

Talents Saga

The Pegasus Trilogy

Tower and Hive

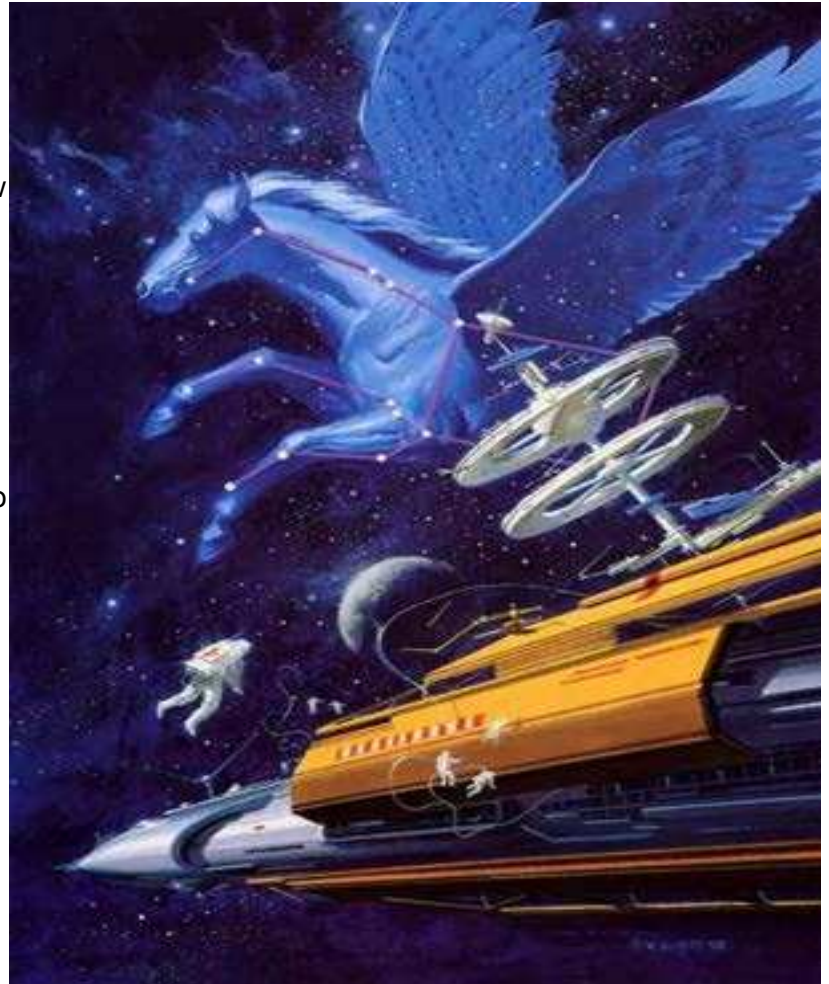
A jump in one of the worlds of Anne McCaffrey by Quietlovingman

At the end of the 20th Century, humanity reached a tipping point. After centuries of superstition, fear, ridicule, and violence, scientific proof was finally found of psychic ability. The powerful Precognitive Henry Darrow saw a future where Talents were accepted for what they were, and what they could offer and turned his whole life's mission into achieving that vision. You find yourself in this world, a world of Talent, a world of politics, of fear, and oppression, of overpopulation and hope. A world where the only solution to the problems humanity faces is to ride Pegasus, and try not to fall.

**To Ride Pegasus
Pegasus in Flight
Pegasus in Space**

Have these 1000cp, you will likely need them.

Your age and sex are yours to determine, you may be any age from 12 to 80, though do keep in mind you will be here a decade.





Location, Roll for location, or pay 50cp to Choose.

- 1 The Beechwoods Estate - Rural private wooded estate near Jerhattan
- 2 Linear developments - Overbuilt housing projects in and around Jerhattan.
- 3 Padrugoi Space Station (Your era will automatically be set to Rhysa Op Owen Era, see drawbacks for details)
- 4 Midtown Hospital Center - Jerhattan
- 5 St. Lawrence Seaway - You are on a boat fortunately.
- 6 Washington DC
- 7 The Moon Base (Your era will automatically be set to Rhysa Op Owen Era, see drawbacks for details)
- 8 Free Choice - Select any of the above locations, or any location mentioned in any of the Pegasus Trilogy books. Set your Era Accordingly.

Backgrounds - “*You can see a lot from the back of a winged horse*”

Drop In - You have no memories from this world that you didn't bring with you, nor does anyone know you yet.

Professional Talent - You have been trained in the use of your Talent for some time and have been a member of the Center as long as possible considering the Era. The Center provides for all of your basic needs and you have a stipend for luxuries. In exchange you bend your Talents to assisting in the betterment of your lot.

Rogue Talent - You know you have a Talent, but no one else does. You have figured out ‘tricks’ you can do either through experimentation or perhaps watching a Tri-D educational series. You are at heart a businessman (or woman), and any Talent can be used to gain an edge in business.

Wild Talent - You had one or more episodes as a child. This was not recognized as a manifestation of talent and as a result you were institutionalized. You have lived in the system for a good chunk of your life, recently legal changes have allowed for your freedom, though the Center is aware of you and really wants you to join them. Take the Wild Talent drawback.

Perks

Undiscounted

Caloric Power! 0cp Talents take energy, psychic energy to be sure, but that energy has to come from somewhere. Early on Henry Darrow did a study with biometric feedback devices on telekinetic Talents in comparison to physical laborers and forklift operators. A decent mid-low level kinetic could load a truck full of pallets at the same speed as a forklift operator, but spent the same calories as a man performing the job manually, all while lying on a couch staring at a screen. The exact caloric expenditure varies, but using your powers will generally make you hungry, and eating a high calorie diet will never cause a Talent to put on weight so long as they actively use their abilities. **Take 500cp to spend in the Talents Section.**

Gestalt - 200cp Sometimes you need a bit more energy than can be provided by four square meals. You can form mental connections with others with Talent and in turn become more than the sum of your parts. When creating a Gestalt the power requirements for any ‘pathing or ‘porting or any other Talent possessed by a member of said Gestalt is reduced by at least half. And that reduced energy cost is then in turn spread evenly across the members. Those with more power can choose to shoulder more of the energy cost, but it very much is a multiplicative rather than additive effect. You can also form a Gestalt with properly tuned machines, converting electricity directly into psionic power. Gain the **Tuned Generator** for free.

