so following her physically is out of the question. He would like the group to find out what she is doing, using clairvoyance and whatever other means are necessary. However, he instructs them that she must never find out what they are doing, or who asked them to do it. He offers Cr45,000 for this task.

Referee's Options: 1) All is as it appears. Marie, who is twenty years her husband's junior, has found a man who is twenty years younger than her, and who loves her very much. She has been spending increasing amounts of time and money on him.

2) As 1, but Marie's romantic interest is in an older man who only wants her money - which he is secretly spending for his wife's expensive medical treatments.

3) Marie, who has never held a job, has been taking money from one of their joint accounts for several months, making payments on a newly refurbished yacht, which she will give to her husband once she has the down payment together. She has been seeing a young man, but he is the banker with whom she is financing the ship.

4) Marie has a drug habit, and has been spending the money on her daily "fix." Her noted absences are when she is buying her drugs, as well as while she is using them most heavily.

5) Marie has developed a group of friends, all of whom are from the lower classes. They meet regularly to play bridge. Unfortunately, she is not very good at it, and loses frequently. She knows her husband would never approve of socializing with the lower classes, so she keeps this information from him.

6) Girard is crazy. His wife has been dead for a dozen years.

Merchant

Skills Required: None.

Equipment Required: Starship.

Players' Information: The group is approached by a man who is wearing a very colorful business suit. He tells them that he is the local distributor of D&W Outfitters' psionic products. His warehouses are overflowing, as the market is currently depressed on this world. However, retail outlets on a world one jump away are screaming for product. He wants to get a shipment of 40 tons of product delivered there in a reasonable time. He would like the PCs to pick up the crates at a warehouse located just outside of startown. He will pay them Cr100,000 for the shipment; half up-front, the other half when they deliver the shipment.

Referee's Options: 1) All is as presented. The patron will be at the warehouse, and will pay them Cr50,000 when they pick up the shipment. He will also give them an encoded message to be delivered to the recipient. Upon receipt of that encoded message, the recipient will pay them the other Cr50,000.

2) The world is undergoing a social change toward radical psionophobia. Activist elements in that movement have threatened to burn down his warehouse. He plans to book passage under an assumed name on a different ship, while shipping his cargo on the PCs' ship. Once the radicals find out about his deal with the PCs, they will attempt to plant a terrorist bomb in the shipment, to punish the PCs for being "psi-symp" (verbal shorthand for psi-sympathizer).

3) As 2, but the anti-psionics will attempt to engage in open battle with the PCs.

4) As 2, but the anti-psionics will attempt to kill the PCs by use of sniper tactics.

5) The shipment actually contains human bodies, each in a self-contained cold sleep capsule (good for two weeks). He plans to sell them on the black market for human organs that exist on the target world. However, this world strictly forbids the sale or transport of human bodies or body parts by anyone other than licensed medical professionals. Therefore, the customs inspectors will be quite interested in the PCs' shipment. Naturally, the businessman is hopeful they will make it past customs with only a cursory check. The waybill indicates the crates are filled with D&W Outfitters' psionics products.

6) When the PCs arrive at the warehouse, they will be ambushed by mercenaries using non-lethal weapons (Thud Gun, Blur, etc.) who will try to subdue them and put them into cold sleep capsules. They will then be listed as deceased and shipped to a nearby world for medical research (keeping dead bodies in cold sleep keeps them from deteriorating during the long trip from one world to another). What they do once they are thawed out is up to them. Undoubtedly, the people who purchased their "deceased" bodies will wish to settle the score with their former patron, and may enlist their help... if the PCs are believed. Getting their starship back from the starport's impound area will probably be a high priority for the PCs as well.

Newlyweds

Required Skills: None.

Required Equipment: None.

Players' Information: The group is contacted by a

newly married couple, but decline to give their names. They say they have reason to believe that their respective parents are not pleased with their union, because the man is a psionist (as are his parents), while the woman's parents are virulent psionophobes. The newlyweds will pay Cr3,000 each to the PCs if they will escort them safely beyond their parents' sphere of influence.

Referee's Options: 1) The couple has overestimated their parents' reaction. No attempt is being made to have either one kidnapped or murdered. Naturally, in the course of a normal interstellar voyage, a group of this size obviously travelling in fear of something is bound to attract both official and unofficial attention. In addition, all four parents will be worried and may decide to find them and ensure that they aren't in danger.

2) Agents of one family will attempt to kidnap the woman. The size of the kidnappers' group should be adjusted by the referee, according to the armament and abilities of the adventurers.

