

SAVAGE TRINITY

HOPE SACRIFICE UNITY

Conversion By Rich Finder

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Hello, Kiddies –

I have the distinct displeasure of writing to you, since my “esteemed” colleague, Neville Archer, has come down with a case of the shakes. It seems these past several weeks have taken their toll on the pansy and he has been unable to perform his normal duties (whatever those were to begin with) since the recent events began.

It appears that the universe has become a little more savage recently. Battles are much faster, more furious and a hell of a lot more fun!

What does all this mean to green recruits like yourselves? Well, it means that if you want to survive in this jungle, you had better keep your wits about you and stay on your toes. Pay attention and think a lot harder. The Aberrants are still scary. Hell, I would say they are probably even scarier since the savaging of the universe. They are tougher. They are meaner. They would like nothing more than to eat you for lunch!

You will need to work as a team. Remember, no one is a star in this Solar System, except for ol' Sol. Everyone has strengths and weaknesses – *EVERYONE*. If you work together and use, what some dork called, strategery, you will survive to come home to mommy.

You have been trained with the necessary skills to succeed, but even your own human stupidity is enough to get you killed, so don't underestimate your power to do the wrong thing at the wrong time and end up as bug grub. You will want to use every trick in the book. Study them and you just may survive. It is a whole new Savage World out there, so be prepared to get SAVAGE!

To the Stars and all that RA! RA! Crap

Smilin' Jack Savage

Assistant Director, Neptune division

Æon Trinity

Hope ('Cause that is all you have) • Sacrifice ('Cause you have no choice) • Unity (Yeah, right!)

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Races

Chromatic

- **Agile:** (Agility d6)
- **Photokinetic:** Photokinesis – Step 4+
- **Enemy:** The Chromatics have a strong hatred toward Humans. This hatred is equivalent to the Enemy (Major) Hindrance.

Human

Use the standard rules from the Savage Worlds Rulebook to generate a Human hero.

Qin

- **Intelligent:** (Intelligence d6)
- **Telepathic:** Telepathy (Empath – Step 5)
- **Biosuit:** The Qin all have Biosuits that they wear when interacting with humans. When wearing the biosuit and interacting with humans the Qin receive the benefits of the Very Attractive Edge. However, when interacting with humans outside of their biosuits the Qin receive the Ugly Hindrance.
- **Alien:** The Qin are aliens and not much trusted in Human occupied space. When working with humans and living among them, the Qin suffer all the effects of the Outsider Hindrance.

Skills

Knowledge – Bureaucracy (Smarts)

If you don't have your paperwork in order, it could take months to accomplish a mission that was supposed to be done yesterday. Knowledge (Bureaucracy) allows a hero to navigate the maze of red tape and legal regulations.

Knowledge - Computer Hacking (Smarts)

In a world where computers are everywhere (even making up the clothing), knowing how to hack the system can be a keen advantage in bypassing various security measures. This skill goes beyond intrusion and involves the actual breaking into other computer systems.

Piloting – Space Craft (Agility)

Piloting (Space Craft) allows a hero to pilot any of the common Space Craft (both Biotech and Hardtech craft).

Piloting – Varg (Agility)

Piloting (Varg) allows a hero to pilot a Varg (both Biotech and Hardtech).

Psionics (Spirit)

The Psionics skill for Savage Trinity has been changed to Spirit instead of Smarts. This is the skill that allows a person to wield Psionic powers and manipulate the noetic universe around them.

Background Edges

Arcane Background (Psionics)

Arcane Skills: Psionics (Spirit)

Starting Power Points: 10

Starting Powers: 3 (Ranks)

Psionics have the ability to tap into the noetic world around them and manipulate it at will. The noetic universe is broken down into 7 key areas: Biokinesis, Clairsentience, Electrokinesis, Psychokinesis, Telepathy, Vitakinesis and Quantikinesis. Each of those areas are further broken down into three groupings (see Powers for a more detailed description).

