

Saga of the exiles

& galactic Milieu

Glossary

Before you go on, a small glossary might be necessary to help with your reading experience of this doc. These are just short and simplified descriptions for your initial understanding. Details will be found within the doc. and in the notes section

Metapsychic powers: Also meta powers. “Supernatural” mindpowers which are roughly separated into:

Farsense: Extrasensory perception.

Farspeech: Part of farsense. Basically telepathy.

Coercion: Mindcontrol.

Redaction: Manipulation of the body or mind of yourself and others.

Psychokinesis: PK in short. Same as Telekinesis.

Creativity: Direct manipulation of energy and matter. Has some weird applications (more details below)

D-jumping: Teleportation

Prolepsis: Future sight

Operant/Operancy: Someone able to use metapsychic powers at will

Latent/Latency: Someone who doesn't have access to their metapsychic powers, but have the inherent potential to use them. Not every non-Operant is latent. Some just don't have powers.

Torc: An alien device that looks like a collar or necklace. Used by the Tanu (an alien race) to enslave humans or raise them and themselves from latency to operancy.

gold torc: Raises wearer to operancy if they were latent and gives them command over other colored torc wearers

silver torc: Raises wearer to operancy if they were latent and gives them command over grey torc wearers

grey torc: Doesn't raise to operancy but allows for telepathy with other torc wearers and makes it easier for gold/Silver torcs to control grey torc wearers with their coercion and the inherent pleasure/pain circuitry.

(New) Universal field theory: A scientific theory that combines the standard model with Relativity as well as the “mind” and “life”. Basis of most milieu science.

Sigma shield/field: A forcefield that also protects against metapsychic powers.

Upsilon field: Used for FTL travel but can also be used for a very specific kind of time travel.

Rho field: Used for inertialess, sub-light gravitomagnetic travel.

Guderian gate: Using an epsilon field in a very specific location in France a time-portal allows for “safe” travel 6 million years in the past. Objects/people passing the gate from the past to the present immediately age 6 million years. Thus it remains a one way portal.

Unity/Coadunation: The next step in the evolution of the galactic mind. In the most crude terms it's a semi-hivemind or group mind working to a certain goal where the individual nevertheless keeps its individuality.

Metaconcert: A mind-meld/merge where several operants are lead by a director and create a mind that is greater than the sum of its parts.

CE enhancement (gear): Cerebro Energetic enhancement. Technology that boosts brain power output by a great factor.

Tanu: Space elves. Tall, handsome, longliving humanoids from another galaxy. All have latent mental powers

Frivulag: Space goblins and orcs. Closely related to the Tanu. All are naturally operant. Tanu and Frivulag are sworn enemies

Introduction

Following the metapsychic awakening and the official acceptance of metapsychics, humans with supernatural mind powers, by both science and human society at large in the later parts of the 20th century, humanity was subsequently introduced to a galactic civilization in the year 2013. This new relationship between humanity and the galactic society, called the galactic milieu was rather strenuous. Humanity was eager to join this galactic community, largely thanks to the intervention preventing a global civil war, access to amazing new technologies and to the stars as well as hundreds of already terraformed planets. Nevertheless there were also negatives: Above all else the 5 other sentient races in the milieu strive towards the greater goal of “Unity”, the creation of a galactic mind in which each sentient member of the milieu, metapsychic or not is in a constantly connected state with the general whole. In order to achieve this each member species needs to “coadunate” on their own, becoming metaphysically and socially mature and form their own racial unity. Humanity was put under the proctorship of the simbari race, which enforced harsh eugenic laws in order to maximize the number of healthy and metapsychic humans. They outlawed several cultural and religious practices or entire cultures and religions outright and in general were quite unsympathetic teachers.

After full acceptance into the milieu, humanity immediately threatened the peace and order via a big anti-unity separatist movement. After subtle manipulation by the entity called “Fury” leadership of the movement fell into the hands of Marc Remilliard. A well known genius and paramount grandmaster metapsychic from an illustrious family who was obsessed with the idea of engendering Mental Man, the next big step in human evolution, for which he needed freedom from the oppressive Milieu.

The Conflict between Marc and his brother Jack, an even greater mind and completely

pro unity, culminated in the metapsychic rebellion in which the rebels under Marc destroyed a planet full of aliens and in turn Jack and his wife led a massive galactic meta concert, wiping out the Rebel forces and plant the seed of true coadunation for humanity at the same time. Only a few Rebels remained, which in secret fled with Mark through the guderian timegate 6 million years into the past.

The Milieu during unity has become a peaceful place full of wonders and delights, but this world isn't for anybody. There are the ones who just feel lost. There are delinquents, straight up criminals and there are anachronistic characters. What does the Milieu do with them? It gives them the option of reeducation, lobotomization, euthanization or exile (at least if they're not operant).

The pliocene exile, entering the guderian timegate and exiting into earths pliocene epoch, is an option for those who willingly seek it and for those who dread the alternatives. Only non-operants are allowed to enter the timegate and no one actually knows what awaits the travelers on the other side as it's a one way gate. Group Green is one of many groups who entered the past through the timegate, but this Group will completely change the foundations of the society that awaits them on the other side and the fate of humanity as a whole.

You will spend 10 years in this world.

Those 10 years will be counted according to your subjective experience of time. You could spend 11+ years traveling at relativistic speeds or suspended in cryostasis, but as long as you don't actually experience 10 years yourself, the time won't be up.

Take **1000 choice points (cp)** to help you survive

Age and Gender

Both are rather irrelevant in the age of the rejuvenation tank and rampant child geniuses. Choose freely.

Time and location

You can choose between two points in time at which you may enter this setting.

Galactic milieu (Pre Unity)

You enter the setting in 2073. Dorothea McDonald, not yet called Saint Illusio Diamond Mask, turns 16 and becomes a Magnate of the Concillium and is pronounced to be one of 3 known human Paramount grandmasters, together with Marc and John (aka Jack the bodiless) Remilliard. The mysterious plotting entity Fury, a paramount in its own right, is still at large, its identity unknown. It keeps to the shadows and subtly influences key players in their dreams, subtly pushing for its goal

of a “united” humanity enslaved under its will standing against the Aliens as a 2nd milieu. More and more the separatist movement will become a tool for its goals. Three of the Hydra units, the direct servants of Fury in the physical world, are still alive and well hidden.

Marc Remilliard is pushing the science of cerebro energetic enhancement, but more and more of his advancements are being outlawed by the milieu. His rage against the milieu and his envy of his brother Jack will lead him to join the separatist movement and start the process of engendering Mental Men, psychic superhumans freed from their bodies restrictions in which he sees the true racial destiny of humanity, free from the bounds of the milieu and unity.

In 10 years the metapsychic rebellion will happen, largely influenced by Fury and led by Marc Remilliard, the Angel of the Abyss, which will consume billions of human and alien lives, but will ultimately end in human unification and Marcs escape through the time gate thanks to the galactic metaconcert and sacrifice of Jack and Diamond. That is if nothing or no one intervenes with these plans, of course.

The details of your entering location are up to you. It's a big galaxy with hundreds of inhabited planets populated by the 6 milieu races. Earth being just one among several human planets.

Pliocene Epoch

You enter the setting in 6 million years ago in earth's past in the region around modern-day Lyon, France. You'll enter the Guderian time portal as an additional team member of Group Green on the 25. August 2110. As this portal is a one way portal, no one actually knows what's awaiting the exiles on the other side. As it turns out you'll find that a Xeno society from a far away galaxy holds humanity in “benevolent” slavery. Human women are forced to mate with Tanu males as the Xenos struggle with their own fertility in their . Latent operant humans will be integrated into Tanu society, gaining silver or even gold torcs to awaken their powers and they even have the chance to get pretty high in the hierarchy of Tanu society. Other useful humans will gain a grey Torc and be at the absolute mental subservience of their Tanu (and gold/silver torc human) masters. All the Tanu truly care about is the defeat and humiliation of their great and ancient foe, the Frivolagg, in the yearly grand combat. The arrival of group green will change society fundamentally however as it carries several people of great (potential) power and importance. Maybe including yourself.

Race

Human (Homo sapiens) +200

You're a good old human. You've got all your faculties; everything that makes a human and humanity great, but you lack any higher faculties that the so-called Homo Superior possesses. You are normal or more derogatory a "smooth-brain". Like the rest of the racial options here you gain access to the metapsychic power section, including the +400cp power stipend, but for the duration of the jump you're locked into latency no matter what you do.

Operant (Homo superior) -free

You're a metapsychic Operant. You are a normal human physiologically, but you are the natural next step in human evolution and as such you do have access to your higher mental powers, also called metapsychic powers.

Hybrid -free

You're a Tanu-human Hybrid. You got all the strength of your parent races with apparently none of its weaknesses. You have the imposing size, durability and strength of a Tanu, but you are far less affected negatively by earth's considerable radiation levels, the poisonous effects of iron or water immersion. You will live for thousands of years with perfect health. It will be very hard to kill you as even the most grievous wounds will not be the certain end of you. If you aren't decapitated or your heart ripped out, there's a chance that after a long regenerative phase you'll be back to normal again. Hybrids also tend to be generally more robust physically than the purebloods. Hybrids normally tend to exceed in the coercive and creative metafunctions, however those are latent as none of the Tanu or their children are as of yet naturally operant, instead requiring golden Torcs (see item section) to actually achieve operancy. While almost all known Tanu and Tanu-hybrids are at most operant adepts with the greatest of them maybe even master class you are free to pay for your power-level, with the aforementioned caveat that you have to wear a Torc.

