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The Roleplaying Game

Second Edition



The Lurker's Guide to Telepaths

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THE LURKER'S GUIDE TO TELEPATHS

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INTRODUCTION

'I don't trust telepaths. Never have, never will.'

- Michael Garibaldi

They have been called Teeps. Some use the old term, Mindwalkers. No matter what the name used, the universe has been aware of telepaths for a very long time. Even though they make up less than a tenth of a single percent of the galactic population, they are *always* a topic of great worry and discussion. Telepaths have a talent that others cannot hope to understand and it causes so much fear and distrust in some cultures that they have imposed guidelines and laws on them. Telepathy is a strange and wonderful gift but one that can cause no end of problems.

The telepaths of Babylon 5 have access to an entire world of information and intelligence that 'mundane' people do not. It is a powerful resource that makes these evolved individuals some of the most influential people in the galaxy. Their ability to read and alter thoughts has also made them the most feared and despised. Their abilities give them an edge over the rest of the galaxy and it is this edge that needs to be understood.

Being a telepath might seem easy but there is much more to it than reading thoughts and manipulating mundanes. Even though they live in the constant flow of imagery and whispered emotions, telepaths are part of the mundane world as well – and it can be a dangerous place for those who are different, powerful or not.

This book is designed to open the doors to the metaphysical world of galactic telepaths. Where the *Babylon 5* television show spent a great deal of time looking at the Psi Corps and Human telepaths, it only touched briefly on the telepathic abilities of alien races and how they were handled. With this sourcebook Games Masters and players alike can add a heavy dose of telepathy to their gaming sessions, whether they are telepaths themselves or mundanes caught in the mental crossfire.

The information found in this book is designed to be a fresh look on an old topic, bringing the mindscape to life for readers who might want to try to play a telepath outside of the rigid Corps. This book will help those readers define what they want in their characters and what the *Babylon 5* universe will expect of them.

HOW TO USE THIS BOOK

Telepaths is the second edition sourcebook for the *Babylon 5 Roleplaying Game* that puts a spotlight on the different types and functions of the telepathic characters in the galaxy. In the first edition of

The Psi Corps sourcebook, we looked at Human telepaths in extreme detail. This book pulls that focus back and takes a look at the bigger realm of telepaths throughout the galaxy. With *Telepaths*, it is not just the Human teeps that get such treatment.

The book starts with a general overview of the telepaths of the galaxy. By taking a look at how the various different races and cultures deal with their telepaths, this chapter does for the rest of the galaxy what *The Psi Corps* did for Human telepaths. We look at how they are revered, feared and mistreated throughout the galaxy, hoping to help Games Masters and Players create colourful and interesting telepathic characters and plotlines.

The next chapter proceeds into the deeper realms of the telepaths' world by taking a detailed look at the various organisations found in the corners of the galaxy. The Humans have their Psi Corps but this chapter looks at what the other races and cultures have done to police, train or utilise their telepaths. Each organization has its own rules and regulations that its members must deal with but membership has its privileges and Players and Games Masters alike will want to know what they are. All from the Centauri Mindhawks to the Drazi Shok'ra are covered here.

Telepaths then moves to a chapter dedicated to some of the biggest events in the history of telepathic ability. From the earliest ages of the Mindriders and the Vorlons' genetic adjustments to the crushing terrorism of the Byronites and the horrors of the Telepath Crisis, the chapter explains how telepaths began and moved through the ages. These events shaped the universe for the telepaths and we show how.

There are a multitude of different telepathic talents, specialisations and abilities that require detailed attention, which the next chapter provides. Games Masters and Players will find the talents of the Mentalist or the Puppeteer useful, trying out the powerful new discipline of Chronomantics and other examples in this section of the book. This chapter takes the time to re-introduce some of the old favourite first edition telepath prestige classes, converting them to new second edition formats. There are many manmade substances and devices made from Dust, alyxcitin-99 and cerebral magnet-harnesses that have been created to better utilise, enhance or hinder telepathic ability. These items may not be commonplace but when they can be attained a telepath's world becomes that much more unique or different. This chapter also details these devices.



The next chapter gives statistics and roleplaying information for a handful of telepathic characters based on information found in the earlier sections of the sourcebook. Using the plot hooks and roleplaying hints given for each pre-made character, Games Masters can feel free to use these characters as Non-Player Characters or stand-in Player Characters. They were created for the readers' use and are a good way to introduce some of this book's information in subtle ways.

This book is not simply a guide to the world of telepaths from their point of view. We have added a chapter at the end of the book dedicated to mundanes and how they can possibly deal with their telepathic brethren. This chapter includes advice for Games Masters to use in order to keep telepathic characters from tipping their games on end with their powerful abilities as well as a series of interesting in-game ways to strengthen non-telepath characters against teeps of all levels. Akin to a 'mundane survival guide to the Mindscape,' the chapter will make *Telepaths* very useful for all *Babylon 5* fans.

Overall, *Telepaths* is a book that should hopefully turn the mystifying world of telepathic ability into a more concrete part of the roleplaying game. We hope that it will gibe Players a better definition and feel for what it is like to be a telepath from any race. Games Masters will also find a wealth of useful information that will help them use telepathy in all its forms – as a tool, a weapon or a crutch.

AN INTRODUCTION TO THE MINDSCAPE

A term dredged up from the early texts concerning the Ancients known only as 'the Mindriders,' the *Mindscape* is what the greater telepath community call the collective energy of all thoughts. Perceived in a variety of ways by a multitude of telepaths, it is often compared to an alternate or parallel dimension of sorts. The Mindscape is where telepaths find others' thoughts floating in the ether or swim with their own minds in search of other mental presences.

The various alien races have different names for the 'place' that theorists call the Mindscape but they all translate roughly the same. While the Mindscape is not truly a location or dimension such as hyperspace, it does have a bearing on how telepaths see or hear the world. It can be empty as a void or crowded like a traffic jam and only the telepaths would ever know the difference.

While it is almost impossible to actually describe the Mindscape to any mundane without falling short of what it actually *feels* like, there are matching guidelines that seem to describe it from every telepathic culture. The following entries are some of the most prominent 'facts' about the Mindscape and what it means to telepaths who perceive things through it.



Telepaths are Beacons

In the miasma of stray thoughts, emotions and feelings a telepath generally has to shut out in order to function on a day to day basis, telepaths are shining beacons of clarity. Like lighthouses in a thick fog, telepaths are drawn to one another in the Mindscape (unless actively Dulling or Blocking) due to the strength of their minds. This is why telepathic abilities such as Sense Telepathy and Locate Mind function like they do; the higher the P-rating of a telepath, the brighter the beacon to follow. This does not require the Sensing discipline and most telepaths can simply *feel* others in the vicinity with some effort.

A telepath can attempt to feel out other telepathic minds by making a Telepathy skill check. The result is then compared to a number equal to 30 + any Telepathy skill results for Blocking or Dulling abilities, minus the 'resisting' telepath's P-Rating. Should the sensing character score equal to or higher than that total they know the general direction and power level (within + or -1d3) of the detected telepath(s). Games Masters may require Concentration skill checks in particularly crowded areas in order to keep out the mental static.

'Everywhere is a sea of thoughts. They are fish. We are sharks. Simple as that.'

**- Mikhail Vasily Federov,
Psi Corps Bloodhound**

The Stronger the Emotion, the Thinner the Fog

The Mindscape has been described as being filled with a sort of mental fog that ebbs and flows depending on the number of minds contributing to it and the strength of those minds. One thing that seems to be a constant factor in the overall level of the fog around an individual is its emotional states. A calm and collected mind will thicken the fog around them, keeping their thoughts private. A drunkard might cause the fog to thin around him and her but create static from unclear thoughts instead. Lunatics cause the fog to shift unpredictably and those trained in anti-scanning techniques turn the fog into a wall. The strength behind the emotions being felt will sometimes thin the fog for that mind's thoughts, which is a tool that many telepaths utilise to great effect.

If a single target of a telepathic ability is in a state of great duress or emotion, such as failing against an Intimidation or Seduction skill check, the telepath attempting the power gains a +1 bonus to his or her Telepathy skill check due to the thinned fog.

'I have always found that their minds open easier after you have broken a few of their knuckles but hey... that's just me.'

- Trokkaz, Drazi Interrogator

The Cacophony of Stray Thoughts

Telepaths have a gift like none other but it does not come without cost. Mundanes have no way of knowing how 'loudly' they are thinking or the kind of tumultuous sound their constant and echoing thoughts create. Telepaths have to constantly keep their minds partly closed to the hum and buzz of outside thoughts in the Mindscape. The more minds placed in a location, the louder the mental noise. If emotions are high in these places, the noise can be downright deafening. This is partly why places like sports arenas, busy gambling halls and mental health facilities are commonly avoided by telepaths – the noise of mundane thought is just too much for them.

If a telepath is placed in a position where overwhelming mental noise could fill the Mindscape around him (Games Master's discretion), he might be required to first take a DC 15 Concentration check in order to push aside the noise long enough to use a Telepathic Ability. In particularly bad areas, like the examples given above, a failure on this roll should result in 1d4 nonlethal damage from the barrage of thoughts crushing their way into the telepath's mind.

'I've ordered my Sleepers from the Humans; I only hope they get here before the Interstellar Worlds Cup. I have midfield seats!'

**- Rezzinex Purgot,
Syndicracy Psionic Union**



What You Cannot See Can Hurt You

Most telepaths are capable of blocking their presence in the Mindscape or at least dulling it to the point of seeming much less powerful than they are. Telepaths that do not want to be bothered by others of their kind will often constantly dull their presence in the Mindscape. They flare brightly for just a moment in order to use their gift before sinking back behind mental blocks and covers. This practice means that there are some extremely powerful minds roaming around the galaxy that could be shielded from view. Other telepaths will not be able to see these mental giants, making them a stealthy danger in the Mindscape.

In game terms, the use of the Bland Mind variation of the *mind mirror* power (see *Babylon 5 Roleplaying Game 2nd Edition*, page 128) effectively cloaks a telepath's presence in the Mindscape, as does the new Mindwraith feat (see page 63 of this text).

‘There is nothing more unsettling than meeting someone face to face that you know to be a teep and they’re frakkin’ invisible in the ‘scape. Eerie, it is.’
- Herman Ferriman,
Freelance Scannist

Echoes and Ghosts

Strong emotional energies influence the Mindscape and none are stronger than those released at the time of death. The Mindscape becomes extremely thin whenever someone's mind is fading from life. So thin, in fact, that telepaths can often *see* the imagery going through the mind of the dying. Some see a vortex of light, others a dark path or even music and welcoming friends to guide them. No matter what the images seen by the dying mind, a telepath must be careful not to focus too much on the Mindscape at that time. The emotional strength of such an event could draw the telepath's mind into the Mindscape forever. A sudden death rarely triggers such things but any type of lasting pain or suffering can.

There has even been note of some mind energies lingering for *years* near the place of their demise. Supernaturally-charged theorists call these energies ghosts but most telepaths choose to refer to them as 'posthumous echoes.'



At the Games Master's discretion, a telepath could view the Mindscape while someone is dying, possibly seeing a vision of passing over. If this is the case, the telepath can use the Surface Scan ability upon the dying individual without needing to pass a Telepathy check. The use of this power will look and feel to the telepath like a normal conversation but it will take place solely in the Mindscape. If the telepath remains in the conversation too long, he will need to pass a Concentration check DC 20 or suffer one point of permanent Wisdom damage as his or her mental presence is drawn into the Mindscape. This check must be made consecutively until passed, with the telepath becoming a mindless vegetable at Wisdom 0.

‘I have heard about the infamous necropaths of the Brakiri and their ritual scanning of the dying. I did it once for a friend and I cannot see how they can ever choose to do it. Some things should be left alone.’
- Vendalla Ymri,
Abbai Mentalist

Lexicon

The following is a list of terms used in the galaxy that refer to telepath-related topics:

Architect – Nickname used to describe a telepath specialised in false memory implantation.

Battering Ram – Term used to describe any telepathic technique designed to smash through mental barriers and blocks, heedless of the safety of the target.

Blip – Derogatory Psi Corps term for any Human telepath not registered with their organization.

Bogeyman – Slang term used to describe a telepath that uses implanted thoughts to terrify sleeping targets.

Cold Scan – Term used to describe the random scanning of unsuspecting or uninformed targets.

Eavesdropping – Slang term used to describe when a telepath is scanning a conversation without the targets' knowledge.

Echo/Ghost – Term used in reference to any mental images left behind in the Mindscape when a person dies.

Escapist – Slang term used for a telepath that spends a great amount of time scanning the Mindscape instead of interacting with the physical world.

Fastball – Slang term used to describe a single telepathic sending without warning or subtlety.

First-Person Effect – Term used to describe how a telepath will sometimes be placed in a first-person view of scanned events, causing small errors in how things are perceived in some cross-species scanning.

Fog – Generally accepted term used to describe the cloud of ambient thoughts through which telepaths must 'see' to find others' minds.

Frankenstein – Derogatory term used by telepaths to describe other telepaths who have undergone chemical or genetic enhancement to their abilities.

'Gloves and Pins' – Derogatory slang phrase used by non-Human telepaths to describe the members of the Psi Corps.

Hothead – Derogatory term used to describe Drazi telepaths.

Incubus – The male version of the Succubus.

Launderer – Slang term used to describe a telepath specialised in mindwipes and brain-washing; occasionally derogatory.

'Leaving the Door Unlocked' – Slang phrase used by telepaths to describe a mind that has had a post-telepathic suggestion added to make later contact easier.

his or her ability to harm others physically.

Mindrider – The generally accepted name for a species of First One supposedly linked with telepathy, rumoured to have been creatures of pure thought.

Mundane – Term used to describe a non-telepathic being; often derogatory.

Music Box – Slang term used to describe a mundane trained to use songs and limericks to help block telepathic content.

Noise – Term used to describe the overall mental 'sound' created by numbers of minds together.

Puppeteer – Slang term for a telepath that specialises in controlling others' actions through telepathy (see page 74).

Rent-a-Mental – Derogatory term used by telepaths to describe a telepath who hires his or her telepathic services out to the highest bidder.

Rogue – Common term used to describe any non-registered telepath from a culture that requires them to register with a specific organization.

Succubus – Slang term, sometimes derogatory, for a female telepath who uses seduction to make stronger telepathic contacts with targets.

Superman – Slang term used for a telepath who has chosen the Mentalist path (see page 70).

Teep – Slang term for anyone with telepathic talents; occasionally derogatory.

Teek – Slang term for anyone with telekinetic talent; occasionally derogatory when used by other telepaths.

Think Tank – Slang term used to describe any large group of telepaths.

Warmind – Slang term, sometimes derogatory, used to describe a telepathic soldier who uses his or her abilities commonly as a weapon or other wartime resource.

TELEPATHS IN THE GALAXY

‘They created telepaths on a hundred worlds. Interfered with their genetic development. Took people from their homeworlds and adjusted them over the course of the centuries.’

‘Yes.’