When creating a character, the player must choose which powers (Key Sub-groups) the Gifted hero will have access to. The player has three points to distribute among the Sub-group powers.

Example: Rich is creating a hero, Oberon Radley, who has an Arcane Background – Psion and has decided to make him a Psychokinetic. He now has three points to distribute among the three sub-groups for Psychokinesis: Pyrokinesis, Cryokinesis and Telekinesis. Rich could split these three points up among all three sub-groups, or spend all three on one sub-group or any combination thereof. Rich decides to spend the points to gain 1 Rank in each of the subgroups.

In the world of Trinity there are two types of people with psionic abilities: Those that have entered the Prometheus Chamber (Psions) and those that have not (Artless/Psychomorphs). When taking this Edge, indicate which type of psionist the hero is (see below for more details).

Artless/Psychomorph: Artless are very rare. In fact, according to the Aeon Trinity, they don't exist at all. These are psionics that have their ability naturally and did not have to go through the Prometheus Chamber to be endowed with psionic ability. The Artless are not locked into any one specific power base (see the 7 key areas above).

Because all the people with the ability to be a Psion are actively sought after, the Artless must be very cautious about who knows about their abilities, or they will find themselves "enlisted" into the rank and file of the Psions (although, no one knows what would happen to someone that undergoes the Prometheus Affect that is already "Gifted"), if they did not become the subject of extensive tests and experiments. For this reason, the Artless start with the Hindrance Wanted (Major). However, they also have Conceal Arcana active at all times (except while using a Psionic ability). They also automatically get the power Attunement (see power descriptions below).

Psion: Of all the Psionics, Psions are the most prevalent. These are psionics that have entered the Prometheus Chamber, unlocking their psionic ability artificially. The Prometheus chamber also locks a Psion into one of the key areas listed above – for the most part they are only able to draw upon powers linked with that key area (see Powers for more details). The exception is that a Psion can gain Auxiliary powers (a power from the other key areas) but only at Step 1 and can not advance beyond that. However, these restrictions do not come without benefits, the Psion gets a Free Professional Edge (see the professional edges below). This professional edge is not optional for Psions. They also get Attunement (see power description below). In addition to these benefits, the Psion starts with Smarts at a d6 at character creation as opposed to the standard d4.

Backlash: When an Artless rolls a 1 on his/her Power die (regardless of his/her Wild Die), s/he is automatically Shaken. In the case of the Psion, a roll of a 1 on his/her Power die and Wild Die results in the hero automatically being Shaken.

Format Tolerance: A heroes Format Tolerance is equal to his Spirit die type. Format ratings translate on a one for one basis (i.e. A Psion with a d4 Spirit could have 4 items whose FT ratings were 1 each, or any combination thereof.) from the Trinity Core Rule Book.

Cipher

Requirements: Novice

In a world where computers are everywhere and everyone is connected to the world wide network known as the OpNet, your heroine is a ghost in the machine. She has managed to remove herself (or have herself removed) from many of the global and government databases. For every level of Cipher your hero has, a -1 is applied to any roll attempting to find information about your heroine.

Devices

Requirements: Novice

James Bond isn't as effective without his gadgets and neither is your hero. He may have a dozen different gadgets that work for every situation, or one very impressive gizmo that everyone envies, but either way, he has the tools to make any situation a success.

For a hero with the Device Edge, the GM and player should work out a reasonable set of devices based on the the story and the hero concept.

Professional Edges

The Aeon Trinity is broken down into three different divisions. Each division has different responsibilities, however, each supports the other two. The three divisions are: Neptune, Proteus, Triton. Each division is explained below and what the benefits of following that "career path" would be.