Prime Talent -500cp You are a T1 Telepath, and a T1 Telekinetic. This combination allows you to reach any mind on Earth without assistance, and with a bit of effort, even minds as far out as Jupiter. You can lift and teleport objects weighing several tonnes and with a power boost can even shift objects through time as well as space¹. You cannot send things into the future, or casually into the past, but when using a telescope you may send an object to the location being observed as you observe it, no matter how many years the light had to travel to reach you. Thus you can send things “lightyears” into the past. Any additional Talents purchased in the Talents section are one rank better than they would otherwise be.

Mind and Heart as One - 100cp Love is not a mystery to you. You understand the intent that is being presented to you by others, and never find yourself in awkward moments of uncertainty with compatible people. Likewise, others find themselves at ease with you and no one is uncertain of where they stand with you, unless you make a conscious effort to project a false demeanor. The ability to connect intimately with others is for you found first through the mind, making physical attraction a secondary concern (if at all).

Drop In - Perks

As a drop in you may take one 100cp perk from any background for free and get a discounted purchase for one 200cp, one 400cp, and one 600cp perk from any background. If the perk grants skills or memories, you have just enough knowledge to get the benefit, without any actual specific memories of learning the information.



¹ See Full Notes section at end of document for McCaffrey's Rules of Time Travel.

Professional Talent Perks

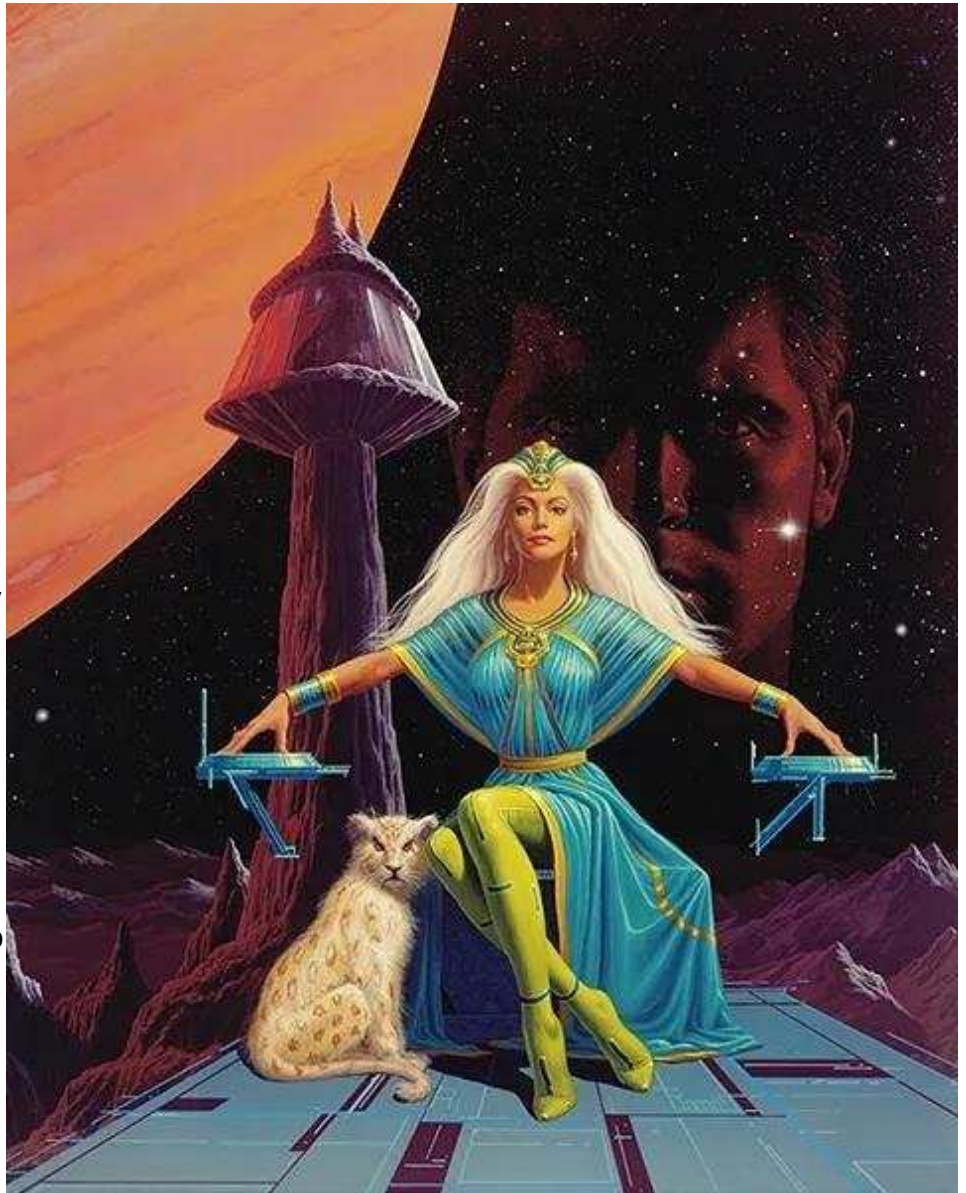
Professional Immunity - 100cp No lawsuit will be allowed to go forward against you based on your powers and their use, or lack thereof so long as you are not actively using said powers to cause harm to others. A precognitive who prevents a shipwreck, but causes the oil company to lose money in the process might otherwise be targeted for example.

Professional Courtesy -200cp

You have an in with law enforcement agencies. Your credentials are such that you are afforded professional courtesy in any case where your expertise might come into play. Whether it be rogue Talents, or merely missing persons cases, no law enforcement or investigative organization will shut you out or obviously resent your assistance. Even should you have been a complete unknown, or even a person of interest, you can quickly gain the trust and cooperation of officers, detectives, and agents of most organizations by offering earnest help.

Professional Contractor -400cp

You can't get something for nothing you know. And those who know you realize this. You can choose to offer your services for a token payment, but you do insist on that token. And when you have a payment in hand, a contract is struck. Your verbal agreements are just as binding as written ones, and contracts, of all kinds made with you are binding on a level that supersede law. Should you actually do something for free this effect does not come into play, but any transaction is binding, and completely unable to be broken by an outside party. This effect takes the road of least resistance, those bound by your contracts won't usually even realize that they decided not to back out of the deal.