Get a golden torc for free.

For an additional -100 cp you'll be a hybrid of all 3 sentient pliocene races. A rare and looked down upon mix between human, Tanu and Frivolag genes. In addition to all the boons mentioned previously you gain an even hardier nature, more physical strength and most importantly normal operancy that doesn't require a torc. You'll most likely have a natural affinity for the creative faculty.

Mental Construct -600

You have two separate options to choose from:

Fury: You're a separate personality in someone else's body. The person you share a body with has no idea that you are there; at least if you don't want it to. Whenever the other mind is not fully conscious and focused you can take control of the body or more subtly operate telepathically while the other mind is still in control and occupied. With time you may be able to take over your host completely. You are also able to change bodies, but that will require a complete and utter destruction of the other body's mind or at least permanent banishment of it to the subconscious, which is something that requires the other mind to open fully and willingly to you, if your metapsychic abilities are anywhere comparable at least. If you are mentally just that much more domineering than a potential host you can simply erase their mind with yours and enter your new vessel. You gain an additional +400 cp to spend on metapsychic powers in addition to the normal +400 cp stipend you're already entitled to.

Choosing this option also grants you an extra +800 cp to customize your host (body) (choosing perks, items, meta-powers etc. for a body that isn't truly YOU) or alternatively it gives you the option to choose any of your companions to share a body with.

Hydra: You are some form of a true hivemind consisting of the metaconcerted minds of up to five individuals. You are this combined mind with the individual minds being more like body parts rather than true individuals. These "bodyparts" may nevertheless act completely independent even if somehow completely cut off from the greater whole, always sharing the same general goals and morals but otherwise able to have independent schemes, thoughts, actions, emotions and personalities. These individual minds can immediately, effortlessly and perfectly switch into a metaconcert at any time for an unlimited period. Losing body parts will of course weaken you but isn't fatal until the last head of the hydra is cut off.

You can customize your hydra units by spending your own cp. Each single hydra unit is also entitled to the extra +400 cp for the metapsychic power section. If you want to spend more on their individual meta powers you'll need to spend your own cp for the individuals.

Should the body/(all) the bodies you're inhabiting be destroyed you'll die as well, Fury or Hydra, as you have no anchor to the physical world left.

Mental man (Homo summus) -1000

You leapfrogged up some steps in the ladder of human evolution. Like Saint Jack the bodiless, or the theoretical and artificially created Mental Man, you went through the painful and traumatizing experience of desincarnation/encephalization, causing you to lose your body parts over a period of time until nothing but the raw brain was left. As a result your brain was forced to use the utmost of its mental and psychic potential in order to survive. You lack a normal human body to speak of only consisting of a perfected brain, that can move with the power of its psychokinesis, experience the world entirely with its farsense and sustain itself redactive-creatively. This brain of yours requires little rest, processes information much faster and more efficiently than any normal human brain ever could, requires no sustenance other than air and light and is also surprisingly highly resistant to damage, thanks to a strong automatic creative shielding making you almost immune to direct physical damage. Not even other CE enhanced Paramounts can hope to break this shield easily. If you prefer to wear a human body you can merely fashion one with your amazing metapsychic creativity, turning surrounding matter into a complex body that will hold up to scrutiny even under the microscope (though maybe not under genetic analysis).

For an additional -200 you'll evolve further. Keeping all the previous boons you're shedding your material body almost entirely and become more like the aetherial Lylmik race. The matter holding your mind in the material realm will be barely more substantial than the air. Striking you is like striking the air itself. You may willingly bind your mind to other forms of matter, such as human bodies created by your power.

You're the closest thing to a being of pure mind that exists.

You'll gain mental powers up to the paramount grand master level as well as the "fine control" and "autopilot" abilities for free, since otherwise there'd be no way to sustain this form of yours.

Details to other important races are found in the notes section

Perks

You can get a 50% discount on 2 perks of each tier. Discounted 100 cp perks and abilities are free.

Several perks here describe interactions with metapsychic powers. See the metapsychic power section and the notes for further details.

Good looks -100

You've got devilishly good looks. You're tall and have a naturally athletic build and in general you're just very handsome. Your smile will make the opposite sex quizzzy and you move with natural grace. While most cultures you'll encounter in this world value brains far more than natural beauty, you still can have some pleasant encounters thanks to your looks alone.

Charming as the devil -100

You've got IT. Whatever it is. Some may call it animal magnetism, presence, charm or something else. In any case you are just a charming guy or gal that is great at winning people over with wit and amiable vibes. You can expect to make friends fast and maybe also talk your way out of uncomfortable situations. This perk will slightly boost your Coercion.

Focus of mind -100

You've got an ability to concentrate your mind like a laser on a single task for hours without wavering or exhausting. While you may need to be careful that you're not getting lost in your work and forget everything around you, you'll finish great and complicated tasks in a relatively short time. This perk also makes it harder for others to weaken or interrupt your metapsychic powers.

Strength of body -100

You're a massive human being, more fit for a viking raiding party or a medieval battle field than the galactic milieu where the rule is brains over brawn. You're taller than most, sport packed muscles wrapped around tough bones and luckily also have an amazing stamina so that your natural bulk doesn't tire you out too quickly.

Jumper, the [insert title] -100

Abaddon, the angel of the abyss. Saint Jack the Bodiless. Saint Illusio Diamond Mask. Brede Shipspouse. Kuhal Earthshaker. Delbaeth the shape of fire.

You too get a cool and succinct title, epithet or call that perfectly encapsulates your being, important personal details or historic deeds. You will be henceforth known and easily identified as such. Other than just being cool this will help you let your fame

precede you and sow fear, love, admiration and adoration or whatever in any group before you arrive.

Fertility god/ess -100

You are blessed by Tana! Your seed is strong. You have the potential to father scores of children, despite any adverse environmental or genetic factors. All children will be guaranteed to be born healthy against all potential odds. This has nothing to do with your sexual prowess, but I'm sure you won't disappoint.

Luck of Tony -100

You're a pretty lucky guy... kind of. You have a very particular kind of luck. You tend to be captured a lot. Quite a lot. That sounds like a horrible sort of luck, but you'll have to put it in context: The more often you're captured, freed, recaptured, traded, stolen and so on the longer you're staying alive. This perk is no absolute guarantee that enemies won't kill you, but if an enemy knows who you are and you are known to be somewhat valuable or unique there's a high chance that they'll capture you instead of killing you outright. This doesn't protect you against harsh treatment by your capturers though.

Screener -100

All operants have a unique sort of wavelength, an unique mental signature with which they can be contacted on the intimate mode. This also allows for unique identification of individuals, better than a fingerprint and similar to a DNA test. You are an expert at hiding and concealing any unique identification about yourself. This doesn't necessarily mean that you're untraceable, but you are much more likely to evade any direct identification and slip through the net.

Total recall -200

You get a perfect memory and recall. Somehow there seems to exist an unlimited space in your mind for memories as you could perfectly recall moments for 6 million years and more. If you've got some weird random bit of knowledge stuck in your brain that you read in a magazine once, it will pop up if it's relevant for your current situation. You can actively reexamine your memory and make links to other pieces of memory, basically letting you constantly learn and evolve.

Immortality -200

You've got the complex and mysterious set of genes of the Remilliard dynasty that grants rejuvenation and thus immortality. Many Remilliards at some point just stop aging. You were not only lucky enough to also share this gene complex, but to stop aging at the mental and physical prime of your life. While not as useful or special in the age of the regen tank, it's nevertheless nice to not having to worry about aging and spend weeks to months in a vat. This also slightly boosts your natural healing ability.

Will of steel -200

You have extraordinary willpower. Even as a completely normal human, adept operant coercers will find it impossible to force your will. A gray torc would be just mere jewelry for you. This will boost both coercion as well as resistance to it. You automatically get a speciality in coercion for free.

Controlled unconscious -200

You are able to perfectly control your emotions, as well as big parts of your unconscious psyche and even parts of your autonomic nervous system. This is a very valuable tool for most operants (and humans in general) but especially for powerful ones, as a fit of rage, hidden or overt trauma or just bad dreams might cause severe unwanted consequences. This will allow you to keep your cool, and access to all your faculties even in the most stressful and dire situations, helping you overcome even great pain.

You may enable or disable this effect at will.

Metapsychologist -200

You are a highly capable psychologist, also trained in the use of metapsychic power to solve psychological issues. You have a great understanding of how higher (metapsychic powers) and lower mind powers (your logic and emotional faculties) influence each other and so on. This is a great perk in combination with redaction as it allows you to navigate, probe and potentially reorder a psyche more efficiently. You're also trained in raising latents to operancy although this is a hard and arduous process that will also require great mental powers backing it.

Founding father -200

Your children and your children's children will all be born with great potential. Should they receive the right care and education each coming generation will surpass the previous one in pure power and skill as well as genius. As a normal Operant you can look forward to your grandchildren becoming influential and powerful grand-masters and your great grandchildren being some of the handful of paragons that exist in the milieu. Your dynasty will rival that of the Remilliards.

Parental taboo -200

Like most operant children, all of your children, wards, slaves, servants and creations have a deep-seated subconscious block that prevents them from directly harming you in any way, even directly having their powers falter when used against you no matter if they're actually much more powerful. Clever and malicious children that are aware of that blockage might be able to engineer events that will harm you without their direct

participation however. It will be enough for you to be an actual progenitor/creator or merely seen as a parental figure/teacher for this effect to take action.