- Byron Gordon and Lyta Alexander

This chapter takes a look at the telepaths of each of the major galactic races (and a few of the smaller ones), how they fit into that race’s culture and any specific interests or abilities they might have. It is a guide not only for Games Masters to learn how these various telepaths interact with their own people but also for Players to better create specific characters hailing from these corners of the galaxy.

Each entry covers the general history and outlook of telepathy in that race’s culture, where telepaths stand in the overall scheme of the race’s society, what sort of abilities they lean toward and any telepathic abilities or power variations unique to their kind.

ABBAI

‘The ocean of the mind is deep and filled with predators. Our Gatherings welcome all minds to swim in our mental pools. We will gladly protect you.’

**- Kaamai Tannat,
Abbai Guardian**

One of the older races in their end of the galaxy, the Abbai are the benchmark to which many other races have always looked as an example of ‘civilised.’ The Abbai were instrumental in gathering forces under their banner of the League of Non-Aligned Worlds and they helped their galactic fellows become a cohesive political force that the rest of the galaxy had to take notice of. It should come as no surprise that the Abbai also have one of the most well integrated cultural beliefs in the galaxy concerning their telepaths.

Abbai telepaths have been helping smooth relations between alien factions for as long as the gene has been evident in their populations. Seven centuries before Humans registered telepathic ability the Abbai had already created their first Gatherings – telepathic unions of individuals capable of similar abilities. These Gatherings were designed to make sure that the rest of Abbai society knew exactly where to go to for what sort of telepathic aid. The Gatherings have not changed since their original

Optional Rule – Preferred Discipline

The telepathic gene is responsible for the activation of several normally-unused portions of a lifeforms’ brain resulting in the awakening of telepathic ability. Similar to how the brain is sectioned to better perform specific functions, the telepathic brain is sectioned to better focus upon individual uses of the gift. Just as one race might have a stronger ‘memory’ section of their brain compared to the next, each alien race has one discipline of telepathic ability they tend to be better suited for.

This optional rule allows a telepath to have a stronger connection to the powers available to him from his race’s preferred discipline, as listed in each entry below.

A telepath character using any ability from his preferred discipline lowers the Power Required number for that power by one. This reduction does not change the Telepathy check DC or the roll to resist the power, merely the P-Level required to use it without strain.

inception and all Abbai telepaths are requested (but not required) to petition membership to the one that suits him the most. Unlike the notorious tactics of the Humans' Psi Corps, the Abbai Gatherings are loosely organized and treated more like clubs than governmental organisations. The existing telepathic Gatherings are as follows: Re'qui (Empaths), Ar'yoqu (Scanners), Poq Yaakk (Mentalists), Hiq'menui (Guardians), Erysa (Traders) and Daekyll (Eveners).

The telepaths of Re'qui are skilled in the ability of emotional manipulation but they prefer to view their gift as emotional 'repair.' They are frequently called upon to negotiate hostile League meetings or to simply be present to cool heads in heated discussions.

Ar'yoqu telepaths practice basic scanning techniques on each other and their peers in order to better create a 'comfortable scan' for those who seek their services. They are so well versed in non-invasive scanning techniques that they boast they could scan a sleeping infant without causing it to wake.

Mentalists from the Poq Yaakk Gathering are the closest thing to 'elites' that the Abbai social structure allows, only accepting members who have begun to walk the path of mind-over-matter. They are reclusive and secretive, choosing to live in communes deep below the ocean depths to better practice their powerful techniques.

The only telepaths commonly sought out by other League races, the Guardians of the Hiq'menui are specialists in the blocking and dulling of other telepaths' abilities. It is considered an honour in Abbai society to protect another person's goods or well being but a Guardian is prized even more so – they protect something that others cannot protect themselves. They are frequently assigned to multi-racial locations that might include Centauri or Human telepaths, who are known for their pervasive scanning and unwanted Mindscape visitations.

The Erysa Gathering, called 'Guild' in Interlac, is a primarily male (and therefore lesser) collection of Abbai telepaths that are almost exclusively used as commercial agents in the galactic trade market. Considered expendable, although never officially, the Erysa Guild is sent into the galaxy knowing that problems might occur – but at least a *female* Abbai is not in danger.

Although thought of as a 'catch all' Gathering for Abbai telepaths not specialised enough to join another, the Daekyll Eveners are by far the largest and most influential of the Gatherings. They accept anyone with telepathic talent and they enjoy long and generally stress-free relations with their peers and neighbours. If an Abbai telepath does not believe he can fit into any other Gathering, he knows that joining the Eveners is always an option.

Throughout the Matriarchate telepaths are viewed in no different a light than that with which someone else with a unique or difficult talent might be viewed. An artist is not ridiculed or feared for his ability to see colour or shape, just as a natural pilot or fighter is not looked poorly upon for his skills. Telepaths are much the same. Although they have a gift that none of their peers can hope to understand or ever learn, the Abbai believe that their talents increase the ability of the whole species and no one is jealous of them.

Preferred Discipline: Empathy

The Abbai have an almost instinctual natural leaning toward the softer emotional centres of the mind. This makes the telepathic understanding of the adjustment and application of emotions far easier for them than most others. Abbai Empaths are some of the best in the galaxy.

New Telepathic Variation – Soothe

The Abbai understand the best ways to make allies out of enemies and bystanders out of combatants and they can bring some of that knowledge in their uses of telepathy.

Soothe is a variation of the *nerve stimulation* telepathic ability in the Biokinetics Discipline. Users of *nerve stimulation* know that their skills can telepathically cause a common body to react in specific ways rather easily but the Abbai (primarily those who use the Empathy Discipline heavily) have also learned to flood the mind with signals that produce calming hormones and chemicals into the bloodstream almost instantly. Instead of producing sickness or involuntary actions, the affected mind causes the body to feel sated, pleasant and calm.

Soothe (DC 22): The target is flooded with the feeling of being sedate and calm, forcing him to pass a DC 15 Will save to make any hostile action or comments. This effect lasts for 1d6 minutes but is cancelled instantly if the target is threatened or attacked.

Playing an Abbai Telepath

Unlike so many of the other races, the Abbai do not put restraints or reservations on their telepaths. In fact, they encourage them to live the most normal lives they can. This means that most Abbai characters with the Telepath class will not seem outwardly different from any other Abbai character. They also see nothing wrong with acting as if they have no talent at all unless it is required of them.

Abbai Player Characters with the Telepath class will have the ability to act like 'normal' members of society without being expected to play by any special sort of rules or regulations. They are likely members of Gatherings (see page 33 for Abbai Gathering membership details) but



otherwise do not need to perform in any function or form unless they choose to do so.

The freedom that Abbai telepaths are given can also make them targets for anti-telepathic action. Mundanes that feel that telepaths have too much power are always on the lookout for a scapegoat of their paranoia and the Abbai often fill this need due to their belief that no one *needs* to know of a telepath's gift. Many Abbai telepaths are accused of being spies and 'mind-thieves' just because it is not in their culture to explain they have telepathic ability.



Useful Facts and Information

5 The birth rate of telepaths amongst the Abbai is roughly 1 in 1,200.

5 25% of Abbai telepaths suffer from shullrai, a silvery albinism uncommon to their people.

5 Abbai telepaths in the service of the Matriarchate Navy are allowed to automatically enter military intelligence, so long as they are female.

5 At least one of the Matriarchate's aides to the Ambassador to Babylon 5 is always a telepath of the Poq Yaakk Gathering, serving as a protector of both mind and body.

BRAKIRI

'Information is just as valuable as Quantum-40 to the right buyer. The Syndicracy is home to the finest commercial avenues in the galaxy; why should thoughts be any different?'

**- Traxa Venh,
Corporate Saboteur**

It was not long after the segregation of the water clans that the appearance of the telepath gene was really noticed. There had been telepaths amongst the Brakiri for a long time but the chaos surrounding their earliest generations left no history of the use of telepaths. It is believed that the telepaths were probably instrumental in asserting order in the clans when nothing else could but it was only once a pecking order had been established that they could safely reveal their powers.

As the water clans became the power family conglomerates and commercial dealings between them and outsiders increased, so did the use of telepaths as corporate entities. Business dealings between families started to see specially trained telepaths as part of the negotiation teams. Some were used to try and steal secrets and manipulate the proceedings while others were present to try and block the other family's telepaths from doing just that. As more and more telepaths surfaced in the business world, these negotiation teams became unwieldy. One or two speakers would sit across from one another at the table to discuss the terms of a transaction, yet a dozen or more telepaths would be present on both sides.

This mental game of rock-paper-scissors became too stressful for the telepaths and too costly for the conglomerates – as telepaths had no regulated salaries at that time. It was the collective telepath community that decided to set the bar and place limitations on their own use. This was not because they felt they were being unfair or utilised poorly, merely that they could not keep up with the demand. By starting dozens of telepath unions and getting them sanctioned through the proper employment channels of the Syndicracy, the Brakiri telepaths placed specific rules and regulations upon their own use. These laws began as a guidebook of less than seventy pages but now span an entire wing of the Brakos Codes and Bindings Library.

With their laws in place, Brakiri telepaths created a nigh inexhaustible supply of work to be had with what looked

to the common observer like a moderate wage. With easy hours and no overhead or inventory to look after, the fee 'limitations' placed on telepath employment by the unions still allowed them to become powerful and wealthy in a short amount of time. Joining a union was the best thing for a Brakiri telepath to do in order to ensure his career but it had its drawbacks.

With the popularity of the unions came a slow rise in wage limitations and even more reduced hours until the conglomerates started to wonder if it was worth paying telepaths to help with their negotiations at all. The power families began to look to the telepaths of other races for their dealings or perhaps chose not to use them at all. Some even looked for telepaths that were not yet unionised, hiring them on retainer for a decent wage that was higher than common work but lower than what it would cost to hire a union teep.

Although they were beginning to become angry at the companies that were turning away from them, the unions had created too many laws to protect themselves and had effectively tied their own hands with red tape. It was then that many of the unions started their own underground movements to sabotage the other telepath unions while recruiting or eliminating any 'rogue' competition. The Mindscape in Brakiri space became a dangerous place and being a telepath who dealt with the Syndicracy often was just as dangerous as being a spacer in raider territory.

With laws regarding telepaths so firmly in place it would seem to outsiders that the Brakiri have a tight grasp on their telepathic population. This is not exactly the case. The most reliable factor that keeps the telepaths from holding all Brakiri mundanes effectively hostage is the constant union wars that take place behind the scenes. Always competing for mental territory and corporate secrets and affiliations, the unions are actually the biggest reason telepaths do not control all of the Syndicracy. Through their squabbling and churning cannibalisation of one another they keep their numbers and power levels low enough that they are not yet a threat to the power conglomerates.

As a result however, the Brakiri as a people view their telepaths with a mix of distrust and awe. Although they are not required to wear any sort of marking or uniform, many of the telepath unions require their members to wear some kind of jewellery or patch if only to make sure other telepaths know they are part of a union, keeping them safe from those who might consider them 'rogue.' There is a certain gang-like feel to how the telepath unions deal with one another. The common populace cannot hold on to their secret thoughts like they could a credit purse when around gangland thieves, making the factional telepaths that much more worrisome for those Brakiri who have something to hide – which is generally all of them.

The Day of the Dead – Mindscape Related?

Even though it only occurs once every two hundred years, the Day of the Dead is a powerful holiday observed by Brakiri all over the galaxy. A comet that has circled Brakiri space for as long as they have had historic records passes and bathes the whole area in its glittering energies. Those who are bathed in its passing are given access to the spirits of the deceased for roughly ten standard hours. This phenomenon is *very* specific as to where it occurs, even following legal and nonsensical borders like embassy grounds and purchased or leased territories.

The only theory that holds up to any reasonable scrutiny is that the comet is some kind of Mindrider experiment or artefact in motion, boosting the Mindscape in the areas of Brakiri minds that believe in the holiday and the comet's power. If collective faith of the believers was strong enough, perhaps the Mindscape would drag old mind echoes back to the perceptions of those caught in these areas. Why or who the individuals might perceive varies greatly depending on what sort of energies they might be carrying with them but the Mindscape is made powerful enough to show them.

This theory is not fool proof, nor does it help anyone understand why the comet behaves as it does, but it does have an adverse effect on telepaths drawn into Day of the Dead territories. All P-levels are raised by an effective 2d6 during the ten hour window, lending even more credence to the overall idea behind the holiday.

Preferred Discipline: Blocking

The Brakiri are generally *always* hiding something from one another, whether it is sensitive corporate secrets or just the true value of a haggled object. This intuitive ability to do one thing while thinking about another makes the Brakiri exceptionally skilled at clouding the Mindscape and shutting out other telepaths' thoughts and probes.



New Telepathic Variations – Intimation and Static

Due to the constant updating and addition of new laws to the telepath unions, Brakiri teeps have to adjust many of their mental abilities to get around new laws as they appear.

Intimation is a variation of the *idea seed* telepathic ability in the Communication Discipline. There are laws that specifically stop Brakiri telepaths from simply forcing a target to accept any form of contractual offer, meaning that the negotiation process cannot be overridden by telepathic talents completely. By instead sending subtle flashes of the target enjoying a product or service through *idea seed*, a telepath can simply make the target *want* to sign while not *forcing* him to do so.

Static is a variation of the *jamming* telepathic ability in the Blocking Discipline. Somewhere in the rampant law-making surrounding the earliest days of commercial telepath use the unions agreed to forbid direct *jamming* in contractual employments. To get around this some telepaths have learned not to jam others but to instead fill the Mindscape with muffling static around their client's mind. Again, this remains just on the legal side of the law and protects a client from being probed and scanned.

Intimation (DC 20): The target receives positive mini-flashes of the telepath's desired outcome. For example, in a real estate transaction the flashes will be of the target living happily and enjoying the property; in a business arrangement the flashes might be of growing stock prices and expanding dividends. Whatever the flashes might be is irrelevant. Every successful use of this ability on a target decreases his ability to resist haggling or negotiations by -1, to a maximum of -5.

Static (DC 24): The telepath chooses an individual target to cloud in the Mindscape and then begins to concentrate on any number of blatantly confusing or banal thoughts in order to make the target harder to reach. Any Telepathy skill checks targeting the target of this *jamming* variation will be reduced by half of this telepath's P-level (round up). He must have Line of Sight to the target but not necessarily to any of the telepaths this power will affect.

Playing a Brakiri Telepath

Brakiri telepaths cannot help but be more than a little secretive and untrusting. They have grown up in a society that teaches them their gift is nothing but a tool to make money and gain power and that nothing short of getting caught should stand in their way. They could not avoid getting involved in corporate politics at a young age and are likely part of a telepath union – or being sought by one.



Brakiri Player Characters that have chosen the Telepath class can expect to either choose a Telepath Union (see the section starting on page 35) or instead be freelance 'rogues.' Both have their benefits and drawbacks which Players should be aware of going into the creation of their character. Depending on the choices made by the Player the character could be restricted by the bylaws of his union, or always looking over his shoulder to make sure the unions are not targeting the character for his freelancing ways. Similar to a 'blip' running from the Psi Corps, Brakiri telepaths who are freelancers are never truly safe from the agents of the telepath unions.