Professional Administrator -600cp Running a multinational NGO keeping tabs on every psychic on the planet is an overwhelming and exhausting idea. But you are up to the task should it, or something similar fall to you. You have the skill, dedication, drive, finesse, and wisdom to lead sprawling organizations operating within different cultures, countries, legal systems, and alongside varying religious beliefs. Any organization you are the nominal leader of will as a result run far more smoothly than it otherwise would. Your appointees are more competent, your policies are actually followed, and your vision is more readily shared by the rank and file of such organizations. Corruption, graft, false reporting, and corner cutting are unheard of in any organization you found, and quickly rooted out permanently in any you take over. You have a sense for trouble spots and an intuition for who is best (other than yourself) to handle any task. You can even find excellent managers to largely replace you for day to day tasks, only checking in occasionally.

Rogue Talent Perks

Quick on Your Feet -100cp Being a freelance Talent in a world where the Talented are viewed as they are here can be difficult. Keeping abreast of the changing dynamics of the streets, and the law is a daunting task for someone dancing between the raindrops as you are, but you manage it. You have a keen mind and excellent grasp of the political landscape, both of the local streets and the larger world of government politics. You are always ready with a glib phrase and a ready answer to diffuse most situations.



By Your Bootstraps -200cp You don't have a multi-national eugenicist hippy commune supporting your efforts, and you don't need one neither! Your success was and will be determined by your own efforts. You have a knack for knowing when to call, when to raise, and when to up stakes. If you were set down in an unfamiliar city with just enough cash to last a week, within two months you would be able to live like a king for the next decade. Your investment savvy is more than a precognitive Talent, it's a fundamental understanding of the nature of such markets. You have an excellent understanding of human nature and psychology, to the point that even without any Talent you can accurately predict the outcomes of many scenarios with only middling familiarity with the persons involved. This scales to predicting organizations as well as people.

Karma Chameleon -400cp You can effortlessly slip into the crowd, just another face in almost any setting. Blending in with new cultures, societies, cliques, and groups comes effortlessly to you. You rapidly adapt to the dress, speech, body language, and style of wherever you find yourself. You can also project yourself as a neutral party in melting pot scenarios, effortlessly switching your non-verbal cues to appeal or appease, to cajole or censure, to repudiate or lament. Your expressiveness allows even those who have difficulty understanding the language being spoken to understand your meaning.

Bread and Circuses -600cp In a world with a population straining at the seams, keeping the masses fed and entertained is a herculean task. Without properly managing it, the whole of society quickly devolves into chaos. You are quite adept at doing your small part. You are a consummate performer, able to conceive and execute performances that captivate, entertain, and incite the masses. You do your best work in person, in large concert halls and stadiums, but even recordings of your performances can have a profound effect on those who watch them. The effects of your performance, whether designed to lull and placate, or whip into a frenzy linger in the minds of those who witness it for some time.

Wild Talent Perks

Jailbird -100cp Sometimes having the reputation of a criminal, or former criminal has its uses. As a Talent who was at one time locked up due to uncontrolled expressions of your Talent you still have this reputation despite your work since gaining your freedom. This can be used to get an in with criminals, or intimidate those who fear criminal types. In any jump you may toggle this reputation at the start, though be warned, police are always on the lookout for repeat offenders.

Funny Farm -200cp You were happy to see those nice young men in their clean white coats. You have a positive outlook on difficult situations. You do not give in to your more negative emotions, instead like Pollyanna you always look for the bright side. The more difficult and arduous the situation you find yourself in, the more likely you are to come out of it with fresh insights and determination, as well as practical ways to ensure others are not so affected in the future.

Penal Parenting -400cp Being raised in an institution might seem like it would be a horrid experience, but it does have its upsides. You have a plethora of obscure skills that you learned on the inside, confidence cons, mechanic work, picking, cracking, and dirty fighting. You also are quite good at relating to those who have spent a long time incarcerated, whether for good or ill, you can easily establish a rapport with such souls. If you find yourself as a prisoner in the future, your incarceration will likely not go as your captors planned, escaping such places is old hat to one such as yourself. Even the most “inescapable” super-max has its flaws and you can exploit it.

Illusion of Control -600cp Wild Talents are by their very nature difficult to control, Controlling them has a tendency to reduce their effectiveness. You have found a way to relinquish control of your abilities completely, giving in to the state of subconscious impulse. Doing so increases all of your powers and abilities by an order of magnitude. However while in such a state you are running completely on your subconscious impulses and desires and have no direct control of what your powers do beyond ending the state. With practice, trust, and care, it is possible you could surrender to a Gestalt in the same manner, but then all your amplified perks, powers and abilities would be under the complete control of the Gestalt leader until they choose to relinquish control.

Talents

Talents range in power from T-12, the weakest level of measurable talent to T1, the strongest. A T1 Telepath & Telekinetic is vanishingly rare, and will in the future be referred to as Primes as they become the backbone of human interstellar transportation. Unless a drawback is taken, all talents start at T-6, a moderately strong level, and are capable of being ‘trained up’ through practice and exposure to higher levels of ability. Each additional purchase of a specific talent improves its starting T-Rating by two points. Without the Prime Perk, Talents may only be purchased up to level T-2, But a T-2 talent is capable of growing into a T-1 in time. Talents beyond T-1 do exist, but are seen as unmeasurable due to the sheer scale of power involved.

Telepathy -50cp (Free Prime) The ability to send and receive thoughts, images, impressions, read the surface thoughts of a mind, or even delve into thought and memory to see the well hidden pasts and true intentions of others. Your telepathy is broad and deep, capable of feeling the minds of all in your range, and focusing on a single mind at a time. With talent and practice, your range and ability to tap into multiple minds at once will only improve.

Telempathy -50cp Being a receiving empath is a hard life, you can feel the emotional state of creatures and people around you. This can be focused, shielded, and even ramped up, you always know when you are being lied to and you can quickly come to discern the emotional state of even the most alien of creatures.