Tanu-scientist -200

Much of Tanu-science has been lost since the arrival of those exotics on earth, but through you they might experience a renaissance. You'll be able to build torcs to unlock hidden powers and potentials, create extremely sturdy and reliable crystal/glass based technologies, weapons, and armor. The weapons you create this way will be as sharp as glass, but sturdier than steel. You are experienced in creating materials that react to psychic energies: lamps that glow powered by runoff mental energies, the material known as "skin" that enhances healing by tapping into the patients and doctors redaction, machines that test metapsychic potential etc. With time and effort you might even recreate powerful photonic weaponry like the sword of Sharn.

The Puppeteer -400

Who needs to actually try to break those unassailable mental walls some people are blessed with, when you can just use good old psychology, trickery, compulsion, plain argumentation, coercion (the non-psychic kind) and basically any trick you can think of to get information out of people and lead them in the direction you want them to go. You're a master when it comes to subtly and patiently influencing targets to get your way with them and pushing them to further your goals.

The Trickster -400

You are the true incarnation of the trickster archetype. The fool. The clown. You are full of wit and guile and cunning. People will be dazzled by your appearance and style. They'll be amused by your antics, lulled into false security by your jokes, have their attention diverted by your act and in general be your playthings. Your bluffs will be incredibly hard to tell and the traps you lay are almost unnoticeable. On the flipside it will be incredibly hard to trick you. You're the seemingly more lighthearted side of the Puppeteer, but just as dangerous.

Diamond Mask -400

No matter what your other abilities and meta faculties and their power may be, there is one thing you absolutely excel: the erection and maintenance of a mental shield. No matter how powerful or subtle the opponent or assault, nothing can enter your mind without your permission. You're immune to redaction/mental manipulation and illusions as long as they're based on the manipulation of the mind and other effects that directly target your mind. This also renders you highly resistant, though not completely immune to coercion/mind control. Even telepathic communication can be

completely shut off if you don't want to talk.

Brain juggling -400

You're able to have a verbal conversation with someone, have a mental battle with another person, scan the area around you with your deep senses and formulate an intricate plan of action, all while dancing. It's no problem for you to have several independent streams of consciousness going at full capacity often combining together and then separating again. In any case this allows you to not only be highly efficient in whatever work you'll be doing, but also to use several powers you may possess at the same time independently.

Metageneticist -400

You've had some success with good old eugenic mapping to engender large amounts of normal operants out of latent parents, but you're looking for the holy grail: turning true normals into actual operants. You've started the arduous process of mapping the astounding mental powers of milieu operants in the human genome. So far you've found at least a thousand pleiotropic genes that are emeshed in a complicated regulatory network, which eventually results in metapsychic operancy. Maybe with a lot of time, experimentation and analytic processing you'll get closer to the mystery of what genes in what modification and combination are responsible for: operancy, latency, levels of operancy, heredity of said genes and so on. In addition to that you're also a great genetic engineer and are an expert in rejuvenation technology and the regen tank as a whole.

Human factor -400

What is it that makes humans so feared and revered among the exotic races? They bring chaos, but they also bring change. Humans have the unique quality to make things interesting. To shake things up. With this perk you're ensured that the group you belong to will not suffer stagnation or falling into old modes of thinking. You'll be able to push things further, to push science, to push cultural boundaries, to push...the limits. The more power and influence you hold in any given group the more pronounced this effect will be. Societies that have remained unchanged for millennia will see themselves heavily transformed, on the cultural and individual level should you ever become king.

Unified field theorist -600

You are one of the milieus best when it comes to theoretical and applied new unified field theory, a mathematical expression of the organization of the universe, deriving all phenomena and structure from the interaction of dynamic fields in constructs called lattices. This new theory includes not only the standard model, quantum

mechanics and relativity, but also the mental and living lattices, combining the so-called natural world with the vague concepts of “mind” and “life”. This will make you able to replicate some of the most important aspects of the milieus’ science, barring some exceptionally new, difficult and obscure fields, like cerebro energetic enhancement or time travel. You can build faster than light engines that can travel at somewhere around 100,000c, sigma fields that not only act as conventional force fields, but can also shield against mental powers, rho fields that allow for inertialess sub-c flight etc. Most importantly maybe it gives you a great understanding of how to incorporate so called “supernatural” effects into a unified scientific theory, though this will require extensive study for each new effect you encounter.

CE Expert -600

You are an eminent authority in the emerging field of Cerebroenergetic enhancement as well as cybernetics. You’ll merge mind and machine to a greater whole. Mindpowers may be greatly enhanced via machines and machines may achieve the effects of metapsychic operations. You’ll start by constructing brain-computer interfaces, progress to construct machines that probe the mind deeply to function as an ultimate lie detector test and ultimately you’ll figure out the ins and outs of perfected CE helmets and suits, wich boost the brainpower of its wearers by hundredfolds.

Atoning Unifex -600

You’re able to achieve truly astonishing things with patience and perfectly timed subtle interventions. You are a master planner and your plans and schemes will be accomplished with subtle nudges. You alone may be able to lead a whole galaxy of the minds of several races into a great and perfect unity or become the sole master of the entire galaxy. What the manipulator and the trickster are capable of doing to individuals and groups you’re able to do to entire organizations, structures and societies. You automatically gain a specialization in the metapsychic ability of prolepsis.

Genius among the gifted -600

You were not only born a genius, but you were a genius even in the womb, being educated telepathically. You were arguing problems of philosophy and theology before you even took your first breath. You grasp complex concepts incredibly fast, are able to come up with incredibly intricate plans and theories, solve complex problems and in general you’re just a mental superpower. Your IQ can’t be measured with standard IQ tests. If you chose so you could enter college as a child and finish with dozens of PhDs in highly advanced fields before puberty hits (You don’t gain any education by selecting this perk, you’ll have to work on it on your own). You will be able to push science and technology on the very vanguard.

The shining one -600

Pure talent, raw ability, ingenuity, and natural skill. All of this is yours for a single skill, power, ability, field of expertise, style trade etc. You figure out things much faster than other beginners and are able to climb the ranks up to the level of master/expert in no time. New insights to the nature of your skills/abilities and applications thereof are revealed to you almost every time you practice. This can be applied to anything here from studying CE technology, to singing and of course to metapsychic powers. Once per jump you may select another thing to be a true natural talent in.

Mighty butterfly -600

You may be wondering how a society can so nonchalantly allow hundreds of humans to enter their own far distant past. It's rather simple: The unified field theory proves without a doubt that you can't change the present via manipulating the past in any way. There are no paradoxes, no alternative timelines, no butterfly effects. The past and present are set in stone. That is unless you are involved. You and your actions uniquely can actually change the future (or present depending on your point of view) and you can break the wheel of eternal return. This basically allows you to change fate, fixed timelines and similar concepts. It also makes it very hard to read or predict your future.

Metapsychic Powers

“Metafunction, informally called metability, mind-power, etc., is a high mental operation involving the interaction of mental lattices with other principal aspects of reality to yield phenomena not dependent upon physical causation.”

This is the supernatural mental powers section.

The metafunctions, like the lower-mind functions, must usually be developed through training.

You get an additional +400 cp for this section only.

Mind Power

Each further level beyond latent/sub-operant counts as Operant/Meta/Psychic. Each higher level is roughly several magnitudes higher than the previous one in raw power with the gap between the previous level and the next increasing the further you go up the ladder.

Operants of course vary greatly even within these brackets, but this is nevertheless a useful broad categorization. To fall into a category it is sufficient to be powerful enough with only one or two metapsychic abilities/faculties as is the case for most operants.

Most natural operants start with some level of weak operancy and with time and training reach their ultimate mental potential, which for most operants even in the milieu remains the normal level of operancy. It is highly uncommon that operants actually improve to any two levels beyond their starting point.

Any purchase you make here will only be for the ultimate potential you are possibly able to reach, barring any other kind of purchases or other kinds of abilities you bring into this jump. You are free to choose for yourself what level you are starting out with at no cost.

Latent +100

You have the dormant genetics for Metapsychic sensitivity, giving you strange dreams and help you be more empathic with others, but otherwise you have no real supernatural abilities to speak of. You have the potential, but no way of using or accessing those powers consciously. Maybe your children are luckier. Powerful Operants may however awaken your potential through an arduous painful process and unlock operancy in yourself, starting off with weak powers of a specific ability. Alternatively, wearing a silver or gold torc will awaken your operant powers.

By selecting this level of power you may select another level of power that will be your ultimate potential. To even get there however you'll need powerful intervention or a torc as described above.

Between Latency and operancy lays a semi-operant state with only semi-conscious access to your powers, which will kick in in times of great need.

Operant free

This is the standard level for most humans or other Xeno-Operants, except for the two most ancient races. Even at the height of the milieu only 1 in 15 humans was actually considered an operant.

You can do much with your mind ranging from minor parlor tricks to great showings of power at least if non-operants are concerned. Most non-operants would be helpless before your coercion, defenseless against your redaction and telepathic scans. Unable to move within your PK grasp and unable to see through your illusions.

You have ready access to your powers. However these powers are rather weak and only within weak control of yours.

Adept -100 CP

1 in any 10 human Operants in the milieu was considered adept level.

You are stronger and/or more in control of your abilities compared to basic operants. In a direct mental battle against most Operants you'd be the clear winner if you aren't outsmarted.