3) As in 2, but the man is the kidnap target.

4) Agents of one family will attempt to have the woman killed. The referee should determine the size of the attacking band as in 2.

5) As in 4, but the man is the target

6) Both families will attempt to kill one of the couple and kidnap the other. Two independent groups should be created by the referee.

Noble

Required Skills: None.

Required Equipment: None.

Players' Information: The group is approached by a young man whose manner and bearing indicate great nobility. He offers the group Cr3,000 per member per week if they will aid him in locating his uncle (a very important executive with Aykthul Industries), who disappeared under mysterious circumstances several weeks ago. The patron has managed to trace him to this planet.

Referee's Options: 1) The patron's uncle has undertaken a series of business negotiations that had to be conducted in secrecy. The negotiations will be completed by the time the PCs locate him, and the patron will pay them in full.

2) The patron's uncle has become involved with the Thought Protection League, but does not wish that to be bandied about, as it could damage his family's name on their home planet. He will not be pleased to have been found by his nephew, and will be even less pleased that the PCs (strangers to him) will know his secret.

3) The patron's uncle has been kidnapped by the Thought Protection League, as he is, unbeknownst to his family, a psionist (skilled in the discipline of Awareness).

4) The patron's uncle has been kidnapped by a band of mercenaries hired by a rival firm. He is being held in a secluded location to prevent his testimony at hearings that might prove damaging to the rivals.

5) The patron has been disinherited by his family and hopes to beg money from his uncle. On a roll of 6- he will be able to pay the group in full. For each number higher than 6, he will be able to pay 20% less (i.e., if a 7 is rolled, 80%; an 8, 60%, a 9, 40%, and so on).

6) As number 5, but the patron's uncle died under circumstances that could prove embarrassing to the family. The patron was not informed.

Psionist

Required Skills: None.

Required Equipment: None.

Players' Information: A woman in her late thirties approaches the characters. She claims to have once been a psionist. She goes on to explain that she burned her powers out through overuse. However, she has heard that the an Ancient device possessed by a tribe on Gikuu (Core/2317) could help her regain her powers.

The rumors she heard mention a man named Dr. Pierre Sergiones, who went there in search of it but never returned. She will pay the group Cr50,000 to find this Ancient device and bring it back to her, and a Cr50,000 bonus for instructions on its use.

Referee's Information: Allow the party to outfit itself as necessary. The party can carry no weapons other than those permitted by law level 4. Using a local guide to deal with the natives will be necessary, as their language and customs are radically different from the Imperial norm.

Professor Pierre came to this planet in search of the mystical artifact, but has since stayed to observe the culture and social structure of the natives.

The party must roll for each week spent in the hinterlands for location of the professor, as well as for the possibility that they might commit some breach of manners that will cause the locals to attack them. To find Pierre requires a roll of 8 on 2D. A roll of 4- indicates that the locals are angered in some way. (DM's: -4 for travelling without a guide; -8 for kidnapping Pablo in options 5-6 below.)

Die	Result
1	Pierre is in good health, and has found the artifact. Since he has now completed his study of the artifact, he will accompany the party back to the starport, provided they also transport his records and notes, which are not heavy.
2	As number 1, but the notes and records weigh 0.75 metric tons, as they include clothing and artifacts vital to a detailed study of the planet's culture.
3	Pierre has not completed his studies and will not yield the artifact to the party. He will agree to leave with the party in another six months, by which time he expects to have completed his study. The party must roll for angering the locals once per week.
4	As number 3, but Pierre will not leave for nine months.
5	Pierre has been forcibly inducted into a local tribe and is held against his will. The tribe also holds the artifact and considers it sacred. Pierre has discovered how it is used, but does not have free access to it.
6	Pierre has voluntarily been adopted by the tribe, and is quite taken with the native lifestyle. He knows how to use the artifact, which is in the tribe's possession. He will not willingly accompany the party, nor will he willingly divulge how to use the artifact. He will actively work against the party if they tell him that they are attempting to steal the artifact from the tribe.

Recruiter

Required Skills: Fast Talk.

Required Equipment: None.

Players' Information: The group is approached by a beautiful woman, who presents a business card showing that she is a member of Labor's March, a recruiting organization. She explains that she needs assistance in recruiting adventuresome types for the upcoming rally by Terrans For Truth's anti-psionist branch. They need guards and reconnaissance experts for the rally. She will pay Cr1,000 per person recruited.

Referee's Options: 1) All is as it appears. Use the encounter tables to determine who the PCs encounter each day, and use the reaction table and the PCs' skill to determine the outcome of each encounter.