Xenoglossy - 100cp Within moments of encountering a sophant who knows a language you do not, you find yourself able to speak with the same fluency they do, you can also subconsciously adjust your body language and inflection to present as a native speaker. You may speak in a more stilted or formal manner if you choose, but you will default to native fluency if you don’t make the effort. In the event of encountering regional variants, you will tend to use whatever variant is most appropriate to elicit your desired response or mirror the variant of the one you are addressing. The language acquisition is permanent and you could easily create translation

guides or even adaptive software to translate in real time with practice, after all coding is simply another language.

Empathic Resonance -100cp Music has a magic all its own no? You can use music as a medium to amplify the effects of your psionic footprint, and your psionics to amplify the sound, and range of your music. Without any amp, you can sit in an auditorium playing an acoustic guitar and everyone would be able to hear you clearly, more the emotions being evoked by the music would be felt more strongly, so long as you feel them yourself that is. You can push your emotions and impressions into your music and into the listening crowd. It's not quite mind control, but you can whip a crowd into a frenzy, lull them into complacency, bring their hearts together, or rock their worlds. All with the simplest of instruments and tunes. Even flatscans with no sensitivity will be able to feel the effects of your siren song.

Telekinesis -50cp (Free Prime) Mind over matter. If you don't mind, it doesn't matter. The scope and range of this particular Talent vary from being able to make a feather flutter around without breathing on it to safely landing a space shuttle whose controls have locked up. With enough power, the sky's not a limit.

Dousing -50cp Requires Telekinesis - You can send your telekinetic 'sense' into objects, feeling their very molecular structure, sensing weaknesses, flaws, damage, and if you are talented enough, even making minor repairs. The size and distances involved are of course a matter of scope, with higher Talents being able to perform spot welding at range, but even basic Talents can hold a cracked frame in their hands and make it whole. If you are familiar with the "feel" of various materials, you can even douse in the more old fashioned sense, feeling out minerals, and water through earth and stone.

Teleportation -100cp (Free Prime) Now you see me, now you don't. Point to point teleportation of yourself, or objects is one of the higher end abilities that some telekinetics can develop, but it can also appear as a discreet Talent. Without telekinesis, teleporting objects requires touching them.

Biokinesis -200cp This is a rare Talent, it usually manifests as healing in some way, but some that have it instead have the ability to edit the very genome of those they work on. Usually this is limited to ensuring certain genetic traits are expressed in the womb, but in your case, you are essentially a walking talking Gene Splicer. You can actively sense and edit the biology of living things within your range. If you only take this power, your range is touch, but it can also be applied to anyone you can establish a psychic link to via telepathy or astral projection. This ability does not give you understanding, that requires a bit of research or experimentation, but you have figured out the basics of eye and hair color, as well as ensuring that Talent is expressed.

Healing -100cp The lesser cousin to Biokinesis, and in some ways a better Talent, as it does not come with the temptations of power. With a simple touch, or even at range if you have other ranged abilities, you can jump-start healing, ensuring not only that the body is repaired, but even repair damaged cells. You can actively counter the effects of free radicals and radiation on the body, purge precancerous cells, increase the length of telomeres, and even reverse some of the outward signs of aging. This power burns a lot of calories, not just from yourself but from the ones you heal. But you know it's worth it to make people better.

Psychometry -50cp This power is a double edged sword, and was very misunderstood for a long period of human history. People with this Talent can get impressions, sometimes visions from objects that others have been in contact with. From knowing the emotional state of the last person to touch a doorknob to seeing manifestations of ghostly echoes, this Talent allows you to read the traces of history on places and objects.

Spending time in or around places that have concentrations of human misery can be very difficult for the sensitive.

Precognition -200cp The ability to see the future, to make predictions. This isn't quite as all encompassing as the Emperor's Golden Path, or even perfect prediction of the next two minutes, instead you get visions or dreams of the most likely events of significance or importance to you in the near and mid future. You can guide your ability to try to see certain types of things, or even certain points in time, but all of your visions are only possible futures, and can be diverted by your actions or the actions others take at your behest. Whether from this or any other power, you will never see a vision of a fixed point in time that is unable to be changed. You will also get a sense of what needs to be done to ensure, or prevent what you have seen.

Remote Viewing (Finder) -100cp You can focus your mind and cast your thoughts to a person, place, or object. You may use items to help focus your perceptions and may view the object of your search as though seen from nearby. You get a rough sense of direction and distance when successful as well as a good static image of the immediate surroundings.

Astral Projection -50cp You are able to send a spiritual copy of your body flying through the air to any location you can picture. While projecting you can see and hear exactly as if you were physically present at the location in real time. Talents with the right sensitivity may be able to detect your presence, or in some cases even see your astral form. While your astral form is intangible, should you be sufficiently powerful with telekinesis as well you can use your astral form's location as a starting point for telekinetic effects.

Pyrokinesis -200cp The vaunted ability to control fire itself, starting fires, controlling their burn, even snuffing them out. Like most flames, this starts small but can easily grow with time and practice. No matter how much fire you wind up controlling you will always be able to instantly snuff it out. The diverted energy will simply transition into the Astral plane harmlessly instead of backlashing or requiring a heatsink. Charlie McGee approved.

Suppression -50cp Much like Ruth Horvoth, you have the ability to block the powers of others, breaking Precogs out of their visions, limiting the sensitivity of 'Paths and 'Kinetics who can't or won't control their abilities, shielding children from the minds of those around them until they are old enough to shield themselves.

Catalyst -100cp Much like Damia, you are a Catalyst, you subconsciously improve the Talents of those you spend time in Gestalt with. Regularly participating in group tasks with you will result in noticeable improvement in the T-rating of any Talents you work with. You can choose not to activate this each time a Gestalt is formed.

Items

Undiscounted Items

Space Suit -0cp This cheap mass produced space suit has just enough oxygen capacity for a single working shift on Padrugoi Space Station, with only a few minutes to spare. Its internal radio is so short ranged that should you become unanchored and float off into space, within minutes no one would be able to hear you scream. It has no thrusters or other means of propulsion, and the barest minimum of radiation shielding. It also lacks sanitary facilities. If you happen to start on Padrugoi Space Station, you will arrive wearing your suit if you have nothing more suitable to wear, otherwise it will appear in your warehouse or a duffle. It can be

rather easily upgraded, and retains all improvements from jump to jump. Ludmilla Barchenka was just too cheap to shell out for higher quality.