Master Operant -400 CP

Only 1 in every 10,000 human Operants in the milieu could be considered Master

You truly deserve the title as you are well above normal metapsychic power. You are most likely the most powerful operant in any room if you aren't in a high level milieu office. Master class Operants among the Tanu and Frivulag of the Pliocene are almost unheard of and only a handful of them were ever strong enough in a single faculty to be considered master.

Grand Master Operant -600 CP

Only 1 in every 1,000,000 human Operants in the milieu could be considered Grand Master

Now you're well above most terms of raw strength and at the nigh-ultimate height of metapsychic potential. You're guaranteed to hold a high office of some sort in the milieu and your power would be godly in the pliocene. Only a metaconcerted effort or an assault of a great number of the minds of Tanu or Frivulag could stand against you.

Paramount -800 CP

Less than 1 in every 1,000,000,000 human Operants in the milieu could be considered Grand Master.

You are a Paramount Grand master. You're the undisputed master of the Metapsychic powers in matters of strength, a level beyond anyone else. 1 in a billion human operants can even hope to reach your level and the existence of Paramounts in other alien races, except the Lylmeks, is unheard of. Only a handful of natural Paramounts ever existed during the Milieu and 3-4 of them belonged to the same family.

A Paramount grandmaster can easily create psycho-creative lasers in the gigawatts power range. Coerce entire towns to do one's bidding and basically be an all around godling.

Metapsychic abilities

The following 5 abilities are more or less accessible to all operants, while many tend to focus on and have some talent for only one or two abilities they do have the potential to work with all of them.

High 5 individuals, operants that have access and are equally strong and skilled in all five of their meta powers are very uncommon.

You get a knack for 2 abilities, being the ones you are actually most comfortable working with. This means if you purchased a master level in raw power, the two abilities you chose to have a knack for will be accessible at the master level, while the others will be accessible to you at the adept level.

Many of these abilities have overlapping functions and effects despite reaching their effects via different means.

Coercion: Coercion is the ability of metapsychic persuasion, mind control and exerting force on the minds of other people and beings. You may exert force also on your own mind in order to change thought patterns, will yourself to do something etc. This faculty has a rather short range and the effects are somewhat short lived. You won't be able to actually change someone's mind in the literal sense with this power (alone). Operants high in Coercion tend to be more charismatic and have greater willpower.

At the lowest levels, a normal operant may easily repel most animals with a coercive jab as well as influence non-operants to more readily accept whatever they're proposing and even take control of their body at short distances. At the highest level paramounts could force the entire population of New Hampshire to dance the jig naked in the snow.

Psychokinesis: (PK) or telekinesis is the ability to move physical objects through space with only your mental control. It is the most crude of all metapsychic abilities and except operant children most milieu operants find it in bad taste to use this most overt of abilities in public or at all. As a side effect of its seldom usage it's not very well practiced by most milieu operants and they lack the techniques to call upon that faculty in situations where it would be incredibly useful, especially since the faculty

of Creativity accomplishes much of the same effects that PK would and then some. Things are quite different in the pliocene society of the Tanu.

At the lowest levels, a normal operant may easily levitate themselves and another person or manipulate machinery remotely. At the highest level paramounts could lift millions of tons and let an entire army of armored chaliko riders fly through the air.

Farsensing: This consists of two abilities, that of farspeech and farsense. You have the ability to communicate with others (farspeech) and to sense remotely via metapsychic means (farsense), much like telepathy, clairvoyance, or remote viewing/astral projection/dowsing etc. Included in this ability is also the erection of mental shields that prevent others from reading your thoughts and gives higher resistance to Coercion. This is by far the most common faculty and also the one with the highest reach. While most applications reach miles even for a weak operant, certain specific techniques like extracorporeal excursions can already push this limit to a planetary range.

In regards to farspeech, there are different modes of communication: intimate mode (between just two individuals at a tight band that's hard or almost impossible to listen in for others), conversational mode (between a limited number of individuals) and exclamatory mode (a telepathic cry for everyone to hear). All known operants (if they want to be classified as such) are capable of at least this kind of farspeech even if they don't have any other talent with farsense.

Far Speech can be used to scan the surface emotions and thoughts of most non-operants or lower level operants quite easily, while reaching deeper levels of thought require more training or power.

Regarding farsense: There are number of application ranging from seeing in the dark, microscopic deep scanning of things, remote viewing, even of hidden and concealed items at distant places, sensing all manner of things in order to gain complex pictures about the exact nature and properties of different kinds of matter, energy etc...

At the lowest levels, a normal operant may talk telepathically over planetary distances with another operant and enhance their already existing senses to a degree such as seeing in the dark or see targets at the edge of the horizon. At the highest level paramounts could communicate telepathically in real time over thousands of lightyears and sense the movement of individual atoms and remote view things on other planets.

Redaction: The ability to manipulate both body and mind of yourself and others. This is mostly used for passive and active healing of bodily or mental trauma, but it can also be used to manipulate the mind and body in other ways. You could alter and

wipe memories, plant mental blocks, create autonomous mental programs/constructs, deep probe the mind, rearrange pleasure/pain circuitries, annihilate the ego or other parts of the psyche etc. You could passively or actively heal wounds or subtly change your body.

At the lowest levels, a normal operant may easily heal minor scrapes and wounds in seconds and cure themselves from a hangover as well as probe the deeper layers of a non-operants mind. At the highest level paramounts could force their way into a lower powered operant mind, wipe their memory, restructure their minds (a more fundamental change still requires some time and effort) as well as repair or regenerate new limbs that have been charred to the bone and destroyed organs in days or even hours.

Several of the mental aspects of redaction can be achieved via coercion and vice versa.

Creativity: The ability to directly create and manipulate energy and matter. As an example, this can be used to manipulate light for the creation of incredible illusions with more powerful practitioners weaving more complex and even more “substantial” illusions that will interact with the world, but it can also be used to create powerful lasers, freeze or heat things etc. In its strongest form, it can involve permanent changes of matter, being able to transform and transmute it. As its name implies, there aren’t many things you can’t do if you’re creative and powerful enough. It is one of the rarer powers that high level operants have access to, but undoubtedly the most powerful of all of them. It has been theorized that it is actually the source of power for the other faculties and is deeply enmeshed with each of them.

People with a high creative metapsychic faculty tend to be, well, more creative, in the common usage of the word.

At the lowest levels, a normal operant may easily weave minor illusions such as to disguise themselves among non-operants or become invisible. At the highest level paramounts could create mental lasers in the gigawatts range and even create and restructure matter on the molecular level (even the atomic level with enough fine control), one might even fashion an entire human body for themselves to inhabit.

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The following 2 abilities are very rare among operants, especially human ones. It isn’t clear whether they are separate abilities or special manifestations of existing ones. You may simply purchase these abilities here and you’ll automatically be able to use them at the level of power you purchased beforehand.

As there aren't that many examples of use of these powers at different levels of strength, you'll have to come up with feats you'd be able to accomplish with these abilities on your own, if you feel they're appropriate compared to the feats you could pull off with the other abilities.

Prolepsis -200

Prolepsis or prescience or precognition is the ability to peek at the future or at least probable futures. This ability is almost unheard of among humans, but the Lylmek constantly use this art for their grand schemes. Some Tanu have this gift as well.

At the lowest levels, a normal operant may get a vague sense of near danger and incoming doom, early enough to know that they should get out of a certain situation or place. At the highest level a paramount could see major events and crucial minor events that lead to various different probable timelines decades and centuries in the future as well as gaining an immediate danger sense for specific probable attacks some fractions of a second into the future, which might be just enough to let your body react to it but surely much more than your mind needs to enact countermeasures.

D-jumping -200

Dimension jumping or teleportation. By creating an artificial Upsilon field the operant can transport themselves and others (depending on the degree of power) faster than light across space. Requires a lot of focus on longer voyages, else one gets lost in the void between space. Again exceedingly rare its mostly seen to be used by the Lylmik. A normal operant may jump some kilometers with this ability, while paramounts can use this ability to travel interstellar distances, crossing hundreds of light years in an instant while carrying tons of equipment or people with them.

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Speciality -100 each

For an additional -100 points, you may choose an ability in which you are especially talented and powerful. Applying a speciality to an ability you don't have a knack for will raise it to a level of your knack. Applying a speciality to an ability with a knack would raise it even above your purchased power level, basically making you jump a level

As an example: being a master operant, having knacks in coercion and farsensing, would mean that those two abilities are at master operant levels, while your other abilities are lesser on an adept level. Applying this speciality to creativity then would raise it to master operant levels as well. Applying this speciality to your master level coercion would make it jump to grandmaster levels.

Can be purchased multiple times and applied to the same ability.

Inhibition +100 each

In exchange for a bonus +100 cp you may choose an ability in which you are worse than the others at your purchased level making this ability drop a level of power.

As an example: being a master operant, having knacks in coercion and farsensing, would mean that those two abilities are at master operant levels, while your other abilities are lesser on an adept level. Applying this inhibition to creativity then would lower it to normal operant levels.

Can be purchased multiple times and applied to the same ability. Can't go lower than latency.

Training

Inexperienced +100

You've just discovered your mental powers and you've had literally no experience using it. For some forms of abilities this might be very dangerous as experimenting on your own, without a proper guide could be harmful or lethal, especially if you're very powerful.

Basic training

You have some basic training with the powers you've purchased. Nothing that makes you automatically extremely skilled, but enough so that you don't just light your room on fire just because you're upset for example.