2) The planet is mildly psioniphilic, and has strong laws against psioniphobic activities such as the planned TFT rally. Use the reaction rules each time the PCs approach someone. If the result is hostile, the PCs' descriptions will be turned in to the local police organization. From that point onward, they will be hunted by the police on this planet for engaging in illegal activity.

3) As above, but the planet is virulently psioniphilic. Any reaction that is not positive will result in the person contacted going to the police.

4) The woman works for the local government's internal security bureau, and this is a set-up. She will imprison anyone they recruit, then pay the PCs their fee. Of course, they will have made some enemies by then, if those people ever happen to get out of their jail cells.

5) As above, but she also plans to have the PCs arrested after their usefulness has ended.

6) The planet's citizens are neutral on the subject of psionists. However, the PCs have no luck finding anyone who will take them up on their offer of employment. After one week, the patron asks them to handle security during the rally. Subsequent events will have to be determined by the referee.

Researcher

Required Skills: None.

Required Equipment: Starship.

Players' Information: The group is approached by a fiftyish woman who identifies herself as Dustii Irakek, a researcher working for the local branch of the AAB. She states that her area of research is discovering whether the Karabi, a hunter/gatherer animal averaging 5 kg and native to a nearby planet, is capable of psionic powers. She has heard folk tales from the planet's natives that indicate at least some of the creatures do have psionic powers. However, the planet is currently undergoing a revolution, and the Imperium has interdicted it.

She will pay the group Cr100,000 to ferry her to the planet and back, as well as Cr150 per person per day while they are on the planet, for their safeguarding her and assisting her in her research to whatever extent they are able.

Referee's Options: In all cases, the transport should be played out very carefully, since the planet is interdicted by the Imperium. Also in all cases, Dustii will insist on studying the creatures in their native habitat. Assuming the PCs manage to smuggle her onto the planet, choose one of the following options:

1) The Karabi population has been completely wiped out by the war, which involved biological weapons unleashed by the native population.

2) The Karabi's favored habitat is in the current war zone. Dustii will insist on carrying out her research regardless. It will be up to the PCs to keep them all from harm. The Karabi will turn out to have no powers.

3) As 2, but 20% of the Karabi will be revealed to have the power of telekinesis, which they use to pull bugs (their favored food) toward them.

4) The Karabi's favored habitat is on the opposite side from the planet's war zone. The Karabi have no psionic powers.

5) As 4, but 20% of the Karabi will have the power of teleportation, which they use to get into their underground tunnels (they plug the tunnel holes after they dig them).

6) The Karabi are located near the war zone. They have the psionic power of Awareness, which they use to heal themselves as necessary.

Restaurant Employee

Required Skills: None.

Required Equipment: None.

Players' Information: As the characters relax in a startown diner, the waitress, who is in her late teens, overhears their conversation of their adventurous exploits and decides to approach them. She explains that each day at noon, during their busiest time, they lose meals, though the cook insists that he puts the meals on the ledge between the kitchen and the dining area. Several times per day the waitress will go to the pick-up window after hearing the cook ring the bell, only to find nothing on the ledge. In addition, several deserts have been disappearing from their refrigerated display cabinet each day. She would like the PCs to find out who is stealing the food, and how they are getting away with it so easily. The restaurant's owner is offering a Cr500 reward for the capture of the person or persons responsible for stealing the food.

Referee's Options: 1) There is a homeless family that goes to the back of the diner each day, and receives free food from the cook. He used to simply prepare special meals for them and hand the food out to them, but the owner (who firmly believes that restaurants are not social services) noticed the missing food when he did an inventory a couple of months ago. Since then, the cook has been giving the homeless family meals prepared for paying customers, after ringing the bell to indicate the meals are on the ledge, ready for the waitress to bring to the table. In this way, he hopes to cast suspicion on someone else. Although it has been working so far, he knows it is only a matter of time before someone figures out what he's doing. Even so, he cannot allow the family to go hungry.

2) As above, but the homeless family has threatened the cook with bodily harm if he doesn't continue. He tried to stop after the restaurant's owner first noticed that food was missing, but the homeless family has threatened to kill him and his wife in their sleep if he doesn't keep the meals coming.

3) A street person who has been trained in the Telekinesis Discipline has been using his psionic ability in order to feed himself and his friends. He normally

performs his trick from outside the back door to the restaurant (which the cook usually keeps open to allow the kitchen's heat to dissipate better), when the cook is distracted. The lack of foot traffic in the alley behind the store enables him to remain unseen. However, he has also been bold enough to walk into the restaurant, use the bathroom, and telekinetically grab a dessert on his way out.