Useful Facts and Information

- 5 The birth rate of telepaths amongst the Brakiri is roughly 1 in 1,500.
- 5 Brakiri telepaths leave Brakiri space for any Day of the Dead holiday celebrations. The passing of the comet is rumoured to be too powerful for their minds to handle properly.
- 5 Brakiri telepaths are disallowed from joining any form of Brakiri clergy or canonical service, as the unions believe that putting telepathy and religious faith in concert with one another would be too much power for one individual to wield.

Assuming the role of a Brakiri telepath can be a great deal of fun for a devious or sneaky player. Brakiri telepaths are not bound by the same kinds of laws that Human telepaths are, nor do they have any form of moral or cultural taboo against using their talents for personal or political gain. They are the kind of telepath that most mundanes should honestly be afraid of, because they have no qualms about using their powers for something as trivial as getting a better hotel rate. Of course, they also could just as easily steal bank account numbers, cheat gamblers or wrack enemies with agony before assassinating them. There is never a lack of employment options for a Brakiri telepath.

CENTAURI

'There is only one good reason to have a telepath in your entourage, and that is because you currently have none.'

- Emperor Hassius Prado III



By using their gifts Centauri telepaths have become advisors to emperors, wives to Centaurum members and elite generals in the military. They rise to the top of the social ladders like ascending stars, happily flaunting the talents the gods saw fit to give them. They were popular at the height of the Centauri Republic and making sure that the most prestigious telepaths were always present at royal or even imperial events was important.

This positioning in the higher aspects of Centauri life would eventually be the reason the telepaths have thinned over the generations. Socially

empowered breeding and inbreeding to hold royal positions and influential relationships began to mix the telepathic gene with stronger mundane reproductive cycles, which slowly bred out the majority of common telepaths. Although this left behind specialist breeds of telepaths like Prophetesses and the original Mindhawks (before training programs were put into place to create more), it severely handicapped the reproduction rate of normal Centauri telepaths.

It was during Centauri control of the Narn homeworld (the first time) that the Centaurum realised it was possible that the telepathic gene could be bred so thin as to be nonexistent, having been told what happened to the Narn. Hearing the tales of the Mindwalkers from the cowed Narn, the Centaurum looked to their telepath population and discovered the diving reproductive rate. Putting specific breeding programs into action would have solved the problem, but the various noble houses were far too fractious and self-centred to ever risk adding telepaths to other houses however, so the initiative was swept away nearly as fast as it was imagined.

With the number of telepaths rapidly slipping it did not take long for the remainder to make themselves useful to the Republic in ways that would place them in unique roles. Exercising their abilities to further Republic commerce and military advancements, the telepaths formed 'provisionals' that were later ratified by the Centaurum. These groups of like-minded telepaths were originally created so as to not belong to any one noble house or family but instead be available to the greater Republic. This would ensure they were treated fairly and equally for many years, but it would not last.

After the Narn rebelled and the Centauri lost their stranglehold on dozens of other races' territories, the royal houses lost so much of their resources and power base they were ready to do anything to keep their heads above water. Underhanded tricks and schemes, which included telepathic spying and mental sabotage, became the coin of the Republic. The telepaths themselves tried to remain shielded by the laws surrounding their provisionals but it was not long before new laws and royal edicts crushed them under the thumbs of the most powerful houses once again. The provisionals were divided up like the spoils of some internal war, with the telepaths becoming glorified slaves to their new families.

Telepaths were looked upon highly by the common Centauri, but with the exception of the Seers and the Mindhawk Regimental (see page 37) who were still protected by Imperial sanction two hundred years old, used as weapons and tools by the nobles of the royal houses. The provisionals effectively entrapped the telepaths for the Centaurum to use them as they saw fit and telepathic espionage became the first and foremost reason to call upon them.



As the Republic moved into its stagnation around the 2250s, telepaths had all but fallen into use simply as intelligence gatherers and commercial aides. Houses Callo and Hessius generally took 'ownership' of the most provisionals due to their strong financial ability even in the Republic's decline, so many Centauri telepaths took on the house surname as a sign of respect (or a direct order). Emperor Turhan was said to meet with several Hessius telepaths from time to time to discuss matters across the galaxy and more than one imperial edict came from their predictions. Even with the benefit of an emperor that prized telepathic talent, the Centaurum kept their vice grip on the provisionals.

It was not until Londo Mollari decided to take back Centauri Prime that the telepaths were freed from the yoke of the provisionals. Having learned that telepathic jamming could 'shut off' Shadow technology from spies within the inner circles of Babylon 5, Mollari offered royal rewards to any provisional that would send at least a dozen telepaths to the island of Celini for his plan. Requiring them to simply cloud the area with telepathic conversations until he could detonate his warheads, some seventy-five telepaths died in the resulting nuclear fire. Their lives bought a higher degree of freedom for their provisionals and those who were sacrificed were remembered fondly by Centauri telepaths for generations.

Even with the added liberties and respect their deal with Mollari created, Centauri telepaths were soon to be made into pawns again. In less than two years' time the Drakh would create a firm hold upon the Centaurum and the Emperor himself. These dark alien masters would know the power that telepathy offers very well and the threat it represents to their overall goals. Mollari was told to reinstate all of the old restrictions on the telepath provisionals once more under the guise of rebuilding after the Alliance's betrayal and things went rapidly back to the way they were before – if not worse. Many telepaths became experiments and pawns of the Drakh, including the imperially protected Seers and Mindhawks.

Centauri telepaths have been at the top of the social mountain and have fallen into the hells of slavery but they remain some of the oldest and most proficient telepaths in the entire galaxy. If what does not kill one truly makes one stronger, the Centauri telepaths have a future of great strength ahead of them.

Preferred Discipline: Communication

The Centauri have always been a race built on the gossip chains and rumour mongering of friends and neighbours and their telepaths cannot help but become transfer points of information. They are good at being mental hub stations that pass the latest juicy bits or risqué secrets at the speed of thought, even if they are not supposed to.

New Telepathic Variations – Altered View and Sensation

During the early era of Centauri telepaths when they were socialites in the extreme, they managed to pick up a few specific gifts that might not seem useful to those outside their social predation.

Altered View is a variation of the *false memory implantation* telepathic ability in the Communication Discipline. Sometimes in Centauri circles a vicious rumour can be just as deadly as any assassin's blade. By subtly adjusting something that really happened into something that *could have* happened in the mind of an onlooker, a telepath can make or ruin someone's personal, military or political career in the Republic.

Sensation is a variation of the *nerve stimulation* telepathic ability in the Biokinetics Discipline. The Centauri are generally hedonistic in their social lives, living it up to the fullest all the time. By gently stroking the right synapses and prodding the mind in a particular way a telepath can release mass amounts of pleasurable chemicals into someone. Depending whether it is caused in a lover, friend or rival, this flood of pleasure can be the perfect tool for *dozens* of different situations.

Altered View (DC 25): The telepath finds a specific instance that both he and the target witnessed and adjusts the scene so it matches what the telepath wants it to. A polite wave could be adjusted to a horrific profanity, a hug from a political rival made to feel like a poisoned pinprick or perhaps an apology could be made into a threat. Just like any *false memory implantation*, this could cause the target some confusion if the rest of the scene does not match up but a good gossip or rumourmonger can sweep such trivial things under the carpet quickly enough.

Sensation (DC 22): The telepath sends mental messages to the target's endorphin and adrenaline producing glands and floods the body with waves of chemical pleasure. Other than a -2 reduction to all Dexterity and Wisdom-based rolls due to lack of focus and bodily control, this ability has many interesting roleplaying uses for a crafty Centauri. Once the target has been affected, the surge wears off in 1d3 minutes – when it could be created again if the telepath wishes it.

Playing a Centauri Telepath

Centauri characters run the gamut of personality types and their telepaths are no different. Many who have come to terms with their positions in Republic society are comfortable in how their provisional is used and abused. Others secretly fight against their controlling houses. Seers are treated more like holy artefacts than people and

Mindhawks-in-training are a scary lot given all the best resources their Centaurum can offer them. Depending on how the Player wants his character to progress, there are dozens of different avenues to take.

It is actually easier for a Centauri telepath to be away from Republic space, preferably out of the watchful eye of his provisional's house. A Player Character who does not want to be controlled by his peers could find it easier to surround him- or herself with non-Centauri or low-born house members. Making it more work to bother with a telepath is a good way of avoiding the attentions of higher social circles but it also means the character will not likely be more important in the larger scheme of things, either.

Centauri telepaths make good Player Characters due to the mixture of telepathic freedoms reined in with the political and social manoeuvrings of their own people. They can use their powers relatively unchecked and only the house laws placed on their provisional might dissuade them – but only if they think they could get caught.

Useful Facts and Information

5 The birth rate of telepaths amongst the Centauri was once 1 in 500 but has since slipped to roughly 1 in 5,000.

5 75% of female Centauri telepaths are Seers through some kind of genetic quirk but there are a few female common telepaths in the population.

5 House Callo has the vast majority of the Centauri telepaths in its provisionals due to the strength of the house's mercantile influence, although only half of them are used for commercial contracts.

5 Whenever a Centauri telepath also manifests the genetic throwback of the 'Liat smile' (fanglike canine teeth) he is viewed as a mental predator and forwarded to the Mindhawk Regimental.

DILGAR

Although not terribly common in the later Dilgar bloodlines due to breeding programs aimed at dexterity, ferocity and strength, telepaths appeared in early Dilgar history. Overdeveloped mentalities often

Why Include the Dilgar?

Even though their numbers are down to less than a hundred galaxy-wide by 2258, the Dilgar were once a powerful species that controlled their corner of the galaxy with an iron grasp. Their near demise did not occur until their crushing defeat in 2235 at the hands of the Earth Alliance followed by their suffering an extinction-level event two years later. Until those events however, the Dilgar were a force to be reckoned with and therefore deserve some attention.

Games Masters may want to run flashback games from the Dilgar War or dredge up the occasional survivor to surprise their Players. These refugees could be telepaths who used their talents to survive the decades or they may be part of a larger plot to get revenge on the Earth Alliance and the League of Non-Aligned Worlds. Whatever the reason a Games Master wants to include a Dilgar telepath, he has the tools to do so in this entry.

left them lacking in physical attributes but the added cunning and abilities of the telepaths allowed them to better manipulate their fellows. Rising into positions of power in their clans, the Dilgar telepaths remained an extremely small percentage of the population but an important one.

Through the generations of Dilgar advancement their clannish structure gave way to a regimented draconian society that gave birth to a segregation of telepaths and mundanes similar to the Humans' Psi Corps. The growing and moulding Dilgar Imperium created specialist branches of their iron fisted government, with the vast majority of telepaths ending up in the much-feared Mha'dorn Intelligence Agency (see the section starting on page 37).

The Mha'dorn helped the Dilgar hone their telepathic abilities amongst their own kind, testing insidious and powerful new techniques on captives and criminals. Controlled by the military leaders of the Imperium, the Agency became a collection of living weapons poised for the warmasters' deployment orders. Commonly killed in mental incapacitation, thought denial and secrecy scans, Dilgar telepaths were mainly assigned to underhanded espionage and assassinations. The warmasters expected them to use every ounce of their abilities to fulfil their missions, or die trying. The Dilgar never accepted failure, especially from those 'gifted' with telepathic talents.

Dilgar telepaths made for good agents and spies but also had a place in the labs and bases of the military. Especially good at getting prisoners to crack in order to pry out what they know – painfully and without care for their well-being – many telepaths earned their keep as interrogators or torturers. With their ability to attack the nervous systems of their targets without so much as even touching them, Dilgar telepaths seemed *born* to inflict pain.

At the height of the Dilgar Invasion many telepaths were assigned to attacking fleets as Intelligence Agents. They helped plan the methods of attack with the individual fleet admirals by gathering information from captives after each battle in order to help steer the attacks. Finding that the telepaths of the League worlds could not stand up to the rigorous training methods of the Mhadorn, Dilgar telepaths helped Dilgar fleets make a mockery of enemy defences. Dilgar telepaths were stationed at conquered worlds all across the Invasion's path, torturing and testing their abilities on the survivors taken as slaves and prisoners. Most non-Dilgar never knew that Dilgar telepaths played such a large role in planning the war, as few who encountered them were left alive or sane enough to tell the tale.

When the Earth Alliance stepped in, the Dilgar met their first telepathically-trained force. The Psi Corps had been running strong in the Earth Alliance for over eighty years, meaning that many of the EarthForce officers and higher-ups had received some anti-scan training. What few prisoners the Dilgar managed to take seemed resistant to telepathic probes, making it difficult to get sensitive information from them.

The Dilgar War swung against the Imperium after the Humans entered the fray and many of the leading telepaths of the race were either killed outright in military actions or forced back into the Omelos system along with the warmasters. When the sun destroyed all life in the system in 2237, the overwhelming majority of the Dilgar in the galaxy were incinerated, irradiated or otherwise obliterated. As far as the rest of the galaxy was concerned, the Dilgar were extinct.

There were survivors that had hidden away in hyperspace or outside the blockade that were hunted down whenever they surfaced and a few of them could have been telepaths. With their cleverness and mental talents it is likely that at least a few of the Dilgar telepaths managed to survive into the next age. What they are doing, who they are working with or against and where they are hiding has never been discovered. If they have survived, it is safe to say they are looking for revenge.

Preferred Discipline: Biokinetics

The Dilgar have always had an understanding of the body and all its biological components and this deep

understanding of how lifeforms work is highlighted in their telepathic ability. Dilgar telepaths have a surgeon's precision when dealing with the nerves and organs of their targets on a mental level.

New Telepathic Variation – Paralyse

The Dilgar learned long ago that a stationary target is an easier target and that removing the use of limbs or senses can have a powerful effect on a target's morale.

Paralyse is actually a variation of the *nerve stimulation* telepathic ability in the Biokinetics Discipline. Any telepath can try to influence the nervous systems of a target wholesale but the Dilgar have figured out how to push the specific pressure points with their minds like their martial artists could with a sharp jab. Shutting down specific areas of the body with a telepathic surge allows the Dilgar to incapacitate hands, arms, legs, tongue or even bowels. Taking away parts of a target's body is normally just the beginning of the process, however.

Paralyse (DC 25): The target loses the ability to move or the function of any one of the following body parts per successful use of the power, having the listed effect for the listed amount of time.

Location Targeted	Effect	Duration
Arm, Hand	Target appendage hangs lifelessly, cannot be moved or manipulated and does not feel pain or sensation	1d6 minutes
Leg, Foot	Target appendage is wooden and stiff, cannot be moved or manipulated and does not feel pain or sensation	1d4 minutes
Eyes	Target cannot see clearly or at all	2d6 minutes
Mouth, Tongue	Target can only speak in drooling mumbles and not clearly enough to be understood. Target also cannot eat properly.	2d6 minutes
Bowels	Target loses faculties long enough to soil him- or herself	Instant

Playing a Dilgar Telepath

Only possible if the Games Master allows it, Dilgar telepaths as Player Characters can really only come in two main varieties – pre or post-Dilgar War. Utterly dependant on the time frame in which the campaign is set, Players must decide if playing a character that is or will eventually be hunted for its complicity in the Dilgar Invasion is good for them.