Advanced training -100

You have an advanced degree of knowledge both theoretically and practically regarding your powers. You're capable of performing some advanced and fine tuned mental programs that would help you accomplish feats not possible with raw strength alone. You'd even be able to slip through

the mental defenses of a stronger but inexperienced Operant.

Mastery -200

Your education started in your mothers womb by your operant parents or some other experienced operant. You've had several years or even decades worth of high quality training and maybe even experience on the battlefield when it comes to using your powers. To top it all of you were initiated into some highly advanced, complex and esoteric mental programs by the Lylmik. You are an expert when it comes to applying your mental powers in the most subtle and controlled way. The traps you lay with your mind will be superb, your mental wards stronger and your control over your abilities just an impressive and beautiful sight to behold.

Miscellaneous skills and abilities

Utility -100

You've learned how to best apply your abilities to normal mundane tasks, arts, professions etc. enhancing both in usefulness and power. An Operant with average redacting (healing) specialty could for eg. combine their subpar healing with an actual surgery skill to perform incredible surgical and healing feats. Those will be still inferior to what a more powerful Operant specialized in healing can do but it will outclass most redactioners and some regen tech. You could also simply enhance your strength and speed with PK or use coercion in tandem with your natural charisma.

Special talent -100

You have one special talent that makes you stand out from amongst the rest of your peers in regards to application of mental powers. This isn't something that may be completely unique to you, but in any case this talent will be rare and valuable. Examples of this Kiernan O'Connors ability to completely bind the minds of operants into absolute loyalty to him via (sexual) seduction or Rogatien Remilliards dangerous and somewhat long winded Yoga technique to greatly amplify his mental creative output in a short blast.

You can be creative with this, but whatever power you come up with should fall within the powerlevel you purchased beforehand and atleast should be within the "normal" realm of mental abilities and capabilities as described above.

Can be taken multiple times.

Fine control -100

You are skilled at using your powers with extreme subtlety and extremely energy efficient. You can touch and scan minds with the light touch of a butterfly wing, even if you can back it up with the force of a hurricane. Even skilled operants will tend to fail to notice you exerting your powers and you'll be able to accomplish great feats rather effortlessly without much thought.

Anti-operant -100

You're experienced in some anti-operant techniques like hiding your true intention by radiating false emotions lulling casual observers into security, shield your mind via endless mantra/prayer repetitions, sucker punch operant minds via quickly overloading them with confusing sensory inputs, purposefully engage in actions that trigger strong emotions like rage or fear so that the Operants lose their cool and therefore grip on their powers etc. This of course also includes the most effective technique of just punching Operants in the face when they would expect a mental attack.

This will allow you to surprise and challenge more powerful foes, although you might not get away with it a second time.

Autopilot -100

Your subconscious mind is always exerting your powers in order to protect you from harm and subtly further your goals. Your mindscreen will be always at maximum, no matter your condition, your farsense will scan for danger, even while asleep, your PK will push harm away, your creativity will create illusions and force fields, your coercion will influence others in your vicinity to further your agenda etc. You can willingly influence your autopilot and shut all or parts of it off, if you don't want to solve everything subconsciously with supernatural power alone. Your mental energy will also be depleted faster than that of a normal operant of the same power.

Combined powers -100

You're able to use powers and abilities you have in a synergistic way, being able to alter or enhance certain effects of them. You could use coercion in tandem with redaction of the mind for greater mind penetration and longer lasting coercion, use creativity and PK for even stronger shields or you could use both creativity and farspeech to trick both the eyes and the mind simultaneously with an illusion or different illusions.

Fusion -varies

You are able to fuse your mind completely with another mind for -100 cp, becoming a new “Duality” which is actually a new individual mind. For an additional -200 cp you are capable of fusing two minds that aren't your own together. For this to work both participants need to be willing to do so or you must be much more powerful than the other minds involved if you want to force the fusion. This fusion will not automatically result in a 50/50 share of skills, abilities, personality traits etc. and can't be decided by raw force but rather by the commonalities, differences, deep seated issues etc of the individual personalities. I leave the details for you to decide. A fused mind in two bodies will result in 2 copies of that same mind for non-operants.

Conductor -200

You find it easy to create and lead a metaconcert of even a great number of powerful operants and conduct it safely and highly synergistically. The effect of a metaconcert is a focused unity of minds and powers working together where the result is greater than the sum of its parts. While most metaconcerts require intense training of its participants as well as a clear program all you need is a (even somewhat vague) shared idea or goal for you to include even great numbers of people in concert and quickly establish it. The number of people you are able to conduct depends on your individual power, training and skill. You'll also be able to achieve similar effects with other powers shared between you and others. This will also allow you to quickly establish incredible degrees of coordination and cooperation within a group, letting the entire enterprise soar in effectiveness.

The expanding mind -300 CP

Your psychic powers will keep growing over time. You'll be able to go from latent to Paragon grandmaster level in just 10 years, similarly to Diamond Mask. You won't stop growing ever as long as you try to actively work on expanding your mind and your powers and skills. While most people in this series will never grow farther than grand master level, exceptions like many in the Remilliard family can grow beyond even that to Paragon levels which seems to be the neigh-absolute height. However examples like Marc and Felice show that transcendence beyond this level is still possible for individual minds. Given enough time, you may even surpass them.

For an additional -100cp your mindpower will make a giant leap forward whenever you experience truly traumatic events, such as rape, torture, near death experiences etc. Like Felice you can expect to immediately jump several levels after an especially long and cruel rape and torture session. The experience has to be traumatic for you subjectively in any case for the effect to take place.

Mind copy- 300

Like Mark copying the skill of D-jumping from just seeing it performed once, you are especially skilled in copying knowledge, skills, memories, techniques and abilities either by just witnessing them with enough detail or even directly from other minds to your own. As long as you can directly see/experience a feat with enough detail and/or background knowledge or you have a way of breaching another's mental shield and look directly in their mind you will be able to copy and technique, skill or ability if you have at least the potential to perform a particular feat. You can't copy a feat if you lack all the prerequisites to perform it. While you could copy a skill relatively quickly and store it in your mind you'll still need time and practice to actually master it for yourself, depending on the particular ability/skill of course. However once you've fully adapted the ability to yourself or vice versa you might be able to improve on it further than the original user, should you turn out to be the greater (creative) genius or just have more power to draw on.

Additionally you're also able to quickly upload this skill/knowledge/ability to other people should they allow you entry into their minds (or you are able to breach their shields).

You can not copy other persons raw mental or physical powers and stats this way. Any copied skill you just lack the equipment/powersource etc. to perform will nevertheless remain in your mind until you gain the necessary prerequisites to perform it.

Subsumption - 300

When killing someone you're able to simultaneously drain their life force leading you to subsume/assimilate/emulate parts of or their entire metapsychic complexus. This gives you not only access to all their skills and abilities but also their raw power in addition to yours. Try to not be greedy as overfeeding could very well break your mind

Items

You can get a 50% discount on 2 Items of each tier up to the 600 cp tier and a single discount for each of the 800 cp tier. Discounted 100 cp Items are free.

You may freely import items as long as they share the same general function/look.

Telepathic pet -free

A very intelligent telepathic animal like a cat or a dog.

Rama servants -100

A couple of torc'd ramapithecus servants. They're quite smart, cleanly, cute and loyal. They'll keep your house neat and tidy, deliver mail, make you food, tend to your animals and work your fields.

Torc (grey) -first free/-10 each further

A necklet formed of two thick twisted strands, hinged in the back and fastening at the front with an ornate, knobbed catch. These Torcs won't enhance any powers at all but put people into direct communication and under direct control of gold or silver torc wearers or natural operants. Take a bunch and enslave some people.

Pliocene mount -100

You get a large mount like a Chalikotherium, called chaliko in the multicolored land. If you are a strong enough coercer you may even select a massive and ferocious predator like an amphicyon as a mount.

Torc (silver) -100

A latent wearing the torc immediately experiences a growing operancy of the formerly unusable metafunctions. Full operancy (and dependency upon the torc) takes place over several weeks, after which time it is ordinarily fatal to remove the device except with iron tools. Wearing this torc will only unlock any latent metafaculties you may have.

Skin -200

A psychoactive substance resembling transparent plastic, used by the Tanu to wrap sick or injured persons prior to their being subjected to mental healing. The Skin is a highly sophisticated variant of the regen-tank (for some healing but less so for rejuvenation or genetic manipulation) that "aimes" redactive and psychokinetic impulses of the healer at appropriate parts of the body within, while screening out other psychic emanations that might impair recovery. The patient's own redaction was also enhanced by Skin.

Case of decamole tools -200

Decamole is a membranous, very thin plastic with an intricate microstructure. When inflated or pumped full of liquid it possessed remarkable rigidity and can be formed into all kinds of useful structures and appliances. These might then be collapsed after use into compact wads for extreme portability. The "skin" of decamole is extremely hard to damage. It is used in the twenty-second century to make camping gear, portable shelters, boats, and the like. You get a fusion powered inflator that could last decades at full usage. A compressed decamole the size of a brick can be inflated to a full cabin, weighted down with water and quickly decompressed with the inflator again.

Rho craft -200

A big egg shaped flying device. It can carry around 6 people and can move at Mach 2 in inertialess flight, which also allows it to take incredible turns and maneuvers without issue. It also boosts a sigma field in case of a crash

Regen tank -400

Regenerates your damaged tissues, even regrowing limbs and organs, including destroyed brain matter, but most importantly rejuvenating you over the course of weeks to months. It is also a great delivery mechanism for gene therapy and other genetic modifications, quickly being able to deliver alteration of the genetic material to the entire body.