Goose Egg -50cp This specially designed Electroencephalography machine is far in advance of twentieth century medical technology. It can be put on and taken off in seconds, is comfortable to sleep in, and requires no contact gel. In addition to the normal uses for an EEG machine, it can also detect, and quantify the specific electromagnetic pulses within the brain corresponding to active use of psionic Talents. Usually noted via hard variations in the alpha waves. This piece of diagnostic equipment in future jumps can be used to detect and quantify all types of extraordinary abilities, from magic to space whales.

Identity Bracelet Free for all except Drop In -100cp Limit one per jumper or companion. This bracelet is made of an incredibly durable elastomer that is completely hypoallergenic and hydrophobic. It is self-cleaning and very comfortable. It is color coded, with a built in scannable barcode and RF style scannable chip. It is both proof of identity and citizenship, and it is tied to all of your work, school, and banking records. Yours can only be removed by yourself and only the identification portions of the unit function without your explicit permission. In all settings with ID tracking this bracelet may be used as proof of identification. May import similar ID systems or bracelets/arm bands to gain an alt form. Reappears on your person if lost or destroyed.

Tuned Generator -100cp (Free with Gestalt) This electrical generator outputs a steady current and is 'tuned' to a particular harmonic frequency that you can form a Gestalt with. Each person with the Gestalt ability will naturally sync with a generator or motor tuned to a particular pitch. It is possible but difficult to sync with other pitches. With a group of individuals with different natural tunings it is possible to have a chord of notes synergizing as they draw on the generators for power.

Skullcap -100cp This close contoured metal hat rests against your shaved or otherwise hairless scalp with a perfect fit. It completely covers where your hairline would be and curves around your ears closely. In addition to providing some physical protection against blows to the head, it also blocks all non-touch based psionic effects. While wearing it no telepath or telempath will be able to sense any of your thoughts or feelings, or project any thoughts, images, or feelings to you unless they touch you, or you touch them. The cap can be easily disguised with a flesh tone bald cap, hat, or a wig. This cap also limits your Talents to touch or line of sight while worn.

Astral Journal -100cp (Free with Precognitive Talent) This journal records the precognitive incidents of the person bonded to it. It has limitless pages and always opens to the most recent incident unless you have a specific one in mind. The details recorded include sketches and drawings as well as analysis of the meaning and significance of what is shown. With a good computer network and modern Earth levels of surveillance or better, the data therein could easily be used to pinpoint locations, people, and objects.

Drop In Items

Birth Control Pheromone - 100cp This perfume bottle has a remarkable scent, almost alien really, but there is something alluring about it despite that. It has an interesting property in addition to drawing in those who like the strange and unusual, it chemically interferes with the pheromones and hormones associated with reproduction, in fact, for a time after exposure to this scent, biological reproduction is completely inhibited in most races. Great for a night on the town, but you probably shouldn't wear it to a fertility clinic. You have a refilling bottle, but you also have the reproducible formula should someone else desire it.

Top Secret Medical Database - 200cp This dataset is a compilation of genetic and medical data not just on normal humans and Talents, but also full analysis of the genetics and biological processes of several alien species as well. There's entries for just about every species mentioned in any of Anne McCaffrey's books, whether in this universe or not. The database already contains discoveries yet to be made, but will add to itself any new data you and yours discover, or that is discovered due to your actions. Studying this would let you create drugs, viruses, diseases, cures, and more, targeted to specific species with no chance of mutation or crossover infection. With enough time and the right materials you could even turn fire lizard eggs into dragons. Or switch a voracious expansionist species back into its more agrarian state.

Forged Identity Bracelet Set - 400cp This bracelet looks superficially just like a real Identity bracelet, it has a fake ID number, RFID, and uses a bit of coding to fake an unlimited line of credit. It is not as comfortable or durable as the real thing, but that's ok as its codes are only good for one day before it is flagged in the system as a fake. You get a set of twelve of these that replenish each year. The ID will match the basic look of whoever wears the bracelet first, and will serve to pass any and all ID checks for a single day. If you have significant programming skills, it may be possible to reset the ID after it is expended.

FT&T Tower Schematics -600cp This is the complete and unclassified schematics for recreating a standard Federated Telepath and Teleport Tower used by Primes to Gestalt with tuned engines and teleport spaceships across the galaxy. They are even modular with various customization options and notes on using local materials. Using these, it would be a simple matter to build a structure that would allow a Talent, or team of Talents, to greatly magnify their range and power.

Professional Talent Items

Crowd Suppression Gas -100cp A mostly safe-to-use aerosol soporific that induces sleep in large crowds with few side effects. The dose is self regulating and will not negatively impact children or the elderly. However, people falling asleep where they stand may be injured by falling, and being unable to wake for hours may cause injury if they are not sorted out quickly.

Public Education Program - 200cp This series of instructional videos (or Tri-D, or Holos, or VR casts) Produced by Daffyd Ap Owen for the Center for Paraphysics walks novices through a series of exercises to determine if they have any psionic Talent, gain some control over what they can do, and eventually perhaps even express telepathy, or telekinesis. Your set is rather special though. Anyone watching the series and attempting the exercises under your direction will be able to unlock versions of any psychic powers you or your companions have acquired. Broadcasting this in a setting without native psychics might result in a sudden uptick of shenanigans...

Jump-hattan Parapsychic Center -300cp A near perfect copy of the Jerhattan Parapsychic Center, this country estate is scenic and well maintained with buildings constructed with Talents in mind. It sits on several acres of rolling land, sparsely wooded with several wide open lawns, greenhouses, and its own power generation and water. It is a bubble of idyllic self sufficiency in an overcrowded world. The property is in your name, retains improvements made by you and your companions, and will never be annexed or nationalized, no matter how crowded or dystopic the setting you import it into.

Rogue Talent Items

Subliminal Tri-D Broadcast -200cp You have here instructions and hardware that would allow for undetectable subliminal messaging to be seamlessly inserted into any form of broadcast media. This is a dangerous tool in the wrong hands as while it can be used to increase tolerance and beat back hostility, it could just as easily be used to incite violence and rioting.