Pre-War Dilgar Telepaths

Dilgar telepaths that have not yet been placed into the war fleets of the Imperium are likely to be interrogators or spies, preparing the warmasters for the impending spearhead into the galaxy. They might not agree with the scientists' views on Omelos' sun or the degree to which the race must go to find a new homeworld but they know better than to question their superiors. They are generally always members of the Mha'dorn, though some might have avoided the agency due to other concerns.

Player Characters are probably tied to a particular mission or officer that will assign them to work with their abilities in some way. There were almost no Dilgar telepaths that were not assigned to perform some form of duty in preparation for the advancement of the Imperium and those who refused were criminalised and later experimented upon.

Post-War Dilgar Telepaths

Those rare Dilgar that managed to avoid being scoured from the galaxy by a stellar event have two forces dominating their minds at all times – survival and vengeance. Dilgar telepaths are even more bent on surviving, because if they die there is no hope for telepaths in the Dilgar race, if the race can manage to survive at all. They are secretive, distrusting and sadistic. They are willing to do anything to try and make it back into the galaxy as a species and not just a remnant but they would risk it all if it meant crushing the Humans and their Alliance.

Useful Facts and Information

5 The pre-2237 birth rate of telepaths amongst the Dilgar was roughly 1 in 2,000.

5 Post-2237, there are an estimated 1,500 surviving Dilgar throughout the whole galaxy; there is a less than 1% chance that any of them are telepathic.

5 The raider cell known as the Ghosts of Omelos are made up of a handful of Dilgar survivors and a majority of imperfect clones but they have not been able to reconstruct the telepath gene as of yet.

Player Characters are no doubt on the run from anyone and everything and can only trust themselves and any other Dilgar they might know or come across. The life of a

Dilgar is a paranoid life filled with stealth and backstabbing but if a Player enjoys playing the obvious villain on the run – this could be a fun character for him. Not everyone in the 2250s and 60s had a chance to ever actually meet a Dilgar, so there may be an eventual time in the galaxy when their faces would not *always* have a crosshair painted on them, but it is not likely.

DRAZI

‘Oh, you shouldn’t think those sorts of things so loudly... I might take them personally.’

**- Drokhhkak,
Freehold Shok’ra Officer**

When someone thinks of a Drazi they rarely think of the advanced cerebral functions that lead to telepathic ability. They could not be more wrong, though. There have actually been a very high number of Drazi telepaths in the course of the race's history. In a society where the strong thrive and the clever are sometimes overlooked, being *both* is a boon that makes legends.

In one of the oldest Drazi historic myths there is a heroic warrior-priest named Shok of the Sky. Shok's legends speak of his ability to defeat any opponent, god and Drazi alike. It is written that he could read the thoughts of his enemies and could defend against any attack they threw before they even threw it. With a touch he could shatter bone and render foes to quivering masses of pained flesh. The Drazi believe that the stories surrounding the legendary Shok are the first tales of the first Drazi telepath, perhaps even the first telekinetic. Growing up as a telepath in Drazi society means that one must be the embodiment of the hero Shok, or the telepath may never survive.

It was through legends like Shok that the Drazi eventually created special training programs for those telepaths that managed to live into adulthood. The Shok’ra and the Choshal grew into strange mixtures of faith and military organisations, combining physical training and telepathic skill into a useful tool. These factions have very little real power in the Freehold as a whole but the Drazi respect the telepaths able to join them.

Drazi society is brutal and often socially backward but it treasures any of its people who have a talent that can help further the Freehold and its goals – telepaths included. Even though they may not be the mightiest physically, their abilities prove useful in combat and other avenues time and time again. A telepath could win a battle with a thought and while it might not be glorious or honourable,



it is still a victory. The Drazi can respect pragmatism as much as the next race.

Much like everything else in the Drazi culture, their telepaths tend to be very well-versed in the mental version of brute force. Defence has never been their strongest suit and their telepaths were overcome quickly by the Dilgar mental specialists. During the Dilgar War the Drazi lost a high number of their telepathic population and only their unexpectedly high birth rate saved the gene from becoming extinct.

In common society the Drazi telepaths are often indistinguishable from mundanes to non-Drazi onlookers. Only those who understand the strange and intricate ranking system that Freehold government employees use (Knowledge DC 18 check) would recognise the specific insignias that identify telepaths. This method does not even work with non-government teeps, as those who are working outside of their talents' scope blend in completely with the regular populace.

Drazi tend to treat their telepaths paradoxically in social situations. Some might get picked on because of their small stature or lack of martial prowess, where others might be praised for their genetic superiority. It depends some on the individual telepath and what he is associated with but it actually depends even more on the onlooker. Weak-minded or foolish Drazi almost always despise telepaths because of their advanced brain functions, while smarter individuals know that telepaths play a big part in larger Freehold actions.

Although the view that all Drazi telepaths are probably patriots is askew to say the least, many place themselves in the service of the government as soon as they can enlist. There is a vast amount of fame and honour that comes with joining the military for more than the adolescent tour and being a telepath can assure a spot in a special action team. A tour or two as a special agent in the Freehold military can make any Drazi jealous and set up a sizeable pension as well. Although special action teams have higher than normal mortality rates, no Drazi would allow something as insignificant as an early death to keep him from his wealth and fame!

The Freehold does not have any special regulations or rules concerning their telepaths but all high command officers know that they are to fast-track telepaths into intelligence positions. It is hard for any Drazi to retire from a sensitive intelligence role in the army or navy, but even more so for a telepath who has become adjusted to the team or branch he was assigned to. Drazi from all walks of life enjoy receiving praise for their accomplishments but a telepath can *feel* the praise as well as hear or read it. Once high command has a patriotic telepath in a position of military importance they rarely have to do much more than send a medal or commendation now and again to keep him there tour after tour.

Overall the Drazi treat their telepaths well once they have made it through their harsh adolescence. If they are tough enough to survive school and family hazing, they are ready to bring their rare mental talents to the galaxy as Freehold citizens. They might not be any more subtle or

logical than their brethren but their gift does make them additionally dangerous – and that is a trait any Drazai can be proud of.

Preferred Disciplines: Biokinetics / Telekinesis

Drazi telepaths instinctively tap into the most primal sections of their brains in order to utilise the most of their abilities. Most of them believe it is their connection to the hunter genes in their early history that makes them adept at manipulating the natural energies of their 'prey.' There is also a growing belief that the rare talent of telekinesis is also tied into the physical power of the Drazai physical body; a surprising number of 'teeks' in their population manifest this power.

New Telepathic Variations – Amplify and Sense Threat

Drazi telepaths practiced for generations to learn the best ways to add their telepathic abilities to their existing talents and skills. It took them a lot of trial and error to combine telepathy with fighting and hunting but they managed it.

Amplify is a variation of the *pain* telepathic ability in the Biokinetics Discipline. The telepathic ability to inflict pain on a target is easy enough but it cannot easily be masked in situations where a telepath might not want to show that he has additional powers. Giving up such information could betray the only ace the telepath has in his sleeve, so the ability to mask nervous system overflow in the aftershock of a punch or kick is a stroke of Drazai genius.

Sense Threat is a variation of the *surface scan* telepathic ability in the Scanning Discipline. Drazai are never known to back away from a fight but occasionally getting the first punch in can be all the difference between a loss and a victory. Telepaths learn how to sense when a fight is coming their way early in their lives, always on the lookout for the next bully trying to get one over on the 'brain case.' Luckily their talents can serve them in defensive ways as well.

Amplify (DC 25): The telepath triggers the target's nervous system to amplify the next source of physical pain. The next attack to inflict any damage whatsoever against the target will inflict exactly the same amount of damage again in a nonlethal form. This means that a target successfully affected by **amplify** who summarily gets punched by the telepath for six points of nonlethal damage will actually suffer 12 points of nonlethal damage! Should the target get stabbed instead for eight points of lethal damage, he would also suffer from an additional eight points of nonlethal damage due to the

amplified pain of the wound. Although the target may feel a slight prickling of the skin after the ability takes effect, there is no way to tell a telepathic power is in effect.

Sense Threat (DC 20): The telepath opens his mind up to the flowing nature of the Mindscape, ignoring any sort of signals he receives except for all but the strongest of emotions that come immediately before an attack. Unless the attacker is emotionally dead or outside the range of the telepath's senses, the telepath with this power active may use a Telepathy check as his initiative score in the first round of any combat, including a surprise round if there is one. After his first action, the telepath must roll a normal initiative check and act in later rounds on that score.

Playing a Drazai Telepath

Drazi telepath characters are commonly a good mixture between combat-ready brute and underhanded schemer. Being one of the most pugnacious and physically dominant races in the Babylon 5 universe in and of itself has its advantages but adding in the ability to read minds or inflict damage with a thought makes Drazai telepaths downright deadly. Unless a Player is playing one of the rare Drazai telepaths that is not part of the military or a special action team (see the section starting on page 38), the Games Master can reign in his abilities through governmental assignments and pressure from superiors.

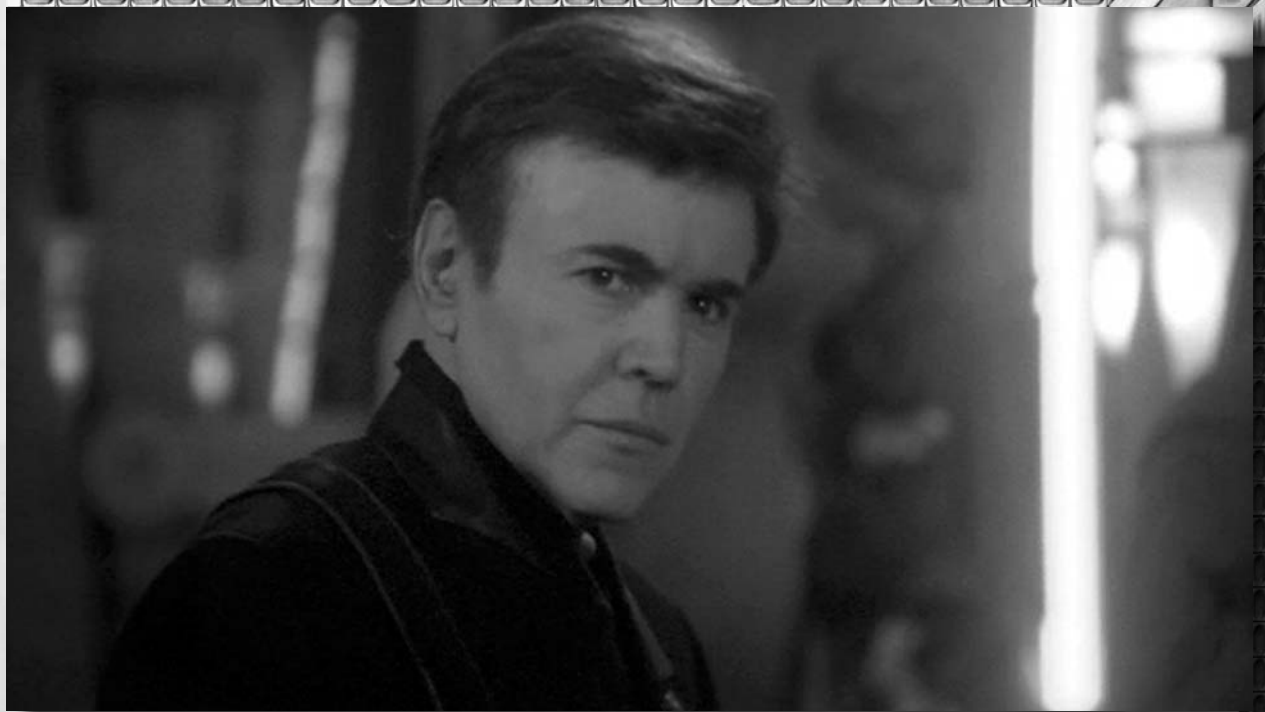
Most Drazai characters are soldiering types and the telepaths are often no exception. They know they have a powerful talent and will gladly use it to get ahead but they are also proud members of the Freehold and are probably holding specific positions designed for them. Player Characters can sometimes be placed in open missions by the Freehold in order to give them a sense of freedom even though they are still very much under the jurisdiction of their organization.

Useful Facts and Information

5 The birth rate of telepaths amongst the Drazai is roughly 1 in 950.

5 Nearly 1 in every 100 Drazai telepaths displays the potential for telekinetic talent.

5 Non-telepath hatch-siblings of a Drazai telepath are given a minor tax break by the Freehold for *not* killing their weaker, telepathic brethren.



Whatever the employment or duties of Drazi telepaths, they will be well aware that they need to prove to their peers and fellows that they deserve the shots they have been given. They will be bold and boisterous, unafraid of nearly anything or anyone – especially if they think they can get one over on them physically or *mentally*.

HUMANS

**‘The Corps is mother.
The Corps is father.’
- Famous Psi Corps Motto**

Human beings have known about minor telepathic powers in their genetic pool for a thousand years or more. Historic records of sorcery and magic, legends about mind readers and similar tales point to early telepaths. However, it was not until a rash of telepathic phenomena in the early 2110s that the Earth Alliance stood up and took notice of the presence of powerful telepaths in their species.

An article depicting the capabilities of some known telepaths in the *New England Journal of Medicine* caused a shockwave of paranoia and terror in the mundane community and many supposed telepaths were targeted by angry and fearful mobs. Earth and Mars both suffered great losses to their telepathic populations and the government was forced to step in and try and take control.

The Earth Alliance created the Metasensory Regulation Authority (MRA), which was designed to protect telepaths by making them register with the Earth Alliance government. Instead, it was seen by most as a way to place all telepaths under governmental control. The mundane population felt as though the government was placing all the telepaths in their pocket to use them in secret ways and the telepaths did not like having to fill out forms explaining their histories and the extent of their abilities. This segregated them further from the rest of Humanity.

After almost forty years of awkward regulations and restrictions, Earth Alliance President Elizabeth Robinson created a governmental empowered shelter for telepaths – the Psi Corps. Originally the Corps was created to put a friendly face on telepaths for the rest of the population to see while giving all telepaths somewhere to go to learn more about their abilities. As time moved on the Psi Corps took on a very different role.

Manipulating senators and even presidents over the decades, the Corps evolved from a shelter and learning centre for fearful telepaths into a collection of telepath-supremacist officers and teachers. Registration with the Corps went from being something that meant learning and safety to an enforceable law that all telepaths had to follow. The Psi Corps was tightening its fingers on the telepathic population through the actions of its Bloodhound units and black-clad Psi Cop teams, drawing in all of the telepathic ability of the Human race.