Neptune

Requirements: Novice, Arcane Background (Psionics– Psion) or Knowledge (Bureaucracy) d6+ and Investigate d6+

The Neptune Division of the Aeon Trinity is the Administrative Branch. They are responsible for making sure that everything runs smoothly. They are the ones performing the thankless work of administration ensuring that the others in the organization are able to claim the glory. These are the people that keep the boat afloat and moving. Members that choose the Neptune route gain a +2 in Bureaucracy and Investigation rolls.

Proteus

Requirements: Novice, Arcane Background (Psionics– Psion) or Stealth d6+ and Shooting d6+

The Proteus Division is the Special Operations division. These are the ones that get all the exciting jobs, but are typically less visible than the Neptune Division. This is by design, of course. Proteus Division is The Watcher of the The Watchers. They keep the world safe from Aberrant incursion and allow the rest of us to sleep peacefully. Members of the Proteus Division must rely on their wits to save them and bring them home. Members of Proteus receive a +2 on Stealth and Shooting rolls.

Triton

Requirements: Novice, Arcane Background (Psionics– Psion) or Notice d6+ and Streetwise d6+

The Triton Division handles the research and investigation for the Aeon Trinity. It is the most visible of all the divisions in the Aeon Trinity. It acts as a kind of FBI whereas the Proteus would be more CIAish. While they receive some negative press, the majority of it is very positive. Members of the Triton Division receive a +2 to Notice and Streetwise rolls.

Gear

Biotech

Biotech is an integral part of Trinity. Formatting biotech works the same in Savage Trinity as it does in Trinity. That is to say, that the a hero can only have so many devices formatted to her. The number of items a hero can have formatted to her is equal to her Spirit die-type. Formatted Ranged weapons will apply a +2 to hit modifier.

Weapons and Armor

Weapons in Trinity are very similar to the counter parts in the Savage Worlds Core rules. There are a few exceptions to take note of. Those being mostly the Laser type weapons. Below are some very incomplete generic charts that may give an idea of how certain weapons and armor might look in Savage Trinity.

Note: Trinity allows certain devices to be formatted to a hero. Items which can be formatted will be noted with FT (Format Tolerance) and a number to indicate how much of a draw on the Psion the formatted bioware will be.

Type	Armor			Notes
	Armor	Weight	Cost	
Armor Carapace	+6	20		Covers entire body
Armor Vest	+4/+8	12	200	See Kevlar Vest w/Inserts
BioVAS	+7	30	Mil	FT: 3; Covers Entire Body
Bioweave Armor	+4	5	Mil	FT: 3; Covers Entire Body (excluding Head)
Combat Armor	+8	30	Mil	See Hard Armor in SWCR
Fiberweave	+2	3	50	Can Cover Entire Body
Reinforced Clothing	+3	5	75	Can Cover Entire Body

Melee Weapons are pretty much the same in any genre. A quick rule of thumb for converting Trinity Melee Weapons into Savage Trinity is to take the number of dice a weapon does (exclude the number of Strength Dice) and divide by 2, rounding down.

Example: An Axe in Trinity does Strength + 4d10 and an Axe in Savage Worlds does Strength + 2. When converting the Axe in Trinity (for illustrative purposes only), the 4d10 becomes $4/2 = 2$, so the Axe would would Strength + 2.

A Formatted melee weapon gains a +1 bonus to the damage roll.

Type	Melee Weapons				Notes
	Damage	Weight	Cost	Min Str	
Fighting Gloves	Str + 1	--		--	
Hammer	Str + 1	1		--	
Knife, Enamel	Str + 1	1		--	FT: 1
Knife, Fighting	Str + 1	1		--	
Knife, Hungting	Str + 1	1		--	
Nunchaku	Str + 2	2			Parry +1
Spider Harness	2d6	5			FT:2; Armor +1 (Back); Climbing +1; Parry +1