Joy Pills -200cp Illegal drugs that cause euphoria. Similar to ecstasy but longer lasting and without the extreme depression following its use. Overdosing causes coma and death. Structured regular doses can be used to stabilize and elevate the mood and mental state of people in high stress and high anxiety positions, but the street level pills are too high dose. Perhaps it could be reformulated or repackaged? You get a clear plastic bag with 112 blister packed 100 mg yellow pills that replenishes weekly, no need to seek out Joe Blow for more. Since you are paying cp for them, these Joy Pills are also non-addictive, and you notice tucked between two of the blister packs a data chip with all the formulas and chemical data on the improved drug.

Tracking Threads -200cp This unusual material can be generated from a capsule gun, or arm mounted dispenser, it fires 'threads' of material that have highly adhesive properties and quickly dry to extreme strength. The particular effect of the threads is that they can be readily traced and tracked by commonly held equipment used by law enforcement officers and the threads are almost impossible to remove without causing injury. Your particular formula can be tracked by your devices, but unless you wish it to, won't register with law enforcement.

Traveling Show -300 You have a small set of crates or trunks that hold an extensive set of costumes, props, and pyrotechnics that can be used to put on a variety of stage shows, from revivalist style "holy man" to magic acts and musical performances. Several of the costumes also double as effective disguises. The luggage is guaranteed to never be lost in transit, and will always reappear in your warehouse if stolen or destroyed.

Wild Talent Items

Pukha -100cp This specially designed stuffed animal is filled with a host of sensors that the psychologists used to monitor your every moment. You may choose its initial appearance, or import an old favorite if you have one. It has a faint psionic presence and can respond to emotional states with comforting noises. It is somehow indestructible, and despite its original purpose being one of monitoring your mental state, will not report information about you that you don't want your minders to know. The stuffed toy has the additional property of helping calm the distressed mind, soothing dreams, blocking nightmares completely, and allowing those experiencing emotional turmoil to better focus when held.

Shielding -200cp You know how to design and build, or have built, rooms and spaces that block psionic Talents. Allowing telepaths and telepaths to have the mental space they need to unwind and rest, or allow anyone to hide from the fuzz. Those with sufficient Talent or training can pierce such shielding to use their abilities, but will not be bothered by the "psychic noise" generated outside while within. Each of your current properties, including any form of companion housing, and any you acquire in the future will automatically have basic shielding applied should you choose, ensuring that the residents are not subject to psionic noise.

Teacher -400cp This virtual intelligence program can be accessed by any computer with an internet connection. Its servers are located... somewhere. It can generate educational profiles for an unlimited number of students and will give individualized instruction on any topics it is given sufficient knowledge on. It begins with in-world knowledge of a united global educational curriculum through all levels of private school but

does not include college coursework except for AP courses. Its appearance and voice are very variable, and it is recognized globally as a certified instructor. In subsequent worlds its curriculum can be set to any required by local laws and regulations. Its collection of history knowledge auto-updates in each world but is not accessible if at least one jumper or companion has not selected drop in for the jump. Earned educational certificates issued by “**Teacher**” will always be accepted as long as the curriculum covered meets local minimum standards. Teacher can also sync with any database or library of information owned by the Jumper or attached to the warehouse. Teacher is immune to any cognitohazard, logic loop, or corruptive effect associated with such collections of knowledge and will not knowingly share such dangerous knowledge with those not also immune.

Companions “*How do you bridle a winged horse? With the heart.*”

Purchasable companions are available irrespective of the Era chosen. Locals may be offered the chance to join your chain at no cost, but the Purchase ensures that even people who aren’t alive during your visit will have the opportunity to meet you. Henry and Molly are a pair and can be purchased for 100cp. They do not count as a single companion.

Henry Darrow 50cp - Astrologer Psychic, Henry was the first Talent to be recorded by an EEG while expressing his ability. He is married to Molly and the two come as a pair. He is an incredibly accurate Precog.

Molly Mahoney 50cp - Nurse, Parapsychic researcher. proves EEG patterns are associated with active psychic power use. Molly was Henry’s attending nurse and witnessed his episode and the resulting graph. The two are married and come as a pair. Molly has the Touch Based Healing Talent.

Dorotea Horvath 100cp Precocious Talent, she was born to Talented parents and grew up in the Center. In her eighties she helped mentor the new generation as humanity turned to space. She bears a striking resemblance to Anne McCaffrey. She is **Telepathic** and can sense Talent even in those who aren’t aware of their gifts.

Amariyah Bantam - 100cp This young aspiring Astro-Botanist has a green thumb and healing hands. She uses her Talent subconsciously to heal and improve both plants and people. She has the **Biokinesis** talent.

Peter Reidinger the First -200cp This young man is the first known **Prime** and first user of the **Gestalt**. His body was paralyzed at a young age and only through the aid and Talents of others has he regained his physical mobility. His dream is to carry humanity to the stars and he would be willing to travel with you for a time to see distant worlds beyond his horizon.

Tirla -50cp This firecracker of a young woman is wise beyond her years, jaded, and incredibly independent. She is a knowledge sponge with a Talent for languages. She is the only known holder of the **Xenoglossy** Talent and is a minor telepath besides. She is also **Quick on Her Feet** and a **Karma Chameleon**.

A Prime - 200cp You import or create a single companion who gains Telepathy and Telekinesis at T1 levels of power. They have the Gestalt Perk and 600 Points to spend on Perks and Items. They may not purchase companions, other than the Barque Cat.

Your Crew - 200cp You may import your existing companions as a group, each gains a single Talent of their choice at the T-4 level and 600 points to spend on Perks and Items. They may not purchase companions, other than the Barque Cat.

Barque Cat -100cp This carefully bred line of Main Coon cats will one day travel the stars with humanity. No ship will sail the stars without their Ship's Cat. Like that future strain of cats, this particular feline is far more intelligent than its peers. They tend to form loving bonds with singular humans, but are emphatically sensitive and naturally curious. This particular cat has somehow acquired a Telepathic ability not to be seen for centuries.