The Psi Corps put laws into place that required telepaths to join the Psi Corps or take powerful 'sleeper' drugs that would keep them from using their talents. These drugs were dangerous and had horrible side-effects but the Psi Corps' stance was that it was a telepath's choice not to join the Corps – therefore alleviating the Corps of any responsibility. They were protecting the government from possible telepathic spies, after all, and so be it if that meant a little discomfort for those who would not help them.

It was not until after the covert tactics of the Psi Corps began to come out in the open through underground informants and the like that telepaths from all over the Earth Alliance began to actually work against them. So-called 'rogues' or 'blips' became the enemies of the Corps and the Psi Corps were dispatched to try and bring the wayward telepaths back into the fold – forcefully if necessary.

This stalemate of governmental power and underground freedom swung back and forth until a runaway Psi Cop named Byron Gordon met with a former Psi Corps commercialist that had been augmented by the Vorlon Empire. Together they created a cultish following called the Byronites who would be instrumental in the terrorist activity that would eventually lead to the Alliance-wide Telepath Crisis.

The Psi Corps was dissolved in 2264 and transformed into a more standard government office called the Bureau of Telepath Integration (BTI). The BTI was not much more than a re-structured Corps but was now forced to perform its underhanded tactics and manoeuvrings in secret instead of in plain sight. Telepaths still needed to get licenses for their talents and verify power levels and the like but only those in positions of public service had to worry about wearing uniforms or insignias. Many of the Psi Corps higher-ups that survived the Telepath Crisis would remain in power at the BTI for several years, making the new organization just as controversial as the original one. The main difference was the elimination of the use of sleepers in any form in favour of licensing and heavy fines for transgressions against the Metasensory Act.

Human beings have never been able to deal with the presence of their telepaths very well. Mundanes fear them, the government tries to control them and they do their best to dominate the world around them. For the rest of the galaxy looking in at them, Earther telepaths have been a confusing experiment in social meandering. Humans are not the only race to restrict or segregate their telepaths but they are the first to fall into a civil war over them. The Telepath Crisis would mark Human telepaths as dangerous for a long time to come and many other species avoid them well into the 2270s.

Even with this short yet scandalous background, Human telepaths form a large part of the commercial power of the Earth

Alliance and have played a large role in their spacefaring age. Like all the Humans' in the galaxy, Human telepaths might not present a shining example but they will always be remembered.

Note: Much more information on Human telepaths and the Psi Corps can be found in the Psi Corps sourcebook for the first edition Babylon 5 Roleplaying Game.

Preferred Discipline: Scanning

Humans with telepathic talent have shown a leaning toward the ability to read thoughts and sense truth for centuries. It has become so ingrained in their pattern of telepathic learning that scanning others is second nature to Human telepaths.

Telepathic Variations

Due to the popularity and prevalence of Human telepaths, all the telepathic ability variations that are listed in the *Babylon 5 Roleplaying Game 2nd Edition* core rulebook on pages 125 to 131 are typically available to them.

Playing a Human Telepath

Depending on the time frame in which the telepath is being played, a Human telepath can range from a Psi Corp representative or member to a rogue blip, to a Byronite or even a new member of the BTI. Human telepaths

Useful Facts and Information

5 The birth rate of telepaths amongst Humans is roughly 1 in 1,000.

5 The Psi Corps have created no fewer than 200 experimental telepath projects, all of which have been swept under the rug once they failed in some way.

5 The gloves worn by Psi Corps members serve no scientific purpose and are only forced upon members in order to better segregate telepaths and mundanes.

5 Human telepaths are legally restricted from participating in any house of gambling or games of chance, a law that stays in place long after the Psi Corps is disbanded.



are as fractious and varied as the rest of the race tends to be and can only be defined by their relationships and personalities.

The stereotypes involved with the Human telepath organisations are not ironclad, either. There are friendly Psi Corps members that are honestly looking out for the well-being of their fellows. A blip might not be running from the Corps as a refugee. He might actually be a murderer or spy. Not everyone in the Byronites is a terrorist and the BTI cannot possibly be *entirely* made up of shady types. It is ultimately up to the Player as to where his character lies on the matters at hand.

Players choosing Human telepathic characters can expect to have to make the choice as to whether to be part of the system or outside of it. Being outside the Psi Corps can be dangerous and sometimes even deadly, while living without a license from the BTI is more likely a huge fine in the making. Those who have joined either organization can expect to be called upon for missions, some perhaps rather uncomfortable. The *Babylon 5* series has shown us that Human telepaths live delicate lives amongst their own kind and that can make for some of the best roleplaying moments.

MINBARI

**‘May we be a shelter in the storm of the mind.’
- Minbari telepath proverb**

Having grown in the basking light of the Vorlon Empire and subtly ushered toward their eventual use against the Shadows, the Minbari have a very strong telepathic gene in their race. Their legends and writings speak of the ‘mindworld’ and of those who can ‘walk within it without moving,’ which most theorists believe to refer to the Mindscape and telepaths, respectively. Early Minbari have had a long tradition of holding their telepaths to higher standards, even if they were solely meant to be weapons.

Knowing that the religious caste would be far more susceptible to their manipulations, the Vorlons ensured that the telepath gene was stronger in Religious bloodlines. Although breeding has very little with what caste a Minbari joins, Vorlon manipulation was masterful and nearly anyone who showed telepathic ability was scooped up by the Religious sects.

Through the religious caste’s teachings the telepaths learned that they needed to serve the greatest good of all – Order. The Minbari were taught that the Shadows and their brand of chaos were the antithesis of goodness and Minbari telepaths were told that they would be instrumental in the battles against the Shadows. The Vorlons did not hide

the fact that Minbari telepaths were to be used as weapons but it was never expressed exactly how literally that was meant.

Unlike many societies that look with fear upon their telepaths, the Minbari held theirs to higher standards and raised them on social pedestals. Minbari telepaths are given private quarters and access to nearly anything in the religious caste’s means. They were treated like elite members of society.

Minbari telepaths knew that they may one day embark on a warship with the sole responsibility of trying to scan for Shadow vessels. Touching the mind of a First One could be sanity-shattering and trying to jam one was almost surely mental suicide. If they were successful they could get lost in a mind 10,000 years older than theirs but if they failed a Shadow could tear their ship apart. This was the sacrifice that their higher station brought them and it was understood.



The coming of Valen brought a new way to battle the Shadows and although the telepaths remained a weapon in the arsenal, it was Babylon 4 that turned the tide. With the space station serving as the rally point and the Shadows rapidly pushed back to Z’ha’dum, more telepaths survived the battle than anyone expected. The telepath gene did not even suffer from the casualties and the next generation of Minbari were laden with telepaths yet again.

Valen’s codes and the Anla’Shok took up roles as the primary weapons against the darkness and Minbari telepaths sank from their elevated positions to merely part of the religious caste. Considering that the Minbari were so uninterested in meeting or trading with outside races, Minbari telepaths were not even needed for commercial reasons. Minbari telepaths became normal citizens. This was a relief to some and a disappointment to others but it allowed the Minbari to appreciate their telepaths more when they came forward to serve in some way.

The religious caste happily loaned out their Fanest of telepaths to the other castes, particularly the worker caste. Telepaths' ability to communicate at long distances was helpful on large worksites and even the Warriors had to admit the telepaths could better coordinate a team than some officers. Telepathic administration was a boon to the growth of the Federation.

Then came the Earth-Minbari War. When Dukhat was killed by the EAS *Prometheus*, the amount of hatred, disgust and sadness that swelled up from tens of billions of Minbari all at once turned the Mindscape into a hurricane of foul thoughts. The Minbari telepaths could not withstand the agony of it all and withdrew into unpopulated areas to console one another in the wake of the tragedy. They were not able to take part in the war, which might have helped bridge the gap of understanding. Unfortunately for the Humans the war would need to run its course. Once it was over the telepaths returned but they were hesitant to work with the still-hateful Warriors. A rift would remain between them for a very long time.

The next Shadow War placed the Minbari telepaths back in danger but with so many additional races helping the battle against the darkness they would thankfully not be the only ones risking their minds against the Shadows. Although they did not benefit from a boost in social standing, they were kept from becoming simple sacrifices as they were originally intended to be. Instead they were leaders in the telepathic movement against the Shadows, showing others how to better jam the dark ships as Lyta Alexander had shown them.

When the war passed and the Minbari learned that the Vorlons may not have been teaching them the best ways to live, Minbari telepaths began to branch out into commercial and political dealings with many other races. This gave the Minbari telepaths a new reason to train and use their talents. Commercial telepaths began to assign themselves to new ISA foundations, the Protectorate needed communicators on many different planets and political meetings required anti-scan blockers. The telepaths not only left behind their role as living weapons with the vanishing of the First Ones but also grew into new and interesting roles that no Minbari had ever taken on before. It was a new age for Minbari telepaths and they would excel for many years.

Preferred Discipline: Sensing

The Minbari were taught by the Vorlons to be extremely sensitive to even the slightest changes in the Mindscape and this has made them extremely adept at finding others in its cloudy fog. Homing in on wayward thoughts or making connections over extremely long distances are some of the talents that Minbari telepaths practice, allowing them to become powerful beacons to other telepaths.

New Telepathic Variations – Calm Fears, Sense Cybernetics and Silence Static

Minbari telepaths were trained to be useful implements in the greater war against the Vorlons' enemies. Their abilities were steered toward being used in tandem with one another or with other Minbari. They learned several talents that are individually not very useful but can be the perfect tools in the right situation.

Calm Fears is a variation of the *message* telepathic ability in the Communication Discipline. Minbari pride themselves on their meditative states and Minbari telepaths are particularly good at removing the fear from their fellows. In situations where nervousness or terror might handicap their allies, a Minbari telepath would intervene – washing away such thoughts with his own strong and soothing presences.

Sense Cybernetics is a variation of the *locate mind* telepathic ability in the Sensing Discipline. Trained to pick the unnatural out of a crowd, Minbari telepaths were instructed by the Vorlons to seek out the machines of the Shadows and their allies. Even though it had other uses that would surface later, this training was designed for the battles against the Shadows.

Silence Static is a variation of the *jamming* telepathic ability in the Blocking Discipline. For some telepaths the ambient noise of the Mindscape was just too chaotic and thick for them to use their talents sufficiently. Minbari telepaths would sometimes work in teams to better their chances against the enemy. Two or more telepaths would clear the Mindscape for another to work the abilities necessary to the mission at hand.

Calm Fears (DC 20): The telepath fills the target's mind with soothing thoughts, blanketing any anxiety-filled and fearful thoughts with stronger and more beneficial ones. While the power is in effect and the telepath retains concentration the target receives a bonus to his Will saves and Concentration skill checks equal to half the telepath's P-level (round up).

Sense Cybernetics (DC 24): The telepath concentrates on the mental wakes within the Mindscape, looking for presences that cannot be wholly biological. Homing in on their presence, the telepath can discover the recent passing or existing location of a cybernetically-adjusted lifeform within 30 feet of a location in range of the power.

Silence Static (DC 20): The telepath reaches out into the Mindscape and tries to push aside any mental noise or clouding static from around the mind of a target. While this ability is in effect the telepath essentially 'jams any jamming' being used on the target. The telepath



Useful Facts and Information

5 The birth rate of telepaths in Minbari is roughly 1 in 700.

5 Due to Minbari telepaths' willingness to serve in their early history, the Vorlons saw no need to perform drastic augmentations on them like they did with Lyta Alexander.

5 Telepaths are generally disallowed in the Anla'Shok supposedly due to their inability to focus on their training even though Minbari telepaths tend to be the most focussed examples of the species.

can reduce any penalties from telepathic disturbances or other Mindscape-related penalties by a number equal to his P-Rating.

Playing a Minbari Telepath

Minbari telepaths are often just as quiet and stoic as the rest of their race but enjoy the ability to communicate with allies without giving away their intentions. Oftentimes a Minbari telepath will be in constant communication with his allies during an entire scene, although he never has to drop the 'strong and silent' appearance even once. Minbari telepaths are generally focussed on their telepathic training and enjoy getting to use it whenever they can.

Although *most* Minbari telepaths are from the religious caste, there are some rare examples that stayed loyal to the worker or warrior castes. They tend to look upon their ability as augmentative to their caste training, using it as a secondary part of themselves, contrary to the religious caste's teachings that a telepath must be a mental master for the call to war.

Minbari Player Characters with the Telepath class are probably religious caste members that have been assigned – depending on the year of the game setting – with allies of the Minbari Federation. Either helping them resist opposing telepaths or scanning for enemies in dark places, they are likely quiet masters of their craft. Minbari can be stereotyped as anti-social characters. Minbari telepaths rarely stray from that stereotype.

NARN

'There are no Narn telepaths now. But once, long ago, there were.'

- Ambassador G'Kar

Called 'Mindwalkers' in the ancient books of their pre-history, Narn telepaths once formed the advisory caste to the leaders and prophets of the Narn people. They were noted to be masters of precognition and reading omens: seeing hints to the future in the glimpses of the Mindscape. The Mindwalkers, if the stories told of them were true, were some of the most powerful telepaths of the age.

When the Shadows came to the Narn homeworld with promises of power G'Quan, the greatest prophet of the time, was not swayed – he had been told of the great evil foretold in the dreams of light that came to the Mindwalkers at night. He ignored the Shadows' attempts at manipulation and told his people to turn away from the dark promises. It was obvious to the Shadows that the telepaths were being steered by Vorlon genetic tampering. Nothing would have angered the Shadows more than discovering their eternal enemy had tipped the scales.

Unwilling yet to bring the battle to the Vorlons, the Shadows began to punish the Narn instead. They attacked here and there, seemingly at random and caused massive

The Mindwalkers are Dead!

Although it might seem odd to have a Narn section in a book on telepaths, the Narn once had some of the most powerful telepaths of their time. We felt that ignoring these Narn telepaths, even though they are now extinct, would have been a terrible mistake.

This entry is designed to give readers ideas as to what the Narn Mindwalkers were capable of and why they were eliminated in the first place, **not to leave room for their return**. The Mindwalkers are very, *very* dead. We hope that the information found here will allow readers to get a better feel for what the Narn must be feeling concerning telepathy, what it means to them on the larger scale and what they are doing to hopefully rectify it.



damage to the Narn populace. G'Quan gathered a massive throng of loyal forces, including all of the Mindwalkers, and chose to bravely march on the Shadows' position. Discovering the whole ordeal to be an elaborate trap for their kind, the Mindwalkers knew they could not risk the great G'Quan.

The telepaths claimed to have a vision that required G'Quan to be far away from the front lines, placing him outside of the impending doom the Mindwalkers knew to be their future. When the Shadows' sprung their trap – several fusion-grade bombs in the field of battle – the Mindwalkers all vanished into atomic particles. Pleased with their vengeance against the primitive Vorlon pawns, the Shadows left to go and work their machinations elsewhere.

G'Quan was safe, and he was named the hero that forced the Darkness away, leaving him alive to write his tale. His words would eventually open ideas in G'Kar's head and build the groundwork for the Army of Light to win the last Shadow War. Some historians claim that perhaps the Mindwalkers knew how the events would need to unfold and sacrificed themselves in order to defeat the Shadows a thousand years later.