Torc (gold) -400

A latent wearing the torc immediately experiences a growing operancy of the formerly unusable metafunctions. Full operancy (and dependency upon the torc) takes place over several weeks, after which time it is ordinarily fatal to remove the device except with iron tools. Wearing this Torc will unlock all of your latent/locked/hidden potential powers to full function, whatever that may be. It will also give you control (via direct coercion and pleasure/pain circuitries) over every silver and grey torc wearers, especially the ones that wear torcs you purchased here.

Great Carbuncle -400

A small red diamond sphere that can easily fit on a keychain as a nice accessoire. It's actually a highly sophisticated machine that acts as both a subspace communicator and focus for mental energies. Holding this sphere will allow you to request the help of one or more allies mentally and will allow them to send their energies/enacting their powers as if they were standing right next to you, no matter how far away they actually are and without them having to have a great carbuncle themselves.

For an additional -200 cp you get a dozen of them so you and several of your companions can enjoy the power of the group without being closely stuck together. For an additional -400 cp you gain a version of this sphere almost a meter in diameter that could focus the entire energy of a whole galactic metaconcert.

Only energies and mental signatures the holder approves of can pass through, so you won't have to worry about highjacking of the communication or the passing through of harmful energies.

Milieu Ship -600

A small space faring vessel for personal transportation of a handful of people. Nothing special but nevertheless in the upper end for milieu standard personal vessels. It comes with powerful fusion generators, rho fields for inertialess sub-c travel, protective sigma force fields as well as upsilon fields that allow the ship to travel FTL via D-jump. Manipulating the fields, the ship is also able to engage a powerful tractor or pressor beam. This ship will be able to traverse hundreds of lightyears in a couple of days at the highest setting, but this will be extremely uncomfortable for most normal humans at least.

CE-helmet -600

A perfected EI-18 Cerebro energetic helmet, looking like a slightly oversized motorcycle helmet that leaves the jaw and mouth area open. It's capable of boosting the power output of one of your meta-faculties to unbelievable heights, up to a factor of x300 your normal mental wattage. By switching brainboards you can boost any other metafaculty with this helmet. You gain a helmet and all the appropriate brain-boards. Switching the boards requires just a couple of minutes or even seconds for a trained individual.

OR

You can get a full body CE rig, looking like a great black sarcophagus, temporarily cryogenically freezing your body, but boosting your mind by a factor of x600. So while you're immovably entombed in the device your mind stays alert and active.

For an additional +200 you have gotten a somehow perfected helmet or full body rig that will boost any mental abilities you have by a factor of 300 (or 600 for the full body rig version) simultaneously.

Cache of 21st century weapons -600

Hundreds of weapons of all kinds ranging in power from anti-personel to anti-tank, photonic weaponry of various sizes, sonic disruptors, stun guns, and even a hypnogogic weapon that puts a raging mob in a 500 yard radius to sleep. You also get a massive sigma field as well as 3 portable sigmas that can protect a person against most standard attacks. To top it all off you also gain a massive X-laser cannon. Similarly strong in power as the Spear and sword described farther down but less portable.

Spear of Lugonn/sword of Sharn -600

A powerful photonic weapon in the shape of a jousting lance, originally made for the battlemaster Bright Lugonn in the Duat Galaxy. The Spear, in Duat legend, was the principal Tanu weapon in the Nightfall War. The sword is the sword of the Frivulag

hero Sharn. Both weapons have 10 different power settings. Its lowest power-setting was used in ritual combat between battlemasters. The higher settings were for use against "extraordinary obstacles to the racial destiny." Its highest setting can easily punch holes into mountains and cause great flows of lava to gush forth and fend off pursuing starships. It does require a connection via a sturdy cable to a powerpack the size of a car battery. Firing at the highest setting will also drain the powerpack within a couple shots.

For an additional -100cp you'll get both

Tanu Ship -800

You are now the owner and "spouse" of a massive living ship to which you are uniquely telepathically linked. It is big enough to house a thousand Tanu/Frivulag as well as 26 big rho-ships to carry all of them. It is capable of farsensing and D-jumping vast interstellar and even intergalactic distances as well as moving sub-c at great speed. You could realistically make a telepathic call to your ship from the other end of the galaxy and have it show up the next couple of minutes as well as have it scan for suitable new worlds in even several galaxies distances and jump there over a few weeks. In addition to that it also possesses an advanced prolepsis, so it may even scan for world where it knows that a great destiny will await you. The Ship is of course also equipped with shields strong enough to face all kinds of dangers it would normally face in its natural environment, which is the vastness of space, from harsh radiation, (micro)asteroids, solar flares etc. This is both an item and a companion or either depending on your preferences.

Mental Man Lab -800

A lab fully equipped to resurrect Marc Remilliards Mental Man project. You have hundreds of artificial wombs, sperm, ova and other genetic material of several master and grandmaster operants and of at least one Paramount, as well as genetic material of at least one Remilliard (probably also the paramount donor), for its immortality complex. You've also got several farsensory 300xCE helmets to enhance farsense enough to scan the fetuses for levels and modes of operancy, as well as other genetic factors. The artificial wombs come preprogrammed with telepathic teaching and induction tools delivered by a computer, as well as a program to disincarnate those fetuses once they're ready to be birthed, which would see them lose all their body except their brain over an extended period of time. All you need now is patience, the know-how to engender true paramount children (not that easy to get all the right conditions to get paramount fetuses) and the coldhearted callousness to rid those innocent babies of their bodies to awaken their true mental potential. If you are smart and cruel enough you will end up with a factory pumping out immortal, high 5 paramount level superbrains, which depending on your perks and induction program might be completely loyal to you (I hope for you that they are).

Companions

Mental Guardian -200

In your mind exists a powerful, loyal and benevolent mental construct, either created by you or another powerful entity. This construct can take a form of your choosing, such as a literal guardian angel. It has an entire personality of its own, without it being a split personality of yours. The details of this personality I leave to you, you may even choose for it to be an independent copy of your own personality/mind. This construct will have no intrinsic powers of its own as for now, but it has a high degree of influence over your own mind. It will help you keep your powers under control, sealing and unsealing aspects of your personality, memory and mentally controlled powers and aspects. It will also act as a secondary defensive line to mental intrusions, helping you strengthen your mental protection, seeing through illusions, and in the worst case take over control of your body/mind in order to protect you. In addition, it will guide you to take the appropriate steps to better and faster develop, control and master your powers.

Companion import -100/200/300

100 cp for one, 200 for 4 and 300 for 8. Each gets +800 cp to spend. They can get discounts as well as the +400cp metapsychic power stipend. Can take drawbacks but receive no cp. Can't take companions.

Companion creation -100

They get +800 cp to spend. They can get discounts as well as the +400cp metapsychic power stipend. Can take drawbacks but receive no cp. Can't take companions.

Canon companion -variable

free for humans, -100 for most normal operants up to the master class level (includes humans and aliens, torc'd or untorc'd), -200 for grandmasters and -400 for paragons and above.

Drawbacks

Take as many as you want

Jumper of the glass hand +100

You lost your leading hand and through some redactive inhibition are unable to regenerate or accept a new one. You'll be unable to hide this missing hand in any

illusory body you wear. You may fashion a prosthetic out of some material which you still can move telekinetically with great precision. Can be taken twice.

Medieval mind +100

No technology past the level of medieval europe will work for you, but who needs tools if they've got brain power?

Bad dreams +100

You suffer from constant nightmares involving flames because of a housefire you were involved in. This could cause your mind to sometimes start small fires if you don't have adequate control over your powers.

Unrequited love +100/+200

You love someone deeply who does not love you back (in the way you deserve). For +200 you love someone who loves another and uses your own love in order to manipulate you to further their loved ones goals.

Hauler +100/+200

Like the Hauler Frivulagg you have some sort of bodily mutation, making you quite displeasing to look at. For +200 you've got major mutations that hinder your movement as well as being truly repulsing. You can always hide your appearance behind illusions, but more powerful operants will see through them.

Alcoholic +100/300

You've got an affinity for the sauce, jumper. At the +100 level this means that you take a few glasses every now and then and get smashed occasionally. At the +300 level it means that you are an actual alcoholic, getting drunk every single day if possible. Beware: Alcohol not only messes up your balance and reasoning, it also severely fucks with your mental powers. You could get redacted by outside forces into sobriety, but you'll just go back to immediately drinking again.

Twin +200

You have a twin brother that both envies and despises you. He'll go to great lengths to mock, humiliate and harm you without ever outright trying to kill you. He will interfere with your plans but most importantly your happiness and mental wellbeing. Thought you found the love of your life? Think again, she just got engaged to your brother. He has powers similar or even equal to your own, but he'll restrain from outright killing you. He just wants you to suffer.

Atoning subconscious +200

You've done something heinous in the past. While you may or may not lose sleep over

it your subconscious certainly feels guilty. It's punishment and atonement will hinder you very specifically but significantly in your plans. For Marc it overrode his redaction preventing him from curing his sterility, whether via mind power or technological means.

Hubris +200

You suffer from the main sin of the morningstar. That of pride. Your pride and hubris will make you act callously and needlessly. Your reasoning mind is still in control of most of your actions and you are very much self aware, but you are unable to just let things go that hurt your pride.

Separated +200

You once enjoyed full unity and were truly happy and fulfilled during that time. Somehow you got separated and you can't rejoin the others in unity. This results in a feeling of loneliness and abandonment which is hard to describe. Like losing a family and like suddenly not being able to truly connect with anyone ever again.