Type	Range	Damage	Ranged Weapons			Notes
			RoF	Cost	Min Str	
Autopistol	12/24/48	2d6	2	150 – 350		AP 1; Semi-Auto burst
Heavy Autopistol	12/24/48	2d6+2	2	200 – 400		AP 1; Semi-Auto burst
Automatic Carbine	20/40/80	2d8		500 – 700		AP 2; Full Auto, Semi Auto,
			40			Suppressive
Shotgun	12/24/48	1-3d6	2	150 – 450		See notes (p. 50 SWCR)
Laser Gauntlet	12/24/48	1d6+2	2	500 – 700		Capable of Suppressive Fire
Laser Pistol	15/30/60	2d6	2	150 – 350		Capable of Suppressive Fire
Laser Carbine	25/50/100	2d8+2	20	600 – 800		Capable of Suppressive Fire
Flechette	8/16/32	Special	Special	150 – 350		See notes below
Sonic Weapon	12/24/48	3d6	1	400 – 600		Non-Lethal Damage, Ignores Armor
Taser Weapon	6/12/24	3d6	1	150 – 350		Non-Lethal Damage, Ignores Armor
Web Emitter	2/4/8	2d6+1	1	150 – 400		See Notes below; Ignores Armor

NOTES:

Flechette Weapons have adjustable fire settings. “Low” inflicts the lowest amount of Damage (2d6+1) and releases the fewest (5) darts. “Medium” does a mid-range Damage (3d6) and releases a greater number of darts (10). “High” does the greatest amount of damage (2d8) and releases the most (15) darts.

Web Emitters don't do damage. The damage each success and subsequent raise reduces the targets Dexterity die type by 1 to a minimum of d4. If there are other raises that would lower the dexterity, they apply a -1 to any dexterity rolls. These penalties are in effect until the victim escapes the webbing.

Powers

The psionic powers of Trinity are slightly different than those in the Core rule book. While some of the powers may be similar, each psionicist (with a few exceptions) are locked into one area of psionic ability. They are masters of that area, however, and can accomplish anything that ties in with their ability. For example a Biokinetic can manipulate their bodies at will, growing extra limbs when required etc.

The Powers

The powers in Trinity are defined by Key Group called Aptitudes (e.g. Biokinesis, Vitakinesis, Psychokinesis, etc.), then by Key Sub-group called Modes (e.g. Adaptation, Transmogrify, etcetera). Each of the Modes are rated by ranks 1 – 5. More information for each of the Aptitudes and Modes can be found in the Trinity Core Rule book and in expansion material published by White Wolf. When the Arcane Background (Psionics – Psion) is taken, the player needs to determine immediately which Aptitude the hero will be locked into.

In most instances in Trinity, a Psion is unable to perform power effects above his current Mode Rating, as an optional rule a Gifted hero may attempt to perform powers of higher level within the same Mode. When attempting to perform a power effect beyond one's current ability (i.e. Trying to do a Rank 3 power effect while only at Rank 1 ability) there is a -2 modifier for every level of difference added to the skill roll.

Example: Oberon Radley has Pyrokinesis – Rank 1 and wishes to perform a Rank 3 effect. He rolls his Psionics skill and applies a -4 to the roll.

Basic Power Rules

In an effort to keep things simple and to maintain the feel of the Trinity Universe, the powers from Trinity can be directly translated (with a few minor adaptations) to SW. Both power systems are Power Point based (in Savage Worlds, they are called Power Points, in Trinity the term is Psi Points). The power level of each game is slightly different and to compensate for this, it is recommended that the GM consider doubling the point cost for a particular power over what the Trinity Core Rules

indicate. The GM may also desire to change the duration of certain powers from the durations in the Trinity rules, but this isn't strictly necessary. In Trinity, when a Psi Roll is made at additional levels of Difficulty the TN for Savage Trinity should be modified at a +2 per each level of difficulty and each raise would be considered an additional success over what was required. The power structure in Trinity is kept in tact as well, requiring an edge to advance to the next level of capability in the power. When advancing from Adaptation • to Adaptation ••, the Savage Trinity hero would need to purchase the New Power Edge and indicate which rank of Adaptation the hero has. This allows for the continuance of Psionic Dysfunctions as well. The result of this is fast, furious Psionic powers.