4) As above, but two young, homeless people are working together. One has clairvoyance and telepathy; she makes sure no one inside the restaurant is looking in the direction of the moving food, and mentally guides her partner. The other uses his power of telekinesis, guided by her telepathic instructions, to levitate what they want up to the ceiling, across the kitchen, and out the back door. Because of her clairvoyance, they do not even have to be suspiciously near to the back door in order to steal the food. This has saved them from being caught on several occasions. They have performed this trick successfully many times, and have it down to a science.

5) The cook has an eating disorder, and is unable to control himself. He eats seven to eight meals per day, then regurgitates them in the bathroom to avoid gaining weight. The world's popular culture, which dictates that any man who is not "slim and trim" is worthless, has preyed on his mind, as it has so many other men's minds on this world. He will need psychological treatment and counseling to overcome this disorder.

6) There is no problem with missing food. The waitress is merely enamored of one of the PCs, and is desperate to find some way to keep him around so she can spend some time with him. Unfortunately, her father (who owns the restaurant) is very protective of his seventeen-year-old daughter. Even if the PC very tactfully rebuffs the waitress' advances, her father is likely to fly into a rage over the "drifting vagabonds" and the way they want to "ruin my daughter."

Rogue

Skills Required: None.

Equipment Required: None.

Players' Information: A rough-looking young woman approaches the group and asks their assistance in combating a local gang of psionics. They are taking over her gang's turf, and they have been unable to counter their foes' psionic advantage. She says that her gang, which is involved in the protection racket in an affluent part of town, will pay Cr5,000 for each member of the psionic gang who is taken out of action — permanently. The PCs will have to provide proof of their success, of course, to receive payment.

Referee's Options: 1) All is as presented. The rival gang consists of twelve people, plus various hangers-on with negligible skills. The twelve central members of the gang each have one psionic discipline at level 1. They were all trained informally, and thus make their psionics task rolls at the Staggering level. Their weapons of choice tend to be knives, chains, and the odd body pistol.

2) As 1, but each member of the gang has one psionic discipline at level 3, and another at level 1.

3) The young woman is actually a police officer, and is simply trying to manipulate the situation so that she gets a promotion. After the PCs decimate the psion-

ic gang, she will have them all arrested. This will allow her to claim that she not only decreased crime on her beat, she also brought in several "hardened criminals."

4) As 3, but the rival gang is not psionic. She is merely trying to play on anti-psionic sentiment to get the job done.

5) The rival gang consists of incredibly strong psionics. All have Psi scores in the 8 to 12 range. All have Telepathy-2, and each has one other discipline at level 5. They were trained by a true Master and make their psionics task rolls at Average difficulty. They are extremely well coordinated, as they maintain telepathic ties with each other at all times during any operation. They practice combat together daily, and are thus an effective and formidable group of opponents.

6) The rival gang is as given in 1, but they are merely a smaller branch of a much larger, more powerful, organization of psionics with greater skill. This larger organization will not take kindly to the PCs interference in the rival gang's dealings. The characters can expect to be threatened, hunted, and sniped at for as long as they stay on the current planet. That is, unless they can overcome the larger gang as well.

Showman

Required Skills: Performance.

Required Equipment: None.

Players' Information: The group is approached by a man dressed in very bright clothing. He introduces himself as Herzog Sweek, owner of Entertainment Unlimited. He says he is in desperate need of several performers - any performer - for an upcoming series of shows. He had a local group booked at one of the starport saloons, but the performers backed out at the last minute. He says he's desperate, so he'll pay Cr250 per person per night for the next two weeks.

Referee's Options: The saloon for the performance, The Wailing Ghost, has a nice stage, and is located on the main strip in startown. It is packed with travelers most nights.

1) All is as it appears. The previous artists had to back out at the last minute because half of them came down with the flu, and they refuse to perform separately.

2) The previous performers stopped playing there because every time they got on the stage, they felt waves of nausea wash over them. There is a local psionist with a wild talent of inducing mild nausea in whomever he wishes. He has been playing this trick, unbeknownst to anyone else, for the last several weeks. If the PCs figure out what is going on and catch this person, the owner of the bar will reward them with free drinks for life, and the police will provide a Cr500 reward.

3) As above, but the youth has telekinesis, which he uses to push the performers over during their acts. He tries to make it seem as though they merely tripped. He actively avoids doing anything to make it obvious that there is external force at work.

4) As above, but the youth uses his wild telepathic talent to block performers' memory of the routine they are performing.