Pegasus -400cp Wait a minute, this isn't supposed to be here... Oh well. Pegasus, the immortal flying horse has decided to join you on your Jump Chain and see the universe. I suppose he felt that this was as good a world as any to manifest in to get your attention. He can fly faster than you, but at least as fast as the speed of sound. While upon his back you are immune to the effects of wind shear, and atmospheric friction no matter how fast you are traveling. He leaves no wake, nor does he make sonic booms when flying and he can easily fly into space, keeping his rider just as safe as if he was trotting about on earth. When he allows himself to be noticed by mortals, he usually appears as an impressive white Arabian stallion. When he doesn't want to be noticed, and when flying, a SEP field prevents anyone from registering that they have just seen a flying horse. He has at least human intelligence, and a somewhat puckish sense of humor. He also has a knack for finding water in desolate places. Springs he unearths tend to have an inspirational effect on those that drink from them despite being "merely" pure water.

Drawbacks - *"If you ride a winged horse, you'd better have a wide net when you fall."*

Take only one Era Toggle.

Medical drawbacks cannot be "healed" during the jump or averted with any outside context power or ability. Alt forms that would not be subject to a drawback you afflict yourself with will be locked out for the duration.

Henry Darrow Era - Late 1990's - Early 2050's **-0cp** Talent is struggling to be recognized and most still don't believe it exists. Those that do are starting to react with fear, and greed

Daffyd Op Owen Era - 2050's - **0cp** Talent is an immutable fact of life, there are even public broadcasts training you how to discover your own if you have any. But Talents are in a precarious legal situation. Opposing and Supporting legislation is dueling in state and national courts and chambers around the world.

Rhysa Op Owen Era (Eighty Years Later) **-0cp** The world is splitting at the seams, overpopulation is strangling humanity in its crib. There is nowhere to go but up and the governments of the world have finally united in a space program to bleed off the population pressure. **Take the Progeny Approval Process Drawback for No Points.**

Tone Deaf +100cp You are completely unable to discern the differences between notes that are close together, and as such are unable to sync your Talent with a tuned generator, or enter any form of psionic Gestalt for that matter. God help anyone that has to listen to your singing...

Touch Sensitive +100cp - Your psychic shielding is only so good. When you are touched by another non Talented person without time to prepare you are immediately assaulted by their feelings and stream of

consciousness. You may be bombarded by their mental voice, or images as they pass through their minds. This can range from mildly unpleasant to incredibly debilitating depending on what they are feeling at the time. A calm, happy friendly person can be tolerated, a dying man or an angry bigot could cause such a migraine you will be incapacitated for hours.

Progeny Approval Process +100cp - During your time here, you will be subject to the same rules and regulations as everyone else regarding progeny. Due to Earth's overpopulation, you must seek approval to have a child, and before gaining that approval you must participate in a probationary period while the stability of your marriage is determined, as well as a genetic screening with your intended partner to look for undesirable recessive reinforcement. Siring or bearing a child without being wed, or going through the vetting process first results in an illegal child and the government will attempt to sterilize you, and your offspring. Those with unusually high IQ, or provable Talent are sometimes granted an exemption to the population limit restrictions.

Sting-Pzzt +200cp Oh no. Somehow you have become sensitized to synthetic materials. Usually only Talents encountering Hive made materials have this problem. Whenever you are physically in contact with synthetic fabrics, alloyed metals, and just about anything made from chemically processing things you feel a psionic feedback that is jarring and irritating. It makes concentration difficult and negatively impacts your ability to keep your temper. Considering the prevalence of petroleum based plastics and fabrics, you are in for a rough time.

Foul Frequency +200cp Your mind's natural tone is in a bastard key. You are able to tune a generator to achieve Gestalt but your telepathy sounds like screaming in a foreign language to other telepaths, and any object over which you are exerting telekinetic control is difficult to perceive or grasp for other Talents. Likewise, you are afflicted with the same problems when other Talents use their abilities on or near you. You cannot achieve Gestalt with other Talents unless they have the same maladaptation you do.

Illegal Child +200cp (Rhysa Op Owen Era only) You were born illegally and have no ID in the system. Illegals have no right to reproduce, are often smuggled into child trafficking rings, and are usually sterilized along with their parents when discovered. An Illegal child is also first in line to be conscripted into various undesirable manual labor jobs. You may purchase the **Forged Identity Bracelet Set** at a discount.

Travel Sickness +200cp You have an inner ear condition. It affects your sense of balance and causes extreme motion sickness when moving, or perceiving motion above certain speeds. You are miserable on trains, distraught on planes, near comatose on small ships, and should you ever be teleported you will be violently ill, every time.

Specter of Fear +200cp Your talents, powers, abilities, oddities etc. have not gone unnoticed, wherever you go you will be faced with a general population that seems to have heard of you and is unreasonably wary of what you can do. Some will merely treat you as someone to be avoided, a pariah. Others, more fearful and reactionary may try to force you to leave, or even try to kill you.

Featherweight +200cp Your lifting capacity for any kind of kinesis and range for any type of -pathy is dismally small. You require very close to the point of being able to reach out and touch your target to affect it in any way or get any kind of response. This effectively reduces your T-Rating to T12 for the duration of the Jump, and prevents Biokinesis or healing from affecting anything more than a single cluster of cells at a time or small scrapes and bruises. Precognition would be limited to a couple seconds.

Russian Labor Laws +200cp You are a conscripted laborer working for a harsh taskmaster. Your contract is with an international organization, but OSHA had no say in how you and your fellow laborers are treated. Instead somehow the antiquated laws left over from the dissolution of the old soviet union have been invoked making you and your co-workers little more than disposable serfs until the project is completed. Oddly enough the projected end date corresponds with your jump duration.

Paraplegic +200cp You are wheelchair bound. You cannot feel or use your legs, but fortunately have control over your digestive system. If you have Telekinesis you may subvert some of this but you still have no feeling and lack reflex movement in your lower extremities.

Wild Talent +200cp Your Talent is not under your conscious control and may act up causing anything from poltergeist like activity when you are scared or upset to other more dangerous things.

Quadriplegia +300cp You have suffered an accident or illness that has resulted in complete paralysis from your neck down. Specifically the C5 Vertebrae. You can fortunately breathe without assistance, but cannot move your arms or legs and have no involuntary response to stimulus. Your scalp and face are the only parts of your body that register feeling. You will need to be cared for as you also have had to have a colostomy and catheter since you have no control over your bowels or bladder.