The Genetic Hole

Although a handful of Mindwalkers may have survived the Shadows' genocide against them, it left a significant lack of the telepath gene in the Narn race. Ever since their run in with the dark First Ones the Narn have not been able to breed a telepath, even a low-powered or latent one. Even if a small number of Narn carried the gene dormant inside of them it would not likely have survived the later hostilities that they suffered. They had lost their telepaths and they were not naturally going to get them back.

That, of course, did not stop them from trying. The Narn ruling council, the Kha'Ri, placed a general initiative into accord that gave any of their agents the power to work in their name to restore the telepath gene. Massive donations to the telepath trust fund swelled the account and teams of Narn researchers set to the task of trying to patch the genetic hole in their species. There were several attempts made over the centuries, yet they yielded nothing except more depressing failures.

In 2256 there was an accidental pairing of a Narn male and a telepathic Sh'lassan female, with the unlikely resulting

offspring living for only four hours in an incubator before expiring. Tests showed that the infant carried a weak but recognisable strain of the telepath gene but did not live long enough to know if it would have been usable or reproducible. The breeding was called a failure officially but it got many of the Narn thinking. Maybe they had been trying too hard to beat nature and they should have just let nature *run its course*.

Cloning and gene-therapy was also heavily tested but nothing seemed to work better than the accidental pairing. It seemed that Narn genetic material was very adaptable to other species and *theoretically* able to crossbreed successfully. The resulting theory that cross-breeding with strong telepaths of other races could re-introduce the telepath gene spread like wildfire across Narn communications networks. It was not long before every virile and genetically sound male Narn was looking to try and pair with mammalian telepaths from across the galaxy. Even the prestigious and famous G'Kar once approached the infamous Lyta Alexander with a paid offer for breeding and it was unknown as to whether the pair ever attempted to procreate.

Chemical telepath boosters had limited success. Telepathic drugs such as 'Dust' or 'Mendorphine' temporarily bridged the genetic gaps in the Narn and gave them a facsimile of telepathic powers at the expense of nerve damage and occasional brain failure. Although the idea was to breed *during* the chemical adjustment, hoping that the gene would be strong enough at that moment, the lack of control and general frenzied behaviour of a Narn taking 'teep-drugs' never allowed that to take place. The drug was too much for the Narn mind to handle and even laboratory-controlled pairings ended poorly for all parties involved.

There was never another natural Narn telepath in the span of the Third Age, no matter what they tried.

Dealing With Having No Telepaths

There are very few races throughout the galaxy that have no telepaths at all in their population. Unlike the Narn, the rest had never had the gene at all. Those other races' presences in the Mindscape seem to be muffled and hazy. The Narn, having once borne telepaths, have presences just as strong as anyone else. The lack of telepaths of their own to protect them is a flaw that can and has been exploited throughout the centuries.

Without telepaths of their own, the Narn have had to hire expensive freelance telepaths from other races for any dealings that might require them. Commercial or contractual negotiations occasionally need a telepath present, sensitive military functions can be better protected

by a telepath or even just making sure governmental secrets are not being lifted by enemy telepaths requires a telepath.

There were specific instances in Narn history where having telepaths of their own would possibly have averted disaster. During the early stages of the Dilgar Invasion, the Dilgar came to the Narn in secret and negotiated the use of a few small moons in the Hilak system as a base of operations. Where the Narn believed the Dilgar were paying them solely for the territory's position, Dilgar telepaths had already hidden the *true* nature of the deal. The Dilgar had all but enslaved several small population centres and were testing horrible chemical and viral weaponry on them and they used their best telepaths to cover up the whole ordeal. By the time the Narn managed to find out what had really happened, it was far too late for well over two hundred thousand Narns.

The Centauri learned early during their first occupation of the Narn about their complete lack of telepathic ability. This gave the Republic the idea to lean heavily on the use of their telepaths during the second occupation of the Narn homeworld, using mental terrorism in league with the show of force the Centauri are best known for. The combination was crushing to the Narn resistance, uprooting hidden cells or assassinating prominent leaders with ease. If the Narn had even had a few of their own telepaths, they might have saved thousands.

Because these situations arise, some more important than others, the Narn have to hire outside telepaths to aid them. For political and safety reasons, no freelance telepath would ever dare get involved with active hostilities like what occurred in the Dilgar and Centauri conflicts. For commercial and commonplace contracts however, the Narn have many options to choose from.

The majority of hired telepaths used by the Narn Regime are from the Brakiri and Earth Alliance, depending on the services required. Even though the Brakiri are very expensive, they have no qualms about overlooking legality and moral issues. The humans' Psi Corps on the other hand are very professional about everything they do and look very official in any proceeding. There are other avenues for the Narn to choose from, like cheaper rogues or hot-headed Drazi, but they are not always the best choice for the job.

There are many commonly practiced techniques used by mundanes to try and protect themselves from telepaths and the Narn have made nearly all of them part of their military and political training exercises. They may not always help but they are better than no defence at all. For more on these tricks and techniques, see the chapter beginning on page 87.

PAK'MA'RA

'Preserving the thoughts of those who go beyond cannot be done with just the flesh. We few can save them all.'

-Sk'Ven, Telepath Librarian of Beta Colony

The pak'ma'ra are a race of carrion eaters that believe they are the chosen people of the gods and that they have the sole responsibility to preserve the universe through their stomachs. It comes as no surprise that their telepaths are just as strange and eccentric as the rest of their race, if not more so. The ability to read minds and send thoughts is a great thing to the pak'ma'ra and it bears a strange and powerful holiness their kind tends to revere.

For as long as they have had a record of history – which spans farther back than nearly any other race of the age – the pak'ma'ra have had telepaths filling prominent roles in the Civility. Their abilities made them good leaders as far as the pak'ma'ra understand the sense of the word and it allowed for the creation of their strange and seamless society. Mental linking between thought processes was the bridge the pak'ma'ra could use to actually turn their entire species into one political organism.

Although this added responsibility makes pak'ma'ra telepaths uniquely important to their culture, the pak'ma'ra do not generally hold any of their number in any higher regard than the rest. They recognise the additional utility and the betterment of their Civility but they do not expect anything special from their telepaths. They should, as members of the pak'ma'ra race, simply want to serve the greater good of their people.

When the pak'ma'ra were first 'discovered' by the Centauri the pak'ma'ra were incapable of speech outside their own tongue and the Centauri had absolutely no intentions of learning another race's language except to know when they were plotting against them. The telepaths from both sides were instrumental in forming any sort of communication between the two species, which eventually led to the pak'ma'ra understanding that they were being used and abused – setting off the chain of events that would lead to their freedom.

Realising that their telepaths would be the best chance at any sort of social interaction with



alien life, the pak'ma'ra made sure to keep as many of them in first contact situations as possible. Until the Abbai came along and helped program Centauri Interlac translators to help the pak'ma'ra, telepaths were the only mode of reliable communication they could muster.

After joining the League of Non-Aligned Worlds the pak'ma'ra became useful to many of their galactic neighbours because of their system's high concentration of Quantum-40. Business deals fell into the Civility's collective lap at an alarming rate and it was through the liberal (and oftentimes secret) use of telepaths during negotiation meetings that they were kept from being taken advantage of by crafty Brakiri or intimidating Drazi. In fact, many times the pak'ma'ra got the best end of the deal.

During the Shadow War, when John Sheridan convinced the League to aid him against the First Ones, a strange misunderstanding nearly cost the pak'ma'ra a massive number of their telepath population. Around the same time that Sheridan learned of the usefulness of telepaths against the Shadows he also requested the League worlds send whatever help they could spare. The pak'ma'ra had a minor translation issue and although Sheridan wanted help in the form of spacecraft and military aid, they thought he had asked for all of their telepaths. They packed a cruiser with the Civility's strongest telepaths and launched it toward Coriana VI. Luckily for them the vessel was mistaken for one of their supermerchant ships and was set upon by raiders, which they dispatched out of hand – but not quickly enough to make it to the final battle before all was already done. When Sheridan later heard what the pak'ma'ra had risked on his word, he commended them personally.

The role of pak'ma'ra telepathy is a mix between mental spying and necessary translation. Since the pak'ma'ra do not see a reason to differentiate between themselves they do not mark or distinguish their telepaths for others either.



When combined with their already formidable natural abilities to go unnoticed even in plain view, their telepaths can be eavesdropping on thoughts as well as conversations without anyone being the wiser.

Some galactic travellers deny the existence of pak'ma'ra telepaths out of hand. It helps some spacers to think that the carrion eaters are somehow lesser, because to think that the disgusting creatures could somehow be capable of metasensory talents would drive them crazy!

Preferred Discipline: Scanning

Pak'ma'ra are inherent eavesdroppers and spies, always on the look out for useful information and facts to preserve through the afterlife as their religion dictates. It comes as second nature to their telepaths to listen in on others' thoughts and they find it far easier to do than most.

New Telepathic Variation – Area Scan

Telepaths well-versed in scanning techniques often find it easiest to focus upon one given individual at a time, gathering all the information they can before breaking contact. Pak'ma'ra feel that they cannot always have the luxury of doing things that way, as their holy duty requires them to look out for salvageable information at all times.

Area Scan is a variation of the *surface scan* telepathic ability in the Scanning Discipline. Pak'ma'ra are exceptionally good at focussing all of their thoughts outward, taking in everything at once and then later picking out specific details that must be recorded. Some of their telepaths can do the same thing, except instead of taking in the happenings of a room it is the local Mindscape that they can put under surveillance.

Area Scan (DC 22): The telepath tunes out the physical world and concentrates on actually reading the ambient noise of the local Mindscape. Making a successful Telepathy skill check then calls for the telepath to make a subsequent Concentration check. The degree of success of that check (see table below) determines the number of minds within 30 feet of the telepath will need to pass the required Will save or be subject to a *surface scan*.

Concentration result	Number of surface scans
10 or less	0
11 – 15	1
16 – 20	2
21 – 25	3
26 – 30	4
31 +	5

Playing a pak'ma'ra Telepath

Most pak'ma'ra characters will generally seem the same to anyone outside their own society, as they are rarely seen as anything but disgusting carrion eaters that smell bad and leave behind sticky residue everywhere they go. Their telepaths are not likely to be treated any better but will at least have a chance to communicate directly (in a way) with others without the need for an Interlac translator. Although many might be reviled to think that an eater of corpses is rummaging around inside their minds, it does strangely allow for closer relationships with an otherwise utterly alien race.

For the Players who chose to portray pak'ma'ra telepaths, being members of the race least wanted around with the talent that often leads to the greatest amount of fear can be dangerous. Many aliens distrust pak'ma'ra already and to find out that a character is also a telepath can bring out the worst in them in short order. To the pak'ma'ra, being a telepath is useful and important but so is simply being a pak'ma'ra. Their innocent egotism can sometimes make tense situations worse.

Most pak'ma'ra telepaths end up trying to join a select order of information gatherers and fact documenters called Librarians. These servants to the Great Library of Melat (the pak'ma'ra homeworld) are responsible for a great deal of power within the Civility. More information can be found on the Librarians and their order in the *pak'ma'ra* sourcebook.

Useful Facts and Information

- 5 The birth rate of telepaths amongst pak'ma'ra is roughly 1 in 3,000.
- 5 All pak'ma'ra tend to touch things and 'taste' them frequently in order to get familiar with them but telepaths do so almost habitually.
- 5 Pak'ma'ra telepaths do their best to avoid deathbed scans due to their views on death and the afterlife; they feel that the soul must stay bound to the flesh – so they can consume it properly.

OTHER GALACTIC TELEPATHS OF THE THIRD AGE

'I hate space. It's too crowded sometimes to get a thought in edgewise.'

- Captain Jelles Grame, telepath comedian

The following section is a collection of short entries concerning some of the lesser groups of telepaths in the galaxy. These groups do not make up a significant percentage of the galactic telepath population, nor are they overly important to the political or economic matters of the larger galactic powers. Most of these races are found in the *Heroes & Aliens* sourcebook, which would be required to make Player Characters from these groups of telepaths.

Cascor

The thrill-seeking Cascor have very few telepaths in their population; telepaths have been thinned out dramatically due to the Cascors' rapid reproduction rate and typically dangerous lifestyle. The telepath gene only surfaces in perhaps one in 5,000 children and is often overlooked even then. Cascor telepaths are not regulated by their government but are disallowed to serve in military or political careers. Most of their galactic neighbours make it no secret that telepaths are not well-trusted and the Cascor do not want to threaten any relationships they have made by placing telepaths in positions of power.

Gaim

All Gaim are telepathic to a certain extent. Their collective hive mind connection to the High Queens is a combination of pure telepathy and pheromone sensitivity and is considered to be completely foreign to all other alien races. Telepathy from other species' cannot penetrate the wall of confusing messages the hive mind creates, making most believe there are no Gaim telepaths. This is not true, however, and Gaim telepaths are actually hatched commonly as hive mind 'extenders.'

Grome

The self-reliant Grome do not recognise the fact that they have any telepaths in the Autocracy. Every Grome must make his own way in society

Gaim Telepathy

Gaim minds are impervious to outside telepathy but that does not mean that Gaim cannot be telepath characters. Gaim have different access to telepathic disciplines than other telepathic characters do. The following list explains the changes or allowances that Gaim telepaths must make to their telepathic abilities.

Accidental Scan – Gaim telepaths cannot perform an *Accidental Scan*.

Biokinetics – Gaim telepaths cannot use *Action Block* or *Reality Fabrication*.

Blocking – Gaim telepaths cannot use *Mind Mirror*.

Chronomantics – Gaim telepaths cannot use this discipline on non-Gaim.

Communication – Gaim telepaths cannot use this discipline on non-Gaim.

Empathy – Gaim telepaths cannot use this discipline on non-Gaim.

Scanning – Gaim telepaths cannot use this discipline on non-Gaim.

Sensing – Gaim telepaths reduce the DC of all Telepathy checks in this discipline by -3.

and the idea that any given individuals could have gifts and abilities the rest of the whole could not aspire to be is an anathema to their upbringing. This does not mean that Grome telepaths do not exist; they merely do not flaunt their abilities or choose to use them in any way that could be considered 'one-upping' their peers. They generally view telepathy as taking something that does not belong to them – other peoples' thoughts.





Hyach

Steeped in tragedy, the number of Hyach telepaths has slipped immensely since their extermination of the Hyach-doh. When a race begins its genetic decline toward extinction, the telepath gene is almost always one of the first to go, to make room for more survival-based traits. This is what happened to the Hyach. There were maybe two thousand telepaths in their entire population as of 2262 and they will be the last telepaths to be born to the Hyach people unless they can solve their genetic downfall.

Ipscha

The utterly foreign Ipscha were ignored by the Vorlons when the First Ones began to adjust the young races' genetic structures and never naturally manifested any telepathy. The telepath gene is not present in their strange biologies and there can never be any Ipscha telepaths.