Crippling pacifism +200/+300

You'd rather let yourself and all your friends and family be lynched than use violence even in self defence.

For an additional +100 you'll even interfere whenever one of your friends, companions or anyone really tries to use force even in the pursuit of saving you.

Torc'd +200/+300

You wear a gray torc and thus you're enslaved. This enslavement works even if you're a natural operant and no matter how powerful you're still weak to commands by your Tanu or human master. This master is not the worst, but he demands that you serve his goals and will use you and your abilities to the utmost extent to achieve them. For an additional +100 you will get a rather cruel master that also likes to make you suffer occasionally.

Insanity +200/+300

For +200 you're delusional bordering on a slight insanity. You might think you're a regal knight in a fantasy land, doing Aslans will. People will take you for a fool and won't give you any respect and your actions may not always be the most coherent. For +300 you're absolutely batshit violently insane looking for "prey" whatever that may be: golden Torcs for a hoard to amass, a loved one to torture for eternity, a city to drown or an empire to burn.

Cracks in the wall +200/+500

You've got several cracks in your mental walls, leaking uncontrolled thoughts, emotions all the time and occasionally even powers. This may be dangerous for those around you.

For an additional +300 your walls are completely down, making your mind wide open for anyone who wants to delve into it. You can still fend off coercive or redactive attacks with raw power, but it will be just as exhausting as defending a city without any walls or defensive infrastructure.

Hydra +300

The full adult Hydra is after you and wants you dead. Each individual is at least at master class level. In metaconcert they're a match for any individual grandmaster. Each unit is a highly intelligent person with different levels of insanity. Every single member is an expert screener and illusionist, meaning that not even Paragons can look through their disguises and casually look into their minds, this way they can get awfully close to you.

Loving the monster +300

You fell in love with a true monster. One who raped you one who tortured you. You'll do everything for this monsters' love and approval. Don't expect any better treatment.

Pacified +300

You're wearing a docilator. While it doesn't make you directly subservient to someone like a torc it renders you completely complacent, suggestible, docile and pretty dull. You're barely better off than a lobotomy "patient".

Atonement +300

After some great crime you will have to atone for a very very long time. 6 million years to be exact. I suggest you buy some sort of immortality or rejuvenation technology, a good book and invest in training your mind so it doesn't go insane.

Felice +400

Felice Landry, an original member of group green. She reached her full power, surpassing that of an CE-enhanced paramount, after incredible cruel treatment by a Tanu torturer. For some reason she thinks you're her hated beloved, the one who tortured her, but also gifted her with operancy. Once she finds you she'll try to force you to fuse your minds together so you may never leave her and then torture you forever. This new insane and insanely powerful entity that will no longer be YOU will

continue on your chain.

Abaddon +400

Marc Remilliard, Abaddon, the angel of the abyss wants you dead. While not as powerful as Felice he is way smarter with more access to powerful tech and people to form a metaconcert with.

Fury +400

You have a split personality you aren't aware of. It has an opposing morality and goals to yours while being just as brilliant and powerful as you are. If you have no real morals or goals to speak of, don't worry: This personality will also do anything in its power to make your life miserable and slowly gain control over you.

Locked in Syndrome +400/+600

After some violent incident or attack you've lost control over your body. You can still move your head a bit and speak with effort. You have control over your senses, but you lack any supernatural powers and senses.

For +600 you're completely locked into your mind. You have no control over your body or powers and you don't even receive sensory input, but you ARE conscious and go through normal wakeful and sleep cycles. You've only got your own fantasy, thoughts and memories.

Notes

This jump is based on the Saga of Pliocene Exile and the galactic milieu series by Julian May

misc.

>If you purchase a level of operancy beyond latency as your ultimate potential, but choose to start out as a latent, you'll get the additional +100cp for the selection of the latency level. (example: You pay 300 for master level ultimate potential, but start as latent, giving you +100 back). To get out of latency is no small task however and will require great redaction of a powerful meta, a traumatic experience or simply a gold or silver torc.

>Your coercion will always influence your willpower and vice versa. Same goes for creativity and mundane creativity. Perks, abilities, items... that influence either of those will automatically influence the other.

>In future jumps you can expect around 1 in 15 people to be naturally latent

metapsychically (with their ultimate potential having the same statistical likelihoods as described in the power section (1.000.000 odds for a grandmaster mind)), but you won't encounter any natural operants. If you're able and willing you can rise latents into operancy or just give them torcs.

>In future jumps perks, items, powers and abilities from this jump that have something to do with copying/stealing/boosting skills, powers, abilities etc. or something in that vein, those things won't just be applicable to mental powers but powers and abilities in general.

>The racial options are alt forms. The psychic powers will be accessible independently of the altforms in future jumps.

>Hydra: Your altform here is one of pure Mind. One inhabiting 5 bodies. Regarding the bodies: the bodies can be multiracial and you can even pay for one or more of your units to be a mental construct or even Mental Man. As i mentioned you can customize your units by spending your own cp. So yes one of your bodies can be another hydra as well... but those units won't get the 400cp power stipend for each single unit. You have to spend cp to purchase a race for your

In future jumps you can judge yourself what "meat clothing" you wear if you have access to different bodies there should be no problem wearing 5 different ones (except if they have some unique mental capacity that would fuck with the hive mind)

Further explanations and clarifications

>Unity: This is a very complex and vague concept. If you want to read further into it, it's based on an idea of Saint Teilhard de Chardin. Generally it's the next "natural" step towards higher socialization. Think of the concept of globalization and hyper socialization being applied to the subconscious. You constantly feel part of a galactic family that cares about you, which isn't actually a wrong notion. It's not a true hivemind. More like a (racial) groupmind which is largely located in the subconscious. Not the greatest thing but also not the worst in terms of hivemind. It doesn't kill individuality any more than being part of a big family does (we all know that most families can tolerate individuality only to a degree). At least there is no war anymore I guess?

Basically the rebels have all the good points, but of course their movement's leaders turn out to be genocidal maniacs and therefore all their arguments are somehow invalid.

The pro unity faction also doesn't allow any secession/ a separate society for some reason.

>Time, prolepsis and the guderian gate: Time is a straight line with past, present and future being set in stone. Unchangeable, eternal. Time travel won't cause ANY changes to the status quo or any event really. Prolepsis allows you to look into the future or potential futures. As the future is set in stone, potential future just means that your vision of it just isn't quite clear. You can use prolepsis to "change" the future in the sense that you can collapse the potential timelines you're able to see and manipulate into the one future that was always truly destined to be. (on a more meta note, that means that you as the writers can take liberty with choosing how the future changes IF the future of the setting/an event isn't known).

The guderian gate is weird because it weirdly ONLY works in the creators backyard in France and ONLY to transport people exactly 6 million years into the past. If you are some kind of supergenius you may recreate such a device and manage to set it up somewhere else than france and change the timeframe as well. What seems to be truly unchangeable is the unidirectionality of the device. Everything entering from the other side will experience aging/entropy of 6 million years in an instant. There is however the possibility of just creating another timegate from the other direction, 6 million years in the past to the future, which is how some people escaped the exile in the books.

>Creativity: Sometimes illusions are just illusions, sometimes they're real, sometimes they're real but turn out to be just illusions and any permanent after effects are "psychosomatic", sometimes illusions are only light and shadow, but the illusions are also made of some protoplasm and carry weight....it's weird and confusing. I think that between the lines it can be summarized as: At lower levels illusions are just tricks of light and sound and shadows and at higher levels those illusions gain substance and mass and become more real.

Creativity at higher levels actually allows to not only change matter, but also "summon" it out of thin air via some weird interaction of some universal-field lattices or something. Working with existing matter is easier however.

(potential) interactions

>Diamond mask+willpower= Even greater willpower and complete immunity to coercion/direct mind control.

>Conductor+Fusion= Create Hydras of your own. I also recommend taking special ability (binding) so that you can bind those Hydras into absolute loyalty upon conception.

>Atoning unifex+human factor= just makes it way easier to change existing structures

>Prolepsis+mighty butterfly= You can see possible futures and ever changing

events and timelines but you'll not be able to actively select the timeline you want to have, but at least you'll be able to navigate and manipulate the timelines through your actions

>skin+regen tank= Allows you to heal even faster and for major genetic engineering efforts. You could make the most repulsive howler mutant look beautiful, give them full sets of eyes etc.

>mental man+genius among the gifted= Even smarter than before. Similarly to Jack the bodiless

>CE-enhancement+metaconcert=This is the ultimate form of power in the books: Hard numbers are very rare in the books but:

-2 paramounts wearing x300 helmets in metaconcert were able to hold back the explosion of a massive supervolcano bigger than the Yellowstone one for hours.

-700 grandmasters in CE enhanced metaconcert turned a planet into a molten ball during the rebellion

-100 Mental Men (paramount brains) in CE meta concert would be enough to disintegrate a planet and 1000 would make suns go supernova

Non-human races

pliocene epoch

>**Tanu:** The Tanu (also known as the Exalted Ones) are an extremely tall (around 2.5 meters), slim, and beautiful dimorphic sub-race along with the Firvulag from the Duat galaxy. They live in large cities across southwest Pliocene Europe and tend to have fair hair and green or blue eyes. Their latent metapsychic abilities, once brought to operancy by the Torcs, are on average stronger than the operant abilities of the Firvulag; however, the Firvulag outnumber the Tanu considerably, which for a long while meant that there was a balance between the two races.