Basic Techniques

Each Key Power Group (e.g. Biokinesis, Psychokinesis, etc) comes with one or more Basic Technique. These are basic powers that every Gifted hero knows. These powers act as described in the Trinity Core Rule book and supplemental Splat Books such as "America Offline". These

Target Numbers

Target Numbers should remain consistent with Savage Worlds, meaning when the Psion's power is a ranged effect, the TN should be 4, modified as appropriate. When the power effect is melee based, it should be determined by the Target's Parry score. If the power calls for an opposed roll, use the most likely skill/attribute to determine the TN.

Willpower

Some powers in Trinity require the expenditure of a Willpower Point. Since Savage Worlds does not incorporate Willpower Points, one option for this would be to use the average of the Psions Spirit and Psionics dice (rounded down to the nearest die type).

Example: Nadia Romonov, a Telepath, is attempting to implant a false memory. This would normally require the expenditure of a willpower point. Nadia's Spirit is a d6 and her Psionic skill is a d8, the average is d6 ($d6+d8=14/2=7$, round down=d6). Nadia rolls a d6 for her power instead of her normal d8.

Attunement

Attunement is free to all heroes with an Arcane Background of Psionics. Attunement represents the Gifted's attachment to the noetic universe around them. Great disturbances in the noetic totality can have adverse effects on one of the Gifted, such as the crash of the Esperanza. When there is a major disturbance (such as the death of a loved one, a major explosion, etc), the Gifted hero must make an Attunement check. To do this make a Psionic skill check. The more successes one gets against a TN of 4 (die rolls modified as appropriate), the more in tune the Psion is with the noetic totality. In cases where there were major disruptions in the noetic totality, a Psion may have to roll on the Backlash Table (see Below). A Gifted does not need to roll on the Backlash Table if the Attunement roll beat the TN but did not score a raise, but the Gifted is Shaken until a successful Vigor check is made – essentially, the Gifted was aware of what was happening and was able to raise a "buffer", but it was insufficient, or slightly too late. If the Attunement roll beat the TN and scored a Raise the Gifted was aware enough of his surroundings to successfully shield himself and suffers no adverse effects from the disruption. If the Gifted failed the Attunement check, he must roll on the Backlash Table. If both dice roll a 1 during the Attunement Check, the hero must roll on the Backlash Table and suffers Psionic Resonance for 1d4 days, suffering a -2 to all Psionics Rolls for that duration.

Example: Oberon Radley is piloting a Locust Fighter, trying to fend off the attack of a band of Pirates. In one unlucky shot, the Pirate vessel destroys the frigate Oberon was defending. As the frigate explodes a massive surge in the noetic universe is unleashed, hitting Oberon Radley. Because Oberon Radley is gifted, he must make an Attunement roll. Oberon rolls his Psionics skill (d10). He rolls 1d10-4 and gets 6. Oberon is very in tune with the noetic universe (successful Attunement roll), but not as much as he could have been, so he is Shaken.

The following chart shows the range of your hero's Attunement. The range is centered on your hero and flows out in all directions.

Psi Score (Psionic Skill)	Sensing Range
d4	1"
d6	37"
d8	90 ² "
d10	23 ² "
d12	129 ² "

Biokinesis

Rank: Novice

Biokinesis allows the Biokinetic control over his own body – even to the cellular level. Within the capabilities of this power, is the ability to change ones shape, appearance, etc. Biokinesis is broken down into the three Modes of Adaptation, Psychomorphing and Transmogrify. Psions with the Biokinesis Aptitude are typically members of the Norça Order.