Kor-Lyan

Although the parasitical relationship between the Kor and the Lyan might seem similar to telepathy, it is not. Although both races display a connection that seems telepathic in nature, it is biological and not related to the telepath gene at all. Sharing two minds is not conducive to manifesting telepathy, which is why no Kor-Lyan telepaths have ever been documented.

Llort

The behaviour of most Llort labels them as scandalous kleptomaniacs and consummate thieves. With no concept of ownership for material goods, their views on telepathy would stagger the minds of other races – if they knew them. In reverence to the Great Exchange, Llort telepaths freely take images and thoughts from other minds and leave behind something they believe has similar value. It can be rather unsettling to forget one thing and suddenly remember another, which is why Llort telepaths are not open about their talents.



Lumati

Although all Lumati are inherently telepathic between their higher and lower subspecies they are not without other telepathic talents. Telepathy is a rare ability in higher Lumati, manifesting in roughly one out of two-thousand individuals. The telepath gene was stunted in lower Lumati through generations of genetic tampering and breeding programs, allowing them to communicate in such a manner with their masters. Those higher Lumati who learn to use their telepathic gift are assured lofty places in the Dominion's political structure, as it is seen as a genetic betterment to the entire species.

Markab

Before the race became effectively extinct in 2259, the Markab were a major commercial entity in the League of Non-Aligned Worlds. They boasted a very high number of telepaths in their population, most of them trusted as commercial contractors. Markab telepaths were widely known as being honest and morally against favouring one side or the other in their deals. They made excellent intermediaries and it was a great loss to the galactic market when the Drafa Plague eliminated the species.

Moradi

The telepath gene in the Moradi has been carefully monitored by the Purity, thinking that the ability to read thoughts and send private messages could not be allowed to be a tool for public usage. All Moradi telepaths are placed into the service of the Purity military research program. Any telepath that refuses seems to summarily *disappear*. Those telepaths that are part of the military are used like mental assassins of free thought amongst their own people. If something is found to be immoral or contrary to the Purity's goals, a telepath will be sent forward to erase the offending thoughts and replace them with legally-verified ones.

Sh'lassan

The dark-skinned offshoots from the Human colonists of the Belt Alliance, the Sh'lassans have had to battle the efforts of the Psi Corps throughout its existence. The Corps believes that the Sh'lassans with telepathic talents must register with them; the Sh'lassans believe they are no longer 'mere Humans' and refuse. The Earth Alliance never made a definitive statement concerning the situation, so the Psi Corps simply harassed the Sh'lassans into taking action. All Sh'lassan telepaths are taught to hide their talents from any 'normal' Humans in case they are working with the Psi Corps. Word of Human oppression quickly spreads amongst the Sh'lassan freedom fighters and most of the more militant factions within the Sh'lassan Royal Empire

Vree Telepathy

Vree are able to use telepathy to communicate with each other and their specially-crafted translator nodes but cannot connect with alien minds without true telepathic ability. Even these gifted Vree are limited in what their strange minds can enact upon the Mindscape. The following list explains the changes or allowances that Vree telepaths must make to their telepathic abilities.

Accidental Scan – Vree telepaths perform an *Accidental Scan* at DC 20 instead of DC 16.

Biokinetics – No change.

Blocking – Vree telepaths cannot use *Mind Mirror* but reduce the DC of all other abilities by -2.

Chronomantics – Vree telepaths using this discipline on non-Vree increase all Telepathy check DCs by +2.

Communication – Vree telepaths using this discipline on non-Vree increase all Telepathy check DCs by +2.

Empathy – Vree telepaths cannot use this discipline at all.

Scanning – Vree telepaths using this discipline on non-Vree increase all Telepathy check DCs by +2.

Sensing – No change.

frequently target Psi Corps assets and personnel for violent action. By the time the Interstellar Alliance recognises the Sh'lassans as their own people, most of their telepaths will have been so used to being incognito that they will remain secretive for many years.

Vree

Considering that the Vree utterly lack vocal chords and communicate telepathically, there are very few true telepaths in the species. Their cold and logical way of looking at things at all times makes them particularly good at blocking outside telepathy but their inability to use personal feelings to find others in the Mindscape limits their talent considerably. Vree telepaths are the only members of their race that can mentally communicate with outside alien races, even if they do not commonly do so.

Zanderian

The Zanderian people were a tribal and clannish society before they were destroyed by the Drakh in 2261 and one of those tribes contained the vast majority of the race's telepaths. Although not terribly proficient at the intricacies of inter-species telepathy, the Zanderian telepaths were skilled at precognition. The fact that they did not see the Shadow death cloud coming for their world was a great tragedy and the race was nearly completely wiped out – and their telepaths with them.



THE MINDRIDERS – THE GALAXY'S FIRST TELEPATHS

In the age of the First Ones, when Lorien's 'children' had left behind the bindings of flesh to become beings of energy, the race known only as the Mindriders were possibly the most unique. When the Travellers and the Vorlons were becoming beings of bioelectric substance, the Mindriders (whose real species name is incomprehensible) were transforming into creatures of *pure thought*.

Once transcended, the Mindriders moved about the galaxy as wraiths within the Mindscape. They could affect the physical world with precision telekinesis and communicate with any living thing as easily as they could one another. Their abilities were compounded when multiple Mindriders gathered and nothing seemed impossible for them to accomplish with their collective talents. Like droplets of water the Mindriders acted, becoming enormous masses of telepathic energy when brought together.

When the Kirishiac Lords, beings of flesh incapable of telepathy, brought a spearhead of physical violence into the systems of the other First Ones, the Mindriders believed

themselves neutral. Having no physical forms to be killed, they simply watched and waited during the first few years of the war. When the Kirishiacs began to target the young servant races of the others, the Mindriders suddenly discovered how the Kirishiacs could actually harm them.

The Lords' attacks were killing millions of lifeforms, many of which were budding telepaths. These proto-telepaths were essentially the foundation of the Mindscape and where the Mindriders were easily its kings – they were still bound to its metaphysical existence. If the Kirishiacs were not stopped, the Mindscape would falter and the Mindriders with it.

The Kirishiacs were eventually brought to their knees. The war was ended but the damage was done. The First Ones' war had inflicted casualties that could not be replaced and all of them knew that their galaxy was too small and fragile for their kind anymore. They decided to go beyond, leaving only the Vorlons and the Shadows to watch over the galaxy's growth and leaving a few of their own to monitor the youngest of the Ancients.

With only a small collective of Mindriders gathered in the shell of their only remaining warship, *Thoughtforce*, they disappeared from the lives and minds of the galaxy until they were again called upon in 2261 to end the conflict between their younger brethren.

The Mindriders were the first and most powerful telepaths to exist and even the Vorlons learned everything they knew about telepathy from them. The Mindscape was their legacy. In effect, telepathy was born from the ideas of the Mindriders. It would be their finest and most terrible gift to the young races of the galaxy.

Mindrider Capabilities

The Mindriders, even the smallest gathering of them like the one inside *Thoughtforce*, are absolutely the most powerful telepathic forces ever to exist in the galaxy. Any and all telepathic abilities and functions usable by the spacefaring races of the Third Age are like parlour tricks when compared to the telepathic capacity of the Mindriders. They can, at a whim, sculpt and manipulate energy and matter with the speed of a thought.

In game terms, a single Mindrider can choose to perform any number of telepathic abilities in a single action without needing to make any form of Telepathy skill check(s). These powers are performed with the strength of an effective P-Rating of 20 and there are no natural defences to their abilities. Only chemical or technological barriers (Cerebral blocker, BINK-44X and so on) can possibly stop a Mindrider telepathic ability – and even then only on a roll of a natural 20 on a d20.

Useful Facts and Information

5 The Psi Corps is aware of the Mindriders' existence and has been actively trying to achieve 'psionic transcendence.' Thus far the closest to success was Jason Ironheart, who was supposedly destroyed on Babylon 5 in 2258.

5 Before the Mindriders left the galaxy in 2261, *Thoughtforce* would occasionally surface in the physical world near the territories of the Tal-Kona'sha, possibly linking the Mindriders with the secretive aliens.

5 When the Mindriders offered to show their brethren the finer points of telepathy, the Shadows *chose* not to join the others due to the Vorlons' eagerness. This would be the primary reason that telepathy became the finest weapon against the Shadows in later ages.

The Thoughtforce

The last physical asset the Mindriders had in the galaxy, their warship was a marvel of metaphysical technologies combined with the learned structural integrity from a billion eavesdropped thoughts. Although not expressly pleasing to the eye or ergonomic for beings of flesh, it was the perfect home to the last collective of Mindriders.

Able to travel in and out of the Mindscape as if it were hyperspace, the vessel had the ability to come and go as it pleased. So long as there was at least a single telepath forming the Mindscape within a few kilometres, *Thoughtforce* could appear instantly if the Mindriders willed it. Its mobility in the physical world was limited by the extent of the Mindriders' telekinesis alone; they pulled the massive stone-like ship with their collective mental power.

The ship itself was constructed of telekinetically-compressed carbon molecules that the Mindriders formed into an oblong shell. The shell contained a localised bubble of concentrated Mindscape energies in which the Mindriders

themselves existed, perceiving the world through the mental imagery they could see with their unfathomable abilities. The weapons of the *Thoughtforce* were essentially projectors of multi-wavelength energy pulses aimed and operated telepathically. These pulsars could tear through a ship in short order by homing in on the mental signatures of the target's crew.

Not as offensively designed as some of the other First One vessels, *Thoughtforce* was one of the most difficult to directly injure thanks to the telekinetic mastery of the Mindriders. Their presence projected a constant field of telekinesis to propel and protect their ship so powerful that only high-energy weaponry could hope to get through it without being forced away. This 'thought shield' made the vessel impervious to most young races' common weapons fire, a fact that startled many foolish travellers who foolishly attacked the *Thoughtforce*.

Thoughtforce, the Mindriders' Vessel

Huge Spacecraft

Defence Value: 8 (-4 size, +2 Handling); **Armour:** 40¹; **Handling:** +2, **Sensors:** +20; **Stealth:** 40; **Stress:** N/A; **Features:** Atmospheric Capable, First One Vessel², Hyperspace Mastery³, Thought Shield⁴, Targeting Computer (+ X⁵), Self-Repairing

Crew: Mindrider Collective (+8 BAB, +15 Training); One Mindrider Collective

Structural Spaces: 345 (Shell Construction 300, Control 24, Weapons 21)

Fore Arc Weapons

- Trioptic Pulsar Cannon (Long, Offence 50, Rapid Fire 3, four weapon spaces)

Port Arc Weapons

- Trioptic Pulsar Cannon (Long, Offence 50, Rapid Fire 3, four weapon spaces)

Starboard Arc Weapons

- Trioptic Pulsar Cannon (Long, Offence 50, Rapid Fire 3, four weapon spaces)

Aft Arc Weapons

- Trioptic Pulsar Cannon (Long, Offence 50, Rapid Fire 3, four weapon spaces)

Turreted Weapons

- Ultra Pulsar Cannon (Long, Offence 100, Rapid Fire 10, five weapon spaces)

Craft (0): None

¹ This Armour rating cannot be lowered or adjusted by the Beam trait or other special rules of non-First One vessels.

² First One vessels are unique ships that cannot be boarded, scanned or otherwise negatively affected by non-weapon technologies designed by the younger spacefaring races. They also never suffer Crew damage and always pass any skill checks necessary to perform special orders.

³ Although the ship travels in the Mindscape and not hyperspace, *Thoughtforce* can instantly travel in or out of normal space as a standard action.

⁴ The Thought Shield allows the ship to ignore the first 100 points of total Offence inflicted against it each combat round (calculated *before* reducing for Armour).

⁵ Because the Mindriders use the thought patterns of others to see their targets they act as though the Targeting Computer bonus to their offensive fire is equal to the number of Crew on board a target ship divided by ten (round down), adding +1 for every telepath on board the target.

For example, Thoughtforce is being foolishly attacked by a Raider Battlewagon at full crew value (152). The Battlewagon has two commercial telepaths on board to help them sell their fenced goods, much to the Mindriders' pleasure. When Thoughtforce makes an offensive attack roll against the Battlewagon, its total to-hit bonus will be a staggering +25 (+8 BAB, +15 from 152 crew, and +2 from o-board telepaths). It is not likely that the Battlewagon will survive their mistake...

TELEPATH ORGANISATIONS

'I trust in individuals, not organisations.'

- Captain John J. Sheridan

There are dozens upon dozens of different organisations, cults and social groups formed in one way or another because of telepaths. These groups are as varied as the races that create them and telepaths from all over the galaxy will need to decide if they are to be a part of one. Depending on the race or culture of the telepath, this could be quite a dangerous decision.

This chapter is designed to show the main workings of several telepath organisations and groups and how they affect telepathic characters in the roleplaying game. Each of the following sections includes specific information about the groups and any necessary game rule adjustments regarding their members.

THE ABBAI GATHERINGS

Nearly every telepath born to the Abbai Matriarchate joins one of the prestigious Gatherings. These groups are not governmentally enforced or regulated but instead regulate themselves through internal bylaws and admission requirements. The organization typically tests one who wants to join in non-confrontational ways, making sure that the telepath in question will be able to perform the duties the Gathering will require of him. Each Gathering has its own admission guidelines and reasons for existing.

The following entries detail the six telepath Gatherings of the Abbai Matriarchate. Only Abbai characters should be allowed to choose them as a specialisation for their telepaths.

Ar'yoqu

Known as the Scanners to outsiders, the Ar'yoqu (ar-yo-koo) is the Gathering that attracts the finest Abbai telepaths proficient with the Scanning Discipline. The Ar'yoqu was originally created in order for the Abbai people to always know where to find a skilled telepath for an invasive and painless scan. Contacted for personal use more often than not, the Ar'yoqu are dedicated to the comfort and mental well-being of their clientele. The Gathering has offices of operations on all major Matriarchate worlds and bases and it would not take much searching to find one in much of Abbai space.

Telepath Organisations – Telepath Class Specialisations

Some of the other sourcebooks for the *Babylon 5 Roleplaying Game* have included certain specialisations that modify the base classes of Player Characters if they meet the prerequisites and can follow a set list of regulations and limitations. These specialisations are not quite as career-changing as a Prestige Class but tend to be more influential on a character's overall story than choosing a single feat.

Instead of creating a few Telepath Class Specialisations, we have included a list of far more focussed Telepath Organisations that can be used to further define a Telepath Player Character. This will give the character new abilities, bonuses and limitations unique to the organization he has chosen – if the Games Master wishes for the organization to accept the character.

The members of this Gathering learn to take the pain of some scans upon themselves instead of letting the person they are scanning suffer. In game terms, a member of the Ar'yoqu can choose to take any damage a target suffers due to the *deep scan* ability for them, up to an amount equal to his Will save per scanning attempt. This can be very dangerous but the Ar'yoqu feel it is better to take the pain for one's client and then relax for a few days than it is to allow the target to suffer.

Prerequisites for Membership: P3 or higher, Wisdom 14+
Benefits of Membership: +1 to Telepathy checks for Scanning Discipline abilities.