5) The previous group stopped playing there because another performance group, associated with organized crime, has been threatening the first group that if they don't step aside, they will meet an "unfor-

tunate accident." After the PCs' first night, this criminal group will send a number of thugs around to "talk sense" into the PCs. If they refuse to back down, the thugs will return the following night and physically attempt to convince them.

6) An organized crime group is trying to take over the performance venues in the area. They are ensuring that 'accidents' happen to the performers on a regular basis. After the first night, Herzog will be found dead in their dressing room.

Spy

Required Skills: Computer, Intrusion.

Required Equipment: Lockpicking tools.

Players' Information: The characters are approached by a woman who identifies herself as an agent of Pharmacologique Farbique, LIC. A competing firm, Deriigar Labs, has developed a chemical that is reputed to temporarily nullify psionic powers upon injection into any psionist. The patron offers Cr10,000 to each PC if they will penetrate Deriigar Labs' factory, steal a canister of the agent, and extract its manufacturing process from the factory computer. The patron cannot aid the characters if they are caught, but she can provide a set of the factory floorplan and partial instructions on what the computer expert in the group should look for in obtaining the formula. How the players get the canister out of the factory and safely to her is their affair.

Referee's Options: The referee will have to devise a floorplan for the factory and the capabilities of its security department, taking into consideration the PC party's size and weapons. Obtaining the formula from the computer is a Staggering Computer task roll. This roll may be made once per hour that the computer expert has access to a computer terminal.

1) All is as described. There are no unexpected difficulties.

2) The woman's information is incorrect. While Deriigar Labs is in the process of developing such a substance, they have so far been unsuccessful. A successful Staggering Computer task roll will reveal this to the characters.

3) Deriigar Labs has indeed developed a substance it believes to have the properties described by the PCs' patron. However, the research testing is flawed. The substance has no effect on psionic powers, and only a spectacular success at the Computer Task will reveal this information to the PCs. If they discover this truth, the woman will pay them Cr1000 for their trouble and go her way. But if they do not discover the truth, she will thank them and pay them when she receives the supposed psi suppressant. Then, after 2D days, she will realize the truth and set bounty hunters on the party's trail, believing she has been double-crossed.

4) The Deriigar Labs factory has been alerted that a raid will take place, but the news arrives ten minutes after the characters have infiltrated the facility. They receive no information other than the news that a raid will take place soon.

5) All goes as planned at the factory. Upon delivery of the canister, the patron will pay the band and depart. She is in reality a member of Psilence, and will use the canister to render psionists powerless by applying a massive dosage. She will have members of her organization use the substance on the most prominent members of the psionics community. She has left a trail of evidence implicating the PCs in these acts, even though she has credited the terrorism to her organization.

6) When the characters deliver the canister, she will spring a trap. She plans to kill them, so that no one will ever be able to reveal what has happened. Adjust the number and armament of her compatriots to match the PCs.

Terrorist

Required Skills: Telekinesis.

Required Equipment: None.

Players' Information: A woman approaches the group, and identifies herself as a member of Psionics Now!. She explains that there is a construction site across the street from the local office of Psilence. She would like the group to telekinetically activate and steer one of the huge dirt-moving machines at the site, causing it to demolish the Psilence building. She says she will arrange for the keys to be left in the machines on the designated evening. She offers the group Cr30,000 for this job.

Referee's Options: 1) All is as represented. If the characters plan carefully, there should be little chance of getting caught in the act. To determine whether a police patrol comes by, roll 4- on 2D each 15 minutes the characters are at the site.

2) As 1, but there have been several break-ins in the area recently, so police patrols are doubled. The chance of an encounter with the police becomes 7- per 15 minutes.

3) As 2, but the dirt-moving machines have all been rigged to drive straight, at full speed, when started unless a second, different key is present. No controls will respond until this second key is inserted — the machine will not even switch off. This will cause them to bulldoze through a few houses, businesses, and other establishments unless the PCs stop the machines in time.

4) The woman is crazy; there is no such construction site across the street from the Psilence offices. If the characters succeed in finding the patron again, she will claim to not recall ever meeting them.

5) The woman, unbeknownst to her, has been set up. The branch of Psionics Now! that she joined is actually a dummy under Psilence. She will be apprehended, and a group thugs sent by Psilence will be waiting for the PCs at the construction site.

6) The woman is actually a member of Psilence. She will tip the local police force of this activity, and they will set a trap for the PCs. Her intent is to make it seem as though the PCs are members of Psionics Now!, and therefore cast negative press upon that organization.

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