Adaptation

Adaptation focuses on survival. In most instances this power is an automatic reflex determined by the environment and requires no active thought on the part of the Psion to activate these powers. In short, even if a hero is unconscious and is dumped on a planet with a methan atmosphere, adaptation would kick in and help the psion survive as long as possible.

Psychomorphing

This Mode allows a Psion to make modifications to her own body (and in a few rare instances, changes to others' biological "templates") internally. The effects of Psychomorphing are not readily apparent to the naked eye.

Transmogrify

This Mode allows the Psion to make changes to his physical appearance. This is one of the more seductive modes in the Biokinetic's repertoire and is the most abused by Psions, causing many "baselines" to distrust the Biokinetics.

Clairsentience

Rank: Novice

The Aptitude bestows the ability to extend your hero's senses outside of the body – even to the extent that your hero may have glimpses of the past and future. A Clairsentient Psion makes a great investigator because of their ability to "read" objects and people and to sense things that are hidden. Clairsentiences is composed of the three Modes: Psychometry, Psychonavigation and Telesthesia. Most Clairsentient Psions are members of the ISRA Order.

Psychometry

This Mode provides your hero with insights into basic details. These insights are focused on what the Psion looks for specifically, but can reveal such information as if a house was occupied recently, if a tool was used – and what it was used for and so forth. Using this Mode your hero may attempt to "read" an objects recent past – up to a number of days equal to the Psionic Skill Die type.

Psychonavigation

This Mode represents the Psions connection/relationship with a person/object/desitnation. This mode can be used to find objects that are lost or to track someone across space.

Telesthesia

This mode allows your hero to sense her surroundings – even at great distances. This mode is very similar to Psychometry in many respects, except that this mode allows your hero to have glimpses into the future as well as her more immediate surroundings.

Electrokinesis

Rank: Novice

Electrokinesis (also referred to as EK) allows the Psion to manipulate the electromagnetic spectrum. Because so many of the devices used in the world interact with the electromagnetic spectrum in some way, your Hero has a degree of control over these devices (and even people) that others find astonishing. Electrokinesis is broken down into the three Modes: Electromanipulation, Photokinesis and Technokinesis. Most Electrokinetics belong to the Order Orgotek.

Electromanipulation

This mode deals with the manipulation of electrical impulses within organic things (People, plants, bioware, etcetera). Essentially any organism that utilizes electrochemical impulses may be affected by this power. This mode does not have a visible effect, however faint it may be. When using this power, brief ripples of electricity flicker between the Electrokinetic and the target.

Photokinesis

Photokinesis allows the Psion to manipulate the electromagnetic spectrum – all aspects of the electromagnetic spectrum.

Technokinesis

Like Electromanipulation, this Mode allows the Electrokinetic to control electrical impulses. However, technokinesis deals with the electrical impulses of inorganic technology and devices. Using the mode the Electrokinetic can control various electronic devices without ever touching them and can even pilfer raw data from them.

Psychokinesis

Rank: Novice

Also referred to as PK, Psychokinesis works with molecules. Through Psychokinesis molecules can be excited, slowed down and moved about. The three Modes supporting PK are: Cryokinesis, Pyrokinesis and Telekinesis. Most PK Psions belong to Order The Legions.

Cryokinesis

Cryokinesis works to slow molecules down, cooling them off. Cryokinesis can be used on organic and inorganic objects alike and to any degree your hero desires. A Cryokinetic can freeze an object solid or mildly moderate the room's temperature.

Pyrokinesis

Pyrokinesis focuses on the exciting of molecules. Through use of this power, a PK can heat any object and in extreme cases cause it to ignite. An adept Pyrokinetic can even control the size and shape of a flame.

Telekinesis

Also known as "TK", this ability to move physical objects by using the mind only. Of course these objects must be present to begin with and the Psion must know about the objects in order to manipulate their movement.