Daekyll

The Daekyll (**day-keel**) is a Gathering designed for the masses. It is where any Abbai telepath can go to be near others of his kind without needing to specialise talents. Many members are simply not powerful enough telepathically to be a part of one of the more focussed groups but yet still want the protection that the Gatherings provide. The Daekyll are a loosely governed union of telepaths spanning the galaxy, with no permanent offices to speak of and more than fifty-thousand members, called collectively 'Eveners.'

The members of this Gathering can always expect to be on a list for possible telepath employment. In game terms, Daekyll members can be considered to be employed for their talents whenever they wish. They can make Profession (telepath) skill checks as often as once a week as long as they are within the confines of a population centre of some type.

Prerequisites for Membership: P1 or higher.

Benefits of Membership: +1 bonus to Profession (telepath).

Erysa

Although made up primarily of male Abbai telepaths, the Erysa (**ee-rees-ah**) Gathering is a force of true commercial ability. It is the Gathering seen most outside of League of Non-Aligned Worlds space, with the Traders risking their lives in the greater galaxy to earn respect from their female counterparts. Trained as strictly commercial telepaths, the Erysa Guild are part merchants and part negotiators. They do their best to make sure that commercial contracts are upheld and inter-clientele problems are at a minimum. They keep offices at most large space stations such as Freedom Station, Brakos Ring and even Babylon 5.

Prerequisites for Membership: P4 or higher, Appraise 4 ranks.

Benefits of Membership: Members can ignore the racial prerequisite for the *Eye for Quality* feat.

Hiq'menui

The only Gathering formed as a response to contact with other telepaths, the Hiq'menui (**heck-men-wee**) are Abbai telepaths that protect the Matriarchate's citizens from other peoples' telepaths. It did not take too many years of Centauri and Brakiri contact for the Abbai to realise that some races use their telepaths as espionage tools and the Guardians of the Hiq'menui are trained to specifically block them. They only have true offices on Abba but they are frequently sent out with politicians and military officers as part of their entourages.

All Guardians are skilled in keeping their telepathic defences up at all times, ever ready for an outside telepath's probes. In game terms, members of the Hiq'menui can make a DC 20 Reflex save to be able to use the Extend Shield telepathic ability in response to another telepath using a telepathic ability at a target within five feet.

Prerequisites for Membership: P7 or higher, Abbai Matriarchate (political) Influence 5 or higher.

Benefits of Membership: See above description.

Poq Yaakk

All Mentalists, the Poq Yaakk (**pok yak**) have only one commune for the Gathering to live in and it is located deep under the watery depths of the Brikk Trench on the Abbai homeworld. These eccentric telepaths number only a few hundred at most and they treat the Gathering like a monastic order. Telepaths that master their minds as Mentalists can only join the Poq Yaakk if they can manage to reach the commune and petition the Grand Master living there. Once part of the Gathering the telepaths learn even higher forms of telepathic art, only rejoining Abbai society when the Matriarchate needs their prowess. They consider themselves holy warriors that can only use their skills to protect the Great Mother and will avoid using them in any other circumstance.

Prerequisites for Membership: At least one level in the Mentalist prestige class (see page 70).

Benefits of Membership: P-Rating is considered to be one level higher for Power Required purposes.

Re'qui

Often summoned by inter-League politicians, the Empaths of the Re'qui (**reh-kwee**) Gathering are mental peacekeepers and situational diffusers. They accept members who have honed their ability to manipulate emotional responses in order to have a stockpile of negotiators for use with tense meetings and political dealings. They are often trained to be diplomatic aides or professional mediators, using the subtler aspects of their talents to keep things level-headed and safe for their clients. It is rare that a Re'qui member will announce his presence unless asked directly; they are better used as background assets in most circumstances.

The members of the Re'qui are taught to use their empathy abilities without being noticed. In game terms, the targets of a Re'qui member's abilities from the Empathy Discipline cannot tell they are being telepathically contacted unless the telepath rolls a natural '1' on his Telepathy check.

Prerequisites for Membership: P5 or higher, the *Ability Focus (Empathy)* feat.

Benefits of Membership: +2 to Diplomacy skill checks.

BRAKIRI TELEPATH UNIONS

There are dozens upon dozens of different telepathic unions to employ Brakiri telepaths found in the Syndicracy. From year to year they come and go, swallowed by the legal proceedings of the powerful corporate families. Only a few of the older unions have lasted long enough to be considered 'permanent,' and they are well respected in telepath circles.

The following are a few of the established unions found in the Syndicracy as well as an entry on how to randomly create one of the many minor unions. Only Brakiri characters should be allowed to choose one of these unions as a specialisation for their telepaths.

On-Witak Commercial Union

A cross between a firm of lawyers and a telepath union, the On-Witak (ahn-wee-tohk) are fully trained and licensed Trade Marshals for the Syndicracy as well as legally protected employees of the Ak-Habil Conglomerate. They accept young and enthusiastic telepaths and put them through long and harrowing training programs in telepathy, law and commercial services. When a student has graduated and joins the On-Witak as a fully empowered member, he is given a long list of case files to begin work on. Being an On-Witak telepath means long hours and difficult cases but it is better than running from the Psionic Union's rogue hunters.

Every On-Witak telepath is well schooled in commercial negotiation tactics and the finest methods to use telepathy subtly to adjust a haggle in progress. In game terms, On-Witak telepaths can choose to use their Telepathy skill instead of their Diplomacy skill to haggle or negotiate.

Prerequisites for Membership: P3 or higher, Knowledge (law) 6 ranks.

Benefits of Membership: Re-roll failed Diplomacy or Knowledge (law) skill checks when on assignments.

Syndicracy Psionic Union

Possibly the most longstanding union the Brakiri has at their disposal, the Syndicracy Psionic Union (SPU) is actually quite similar to the Humans' Psi Corps. Caught somewhere between telepaths, policemen and bounty hunters, the members of the Union have only two real goals in their careers. First and foremost, to serve the telepathic needs of the Brakiri who hire their services. Secondly they are in charge of trying to actively recruit 'freelance' telepaths into the union system. Although their tactics are somewhat underhanded, union telepaths are pleased to know the SPU are working to keep rogues from undercutting their profits.

All SPU members take a six-week course on personal firearms training before being given a powerful anti-telepath needler filled with the telepathy blocking drug BLNk-44X (see page 65).

Prerequisites for Membership: +2 Base Attack Bonus, Knowledge (telepathy) 6 ranks.

Benefits of Membership: +2 bonus on Profession (telepath) skill checks.

The Minor Telepath Unions

There are countless telepath unions that have come and gone in the course of Brakiri history. Many have been offshoots of one another or were responsible for cannibalising the ones that came before. They are multiple and varied and are in constant flux.

This entry is designed to help Games Masters and players randomly create a Brakiri Telepath Union in a few easy steps.

Union Name

Roll on each of the following table's columns to create the name of the minor union.

D6

1	Brakiri	Telepathic	Union
2	Syndicracy	Psionic	Team
3	Unified	Cerebral	Faction
4	Commercial	Metasensory	Committee
5	Sanctioned	Brain	Partnership
6	Specialised	Thought	Cooperative

Union Special Ability

Roll on the following table to decide the special ability (if any) of the minor union.

D6 Bonus

1-2	None, the Union has no special ability
3	Telepath can use Telepathy in place of a normal skill in special circumstances (Games Master's choice)
4	Telepath can re-roll Telepathy checks in specific Discipline (Games Master's choice)
5	Telepath gains a piece of specialised equipment (Games Master's choice)
6	Roll 1d3+2 on this table again, but <i>player</i> chooses the nature of the Special Ability listed

Union Quirk

Roll on the following table to decide the quirk (if any) of the minor union.

D6	Quirk
1-2	No Quirk
3	Members cannot work for a specific alien race (Games Master's choice)
4	Members cannot use specific Telepathic Ability (Games Master's choice)
5	Members cannot use specific Telepathic Discipline (Games Master's choice)
6	Roll 1d3+2 on this table again, but <i>player</i> chooses the nature of the Quirk listed

Union Prerequisites

Roll on the following table to decide the prerequisites for membership in the minor union.

D6	Prerequisite for Membership
1	P-Rating: Roll 1d10 for Plevel required
2	Telepathy Skill: Roll 2d3 for ranks required
3	Wisdom Score: Roll 3d4+4 for ability score required
4	<i>Skill Focus (Telepathy)</i> feat
5	<i>Ability Focus</i> feat
6	Roll twice on the table above, ignoring further results of '6'

Union Benefits

Roll on the following table to decide the benefits of membership of the minor union.

D6	Benefits of Membership
1	+1 bonus to specific non-Telepathy skill (Games Master's choice)
2	+1 bonus to specific Telepathic Ability (Games Master's choice)
3	+2 bonus to specific non-Telepathy skill (Games Master's choice)
4	+2 bonus to specific Telepathic Ability (Games Master's choice)
5	+1 bonus to specific Telepathic Discipline (Games Master's choice)
6	Roll 2d3 – 1 on this table again, but <i>player</i> chooses the nature of the Benefit listed

CENTAURI PROVISIONALS

Once the Centauri Republic decided to 'protect' their telepaths from being bred out socially, the provisionals were put into place. These groups were originally created to keep the telepaths from being overused and abused by the royal houses but the Centaurum reined them in with legal codes and oppressive rulings. What remained after the provisionals were placed under the control of their parent houses and were tightly restricted; they became little more than tools of the Republic's many facets. There are many freelancing Centauri telepaths across the galaxy but they never return to Centauri space – they know they will get dumped into the bondage of a provisional at the nobles' first opportunity.

The following are some of the more recognised Centauri telepath provisionals as well as the elite and esteemed Mindhawk Regimental. Only Centauri characters should be allowed to choose the provisionals as specialisation for their telepaths.

Conquist Initiative Provisional

Serving the ever-expanding House Hessius as first contact specialists whenever the house's ships discover new lifeforms, the Conquist (kon-**keest**) Initiative specialise in cowing alien minds as a precursor to social and physical subjugation. Most of the Centauri that are recruited by this provisional are either powerful users of *nerve stimulation*, *Empathy* or both. They are brought to the house's training grounds on Beta 3, where they are taught how best to bridge communication gaps while snuffing out a target's will to resist. The telepaths in the Conquist Initiative tend to be cynical and brooding socially, preferring to stay withdrawn rather than meet others that they might one day be ordered to betray.

Members of this provisional cannot allow the strangeness of foreign minds to cloud them or their powers. In game terms, members of the Conquist Initiative Provisional only suffer a – 3 penalty for contacting alien minds without the *Adaptive Mind* feat.

Prerequisites for Membership: P4 or higher, Linguistics 4 ranks.

Benefits of Membership: +1 to Telepathy checks when using abilities from the *Nerve Stimulation* ability or *Empathy Discipline* on alien minds.

Merchant Fleet Telepath Provisional

The Mercantile Fleet of House Callo controls a vast majority of the commercial dealings of the Centauri Republic and it is up to the Merchant Fleet Telepath Provisional to regulate its business. Those who know the Centauri and the level of their collective morality are never

surprised to hear that the telepaths of the Merchant Fleet Provisional are labelled as corporate spies and commercial saboteurs. While many of its members earn such slights, a number of the telepaths in the provisional are simply trying to make a living as strictly commercial agents.

Prerequisites for Membership: P5 or higher, Appraise 6 ranks.

Benefits of Membership: +1 Centauri Economic Influence per level.

Mindhawk Regimental

Controlled directly by the Centaurum, the Mindhawk Regimental is a type of provisional that has very strict membership requirements and tremendous political sway. Constructed at the beginning of the Republic's 'provisional craze,' this group contains nothing but Mindhawk telepaths. Many are descendants of the original Mindhawks but most are telepaths trained in the Mindhawks' deadly arts. Like a branch of the military that no one individual can command, the Regimental is led by three senior telepaths and only take orders that have come from the latest Centaurum meeting. The nobles of that political force argue and debate over the use of the mental agents, rarely ever calling upon their full abilities. When it does happen however, the Regimental is never squeamish.

Every Mindhawk in the Regimental is also given military access equivalent to the rank of a flight commander. In game terms, the members of the Mindhawk Regimental can add the roll of a d6 to any Influence checks using the Centauri Republic (Military) Influence.

Prerequisites for Membership: Must have at least one level in the Mindhawk prestige class (see page 72), Centauri Republic (political or military) Influence 10 or higher.

Benefits of Membership: See above description.

THE DILGAR SPECIALIST BRANCHES

The telepaths of the Dilgar Imperium were nearly all lumped into one of two specialist branches of their military forces. These two branches were immense in scope and worked directly under the jurisdiction of one of several of the warmasters during the Invasion. Although they cease to exist officially after 2237, Games Masters might still find this information useful for pre-Dilgar War games or in the case of survivors.

The following two Dilgar telepath branches are only available as options until the end of the Dilgar War, but could be useful for background as well. Only Dilgar should be allowed to choose them as specialisation for their telepaths.

Omelosian Research Corps

This branch of the Imperium military works within the medical and biological development teams. Omelosian Research Corps members use their significant telepathic prowess to aid in their medical experimentation. Considered some of the most twisted and brilliant minds in all of the Imperium, the Research Corps is responsible for making sure that the weapons the Dilgar use are as painful as possible in order to break enemy morale. Research Corps officers oversee experimentation directly and have teams of scientists and telepaths under their command in an effort to ensure that the Imperium's foes are dealt with according to the warmasters' wishes.

All Omelosian Research Corps telepaths are well-versed in several medical techniques and theories concerning the areas of space targeted during the Invasion. In game terms, members of this specialist branch can add +2 to all Medical skill checks when dealing with a League of Non-Aligned World species.

Prerequisites for Membership: P6 or higher, must have at least one level in the Scientist base class.

Benefits of Membership: Adds +1d6 to any nonlethal damage inflicted by a Telepathic Ability.

Mha'dorn Intelligence Agency

A collection of Dilgar telepaths trained to be as lethal with a bolt rifle as they are their minds, the Mha'dorn (**ma**-doorn) Intelligence Agency is the primary branch of telepath usage in the Dilgar Imperium. If a Dilgar shows telepathic talent but is not skilled or powerful enough for the Research Corps, he joins the Mha'dorn and is sent to train with the warmasters' units. Part soldier, part spy and part agent, the Mha'dorn are trained to use their gifts like a sniper would use his good aim or a hacker would use his computer savvy. Crushing their foes, extracting enemy secrets, confusing pursuers and aiding in silent communication between deployed units are some of their most basic uses. The warmasters frequently find more devious uses for the Mha'dorn but all of its members are ready to bring pain and suffering to the Imperium's opposition.

Mha'dorn telepaths are required to train like common soldiers and then like officers before being allowed full entry to the Intelligence Agency. They gain two ranks in the Knowledge (tactics) skill for free upon admittance.

Prerequisites for Membership: P2 or higher, Must have at least one level in Soldier or Officer.

Benefits of Membership: +1 bonus to all Telepathy checks for offensive Telepathic Abilities (Games Master's discretion).

DRAZI