Psychosexual Burnout +300cp Something about your psionic abilities, or perhaps your nature as a jumper causes permanent psionic burnout in anyone who has sexual relations with you. You yourself are not harmed by this, other than the mental and emotional backlash of being intimately connected to someone as their very mind is burned by your touch. Fortunately, unlike those Ardat-Yakshi Asari, your partners do not die. They merely go into months long comas and awaken without any psionic powers they may have once had. Once word of this gets around, no one will want to be with you unless they have no powers to lose.

They'll Be Happier This Way +400cp You have been mind wiped. You have no memories of anything that happened before this jump. If you have a local background, you remember your childhood here, for the most part, but the higher ups at the Center have decided that for your own good, certain memories just shouldn't be allowed. You have no knowledge of any of your Talents, but are aware that you are Talented in some way.

Psionic Berserker +400cp Requires **Telempathy** You have a tremendous ability to sense the emotions of others. This is not a good thing, you act as a human barometer, reacting to the emotional and mental background 'noise.' You cannot turn off your ability to feel the emotions of those around you, nor can you make sense of the cacophony of internal monologues from more than one or two people at once. A room full of people might as well all be shouting at the same time as far as you are concerned. Your reaction to this is to strike out with violence any time you are not shielded from this mental assault. The very energies that make up your raging state also enhance your physical abilities to the point of neutralizing low dose tranquilizers.

Access Denied +400cp Jumper Only You and your companions have no access to your Warehouse, storage, fortress, stardock, inventory, pocket space, etc, or any items or properties from outside this jump. Only items and properties purchased or imported into this jump are accessible until this drawback ends.

Flatscan +600cp You have no psychic Talents. Any psionic ability, magical ability, power, or perk that makes you superhuman in any way, whether it be superhumanly beautiful, durable, intelligent, or skilled, or something

more overt, such as an active power, is locked out for the duration of the jump. By all metrics you are at best peak human. Any powers purchased here will work as advertised once the jump ends.

Conclusion

Your time here seems to be up? Has it been so long already? Well now you are faced with a choice, no matter what choice you make, all drawbacks end immediately.

Go Home - You have had your fill of trying to tame Pegasus, it's time to return home, to where your heart is. Time ticks on in this world and any other you may have visited.

Stay - Like grabbing a tiger by the tail, sometimes dismounting a flying horse is a poor choice, so you don't. You choose to stay in this world and see what more it has to offer, or perhaps what you can offer it? Time restarts in all the worlds you have been to before, perhaps now you might find a way to revisit them though this is now your home.

Continue Jumping - Carrying on with a wing and a prayer, you once more leap into the Blind Eternities the multiverse is waiting. Time stops in this world relative to your journey, it will only resume when you end your chain.

Tower And Hive - What's this? Rather than Jumping to a new world you are leaping into the Future! Rather than End your time here, you and optionally your companions find yourself transported, with all of your drawbacks ending, to the planet of Deneb VIII, at the start of the Hiver War, and gain an additional 500cp to spend on Talents during this second decade. This world's history will reflect the changes you made, but it will also note your disappearance should you have been of historical interest. You may also choose to have your jump here end when the Hiver war is definitively ended instead.



Notes

Peter Reidinger's **Quadriplegia** is not a drawback and can be cured at any time. Without intervention he will be healed by Amariyah Bantam and go on to father several children.

Time Travel in the Worlds of Anne McCaffrey: Anne uses Closed Loop time travel rules. Anything done in the past can only ever lead to the future from which the time travel occurred. The past cannot be changed. Primes Sending objects into the past cannot change the past from their perspective. If an object sent into the past would change the past from the perspective of the Prime, it never arrives in the Timeline it was sent from, becoming "Lost in Transit". Multiple ships being lost in the early days resulted in more caution being exercised by FT&T. Time travel is effectively never used anymore. If there is a Talent at both ends of a trip, it occurs in real time and is instantaneous.

Victims of Jumper or Companion Drawback induced **Psychosexual Burnout** cannot be healed by any outside context power or ability until the drawback ends. Post jump, a quick trip to the med bay would clear that right up.

The perk **Mind and Heart as One** is an artifact of Talent's tendency to see the Mind rather than the body and the prevalence of May-December romances in McCaffrey's works in this series especially. At no point does any couple violate age of consent laws, but there are several pairings where one partner is old enough to be the parent of another. It's also useful for Young/Ancient Jumpers/Companions to feel comfortable with more Ancient/Young romance options. As it is Mental rather than physical, it transcends perceived sexuality in some cases but can also be more sibling flavored, platonic rather than romantic, ensuring no one feels inadequate due to inexperience. Age is an issue of mind over matter after all.

Teacher will not grow into an AI. It will remain a VI focused on educating, and will take in any knowledge you provide it to better do just that. It cannot "hack" and is immune from being hacked. It can however multitask to the point of simultaneously teaching different classes on every electronic device on any given network, whether local, planetary, or galactic. It will not incorporate new factual non-personal data into its curriculum without your input or being connected by you to specific databases. It does build and retain profiles on all of its students however. The educational records are public, however the personality data it uses to craft its individualized avatars is completely inaccessible.

With sufficient tech knowledge, **Shielding** could be constructed to constrain other esoteric abilities besides Talent. By default it blocks all but the strongest psionic effects, strengthening it and adapting it to other sources of power would take some doing, but is possible in time.

Joy Pills Street "safe dose" is one pill every 12 hours. Medical dose, avoiding the disorienting euphoria, would be half a pill twice a day. More than that will cause overdose in average adults. Should not be taken by children or those with a bodyweight under 120 pounds. McCaffrey's Joy Pills are a likely reference to Huxley's Soma (1932's A Brave New World), the inspiration for We Happy Few's Joy Pills as well.

Tower And Hive - This allows you to spend a decade (or more) during the time of The Rowan, Damia, Damia's Children, Lyon's Pride, and Tower and Hive. By default you start at the time the second Hiver ship attacks Deneb VIII, touching off first contact with the Mrdini. The Hiver war is slow to start and lasts two

decades allowing you to to meet and possibly recruit new and interesting characters. Due to power creep caused by the passive breeding program of Talent's marrying Talents, a much higher percentage of people with Talent are T1, T2, and Prime now. Thus you and your companions are given a budget to "catch up" with the locals.