Telepathy

Rank: Novice

This Aptitude focuses on the mind – that of the Psion and the subject. Through the use of Telepath a Psion can read another person's mind and rummage through her memories. For this reason, this group of Psions is the most distrusted among all the orders. Telepathy is broken down into the Modes: Empathy, Mindshare and Psychbending. Telepathy is the province of the Order, The Ministry of Psionic Affairs (The Ministry for short).

Empathy

Empathy is the ability to understand and know a subjects emotional state – and then to manipulate it. The Telepath that is proficient with this Mode can alter a person's emotional state and the subject not even be aware of the emotional tampering that has taken place.

Mindshare

This is the Mode that most think of when the term Telepathy is mentioned. This Mode allows the transmission of information, thoughts, etc. from one mind to another.

Psychbending

This Mode is the ability to manipulate the conscious and subconscious impulses of others. This is the “traditional” mind-control off-times seen in holo-vids and old Horror movies.

Teleportation

Rank: Novice

Teleportation is one of the more impressive of the Aptitudes. This Aptitude (also known as “hopping,” “Porting,” etc.) actually manipulates the subquantum universe in order to change space and locations of people and objects. It was stated that the shortest distance between two points was a straight line – Teleportation proves that theory wrong. The Shortest distance between points is not covering any distance at all. Teleportation is broken down into the the three Modes: Translocation, Transmassion and Warping. The Upeo Wa Macho is the Order in charge of Teleporters.

Translocation

This Mode is the ability to move one's self from point A to point B. This mode deals solely with transporting the Psion and no one else.

Transmassion

Also known as “Mass Transmission”, Transmassion is the moving of other “things” besides the Psion. Using this Mode a Teleporter can move other people, objects, etc.

Warping

This Mode is the most studied of all the Modes in Teleportation. The reason – this mode deals with changing the nature of “location” rather than transporting a person or thing to a location. Using this mode a Teleporter can mold space to his own purposes, folding it to the best advantage.

Vitakinesis

This Aptitude deals with the well being of a person – both physically and mentally. Vitakinesis focuses on life-energy and is capable of manipulating both the Psion and other people. In a word, Vitakinesis focuses on all aspects of "Healing". This Aptitude is represented by the three Modes: Algesis, Iatrosis, and Mentatis. The Æsculapian Order is home to most Vitakinetics.

Algesis

Everything has its opposite. That is no less true of Vitakinesis. While on the whole, Vitakinesis deals with healing people – this Mode is the dark side of healing, harming. Through the use of this Mode a Vitakinetic is able to inflict harm on a subject. As this is contrary to what the Æsculapians are all about, this mode is kept as secret as possible and is not part of the normal curriculum of Vitakinetic's training.

Iatrosis

This Mode is used to heal physical injury of a person. For this mode, physical contact is required for this power to be effective. Using this power, a Vitakinetic is able to knit broken bones, cure illness and regenerate tissue and organs.

Mentatis

Similar to Iatrosis, this Mode focuses on healing and physical contact is also required (otherwise a -4 modifier is applied to the Psionics roll). This Mode, however, is concerned with healing the mind and not physical abrasions.

Backlash Table

2d6	Effect
2	Wounded: The hero suffers a severe noetic backlash and suffers 3 Non-lethal wounds
3	Wounded: The hero suffers a moderate noetic backlash and suffers 2 Non-lethal wounds
4	Wounded: The hero suffers a mild noetic backlash and suffers 1 Non-lethal wounds
5 – 9	Shaken: The hero suffers a sudden overwhelming surge of noetic interference, causing momentary brain freeze. The hero is Shaken until a successful Vigor roll is made. All penalties imposed by being Shaken are in effect.
10	Wounded: The hero suffers a moderate noetic backlash and suffers 2 Non-lethal wounds
11	Wounded: The hero suffers a mild noetic backlash and suffers 1 Non-lethal wounds
12	Coma: The hero is completely overwhelmed by the dramatic shift if the Noetic Totality and lapses into a coma for 1d6 days/weeks/months (GM Discretion).