In the forty years before the start of the first book in the series, however, the Tanu have claimed ascendancy. Their use of humans to assist their reproductive capacity means that their numbers are rising, albeit with Tanu/human hybrids rather than true Tanu. This gives them an advantage in the Grand Combat (the annual ritual war between Tanu and Firvulag), since their human subjects and "half-breeds" fight on their side. The Tanu have won the Combat without fail for the past forty years, because of their use of grey-torc humans to fight the Firvulag, and other human innovations, such as the use of horse-like chalicotheres (known as 'chalikos') as riding animals (which gives the Tanu cavalry that the Firvulag lack).

>**Firvulag:** The Firvulag (also known as the Dwarves, Gnomes, Little People, or Spooks) are on the whole, small, dark and less good looking dimorphic sub-race along

with the Tanu from the far off Duat galaxy. There are some giants (aka ogres) among them as well as some very small in stature. Many Firvulag are large enough that they would not look out of place on a present-day street, while the greatest heroes and leaders amongst the Firvulag - who also have the most powerful mental abilities - are true giants, from 2.6 to 4 meters tall, and massively strong. They live in mountains and caves, far separate from the Tanu, and regard both humans and Tanu with disdain. At the beginning of the series they have a shaky treaty with the 'Lowlife' human escapees of the Tanu regime.

The Firvulag are primarily naturally creative operants, spinning horrific illusions around themselves in battle to terrify their opponents. They are merciless opponents and when working together are capable of driving a human or weak Tanu mind completely mad with their illusions.

Politically they generally follow a feudal model, but with the twist of the monarch being voted in by the Gnomish Council in some unknown process.

The Firvulag martial tradition is very conservative. They do not ride chalikos into battle, unlike the Tanu and their human cavalry. They wear obsidian armor and fight using obsidian bladed swords and obsidian tipped spears. In battle, they fight like an unorganized mob of infantry. They usually throw their spears in the first rush of battle, then close in using their swords and mindpowers. For the last 40 years, the Firvulag have lost every single one of the grand combats because their unorganized and undisciplined infantry cannot withstand the shock of a heavy cavalry attack. Exiled humans introduced the concept of heavy cavalry to the Tanu and helped them mentally tame the chalikos.

Because of the constant defeats, the Firvulag have been recently growing desperate, and have been willing to take on lowlife humans like Madame Guderian as military advisors. The Firvulag are beginning to adapt more and more of human military tactics and equipment.

The Tanu and Firvulag on earth are exiles themselves. They escaped their galaxy because, while most of their society became civilized and the two races of Duat started cooperating, those few thousand who fled to earth wanted to continue practicing their ancient, cruel and brutal battle religion: Which involves ritual war each year and looking forward to doomsday, the last war, which will see them both annihilating each other in glorious battle.

Both duat races are extremely vulnerable to iron as even small amounts of it are extremely toxic to them and shut down their system immediately when made contact with.

Milieu era

>**Lylmik**: The Lylmik are an ancient, pseudo-corporeal race that is more sensed than perceived. They are one of the five operant races in the Galactic Milieu before the acceptance of humans. They have a mysterious role in guiding other advanced civilizations in the form of a small group called "Supervisors". Many legends of their origins exist among the other coadunate races, but the Lylmik confirm nothing. They are capable of "wearing" corporeal bodies, but it is not clear how this is accomplished. Presumably, they can use their creative and other metafunctions to assemble and present a form and bind their mind to it.

The Lylmik are the oldest coadunate race, originated the Galactic Milieu, and proctored the Krondaku (second most ancient Milieu race after the Lylmik) into Unity. As such, their past is beyond the recollection of the any of the other races within the Milieu.

Each member of the Lylmik race is supposed to be a paramount grand master metapsychic. Their culture is stagnant culturally as well as more directly as no new Lylmik was created in millennia. They see humanity as their true successors, both in potential and as guides for new races, once they manage to reach Unity.

>**Krondaku**: The Krondaku are large, tentacled, warty invertebrates. After the Lylmik, they are the most ancient race in the Galactic Milieu and one of the five operant races before the acceptance of humans. They look quite horrific to the average human but they are quite nice besides being rather stern and serious in tone.

>**Gi**: The Gi are tall (averaging 2.5m), feathered hermaphrodites with a well-developed aesthetic sense. They are quite sensitive and flimsy of mind and extremely and constantly obsessed and occupied with sex.

>**Simbari**: The Simbari are "drippy," green amphibious humanoids. They require a lot of moisture and a lot of cleaning after as they constantly secrete disgusting mucus. They were assigned as human proctors, serving as humanities overseers until they could fully enter the milieu. As they were quite inexperienced and only recently semi-coadunated themselves this caused their dealings with humanity rather harsh and thus quite unpopular with humanity. They are one of the five operant races in the Galactic Milieu before the acceptance of humans.

>**Polstroyans**: The Polstroyans are gnome-like, small, purple humanoids who most resemble human beings both physically and mentally and are thus quite popular with humanity (and vice versa). With a wig, a little makeup and colored contact lenses they can easily pass as humans without needing any illusions. They are one of the five operant races in the Galactic Milieu before the acceptance of humans.

Group Green

If you want to start in the pliocene you might want to know who's with you in group green. Major Spoilers ahead.

Bryan Grenfell is a cultural anthropologist that follows Mercedes Lamballe, a woman who he fell madly in love with after one night, into Exile after he discovers she has gone. He quickly gets separated out from Group Green and is drafted to do a study for the Tanu analysing the impact of humanity on their society.

Claude Majewski is a 133-year-old retired salvage exopaleontologist who decided on exile after the death of his long time spouse and colleague. He has no significant Metapsychic powers. Together with Madame Guderian (the widow of the timegate creator) he will deliver a message to the future so they shut down the timegate

Annamaria Roccaro or Amerie came into Exile with Claude Majewski in order to be a Catholic nun and enter hermitage in the Pliocene. She was previously a nurse assisting end-of-life patients. She met Claude after assisting in his wife's passing. She created a close relationship with the athlete, Felice Landry, during their initiation as members of Group Green. Both fell in love, but Amerie's vow forbids her from any sort of carnal relationship.

Felice Landry is a young, slim, wispy-haired woman with apparently incredible, but violent athletic abilities. Her sporting career effectively ends when most of the league turns against her. She chooses Exile for its mystery and a second chance.

Felice has enormous latent faculties of coercion, creativity, and psychokinesis. After staging a small scale revolt against her Tanu capturers she and others of the group flee and join the lowlifes- free humans hiding in the woods. She spends most of The Many-Colored Land seeking a Golden Torc which will lift her into operancy. Together with the lowlifes she and some Firvulag allies will cause the fall of a major Tanu city.

Once captured and tortured by the Tanu interrogator Culluket, the torture renders her insane and destroys the normal pleasure circuits of her brain, however, the pain brings into operancy without a torc. She then becomes the most powerful operant ever seen in any of the books. Together with a little help from Marc Remilliard and his rebels she causes the break of the Gibraltar Isthmus, causing the Mediterranean basin to flood and swallow the Tanu capital as well as most Tanu and many Firvulag (and humans).

Aiken Drum is a young ne'er-do-well and trickster from the Scottish human colony world of Dalriada. Like many on the colony world, Aiken was a nonborn or artificially

engendered person. Aiken went into Exile as part of Group Green. His latent abilities were soon discovered. After receiving a silver torc by his Tanu overseers his metabilities quickly soared in height. Soon he rose to full independent and powerful operancy and was able to remove the torc. After many heroic deeds he impressed the Tanu and after the great flood he crowned himself king of the many colored land and lord of the Tanu and exile humans. Together with Marc Remilliard, the ex-rebellion leader, and several knights in metaconcert he defeated the monster that Felice had become. Later he opposed Marc Remilliard and enabled the construction of a guderian gate back into the Milieu.

Richard Voorhees is an ex-space freighter captain (and often smuggler) who came to Pliocene after being sued by a space crew after ignoring their distress beacon. He kills the first Tanu with a small knife-like pendant and inadvertently discovers the effectiveness of iron which the exotics know as the Blood-Metal. He uses his navigator skills to help the Lowlives find the Ship's Grave and flies the first working inertia-less exotic shuttle.

Stein Oleson, former planet crust driller as part of the Lisboa Power Grid repair crew. Decided to go through the Time-gate in hopes of pursuing Viking-like life. He is a large man with impressive strength, if not sparking intellect, and did not have any significant Metapsychic abilities.

Elizabeth Orme is a former grandmaster farsensor, redactor, and instructor. Before Exile, she thought her metapsychic ability was completely gone or set back to irretrievable latency after her brain was reconstructed following a near fatal accident that killed her husband Lawrence. While in exile she soon regains operancy. Due to her high level operancy she is revered by the Tanu. Soon she becomes a sort of pliocene mediator and healer, helping and trying to guide all three races.

After many convoluted events Elisabeth and **Marc Remilliard** d-jump to the Duat galaxy, the homeworld of Tanu and Firvulag where they start the long and arduous process of raising the two races to full operancy and coadunation of a galactic mind resulting in the first Unity.

After Elisabeth's death Marc continues his new mission. He travels back to the milky way and after subliming into semi-incorporeality and taking up the name Atoning Unifex he continues the process of unification again. First he raises the Lylmik, takes up leadership of that race and then continues raising other sentient races all the way up to the intervention of humanity and past that until the story once again comes full circle.

vers. 1.0

-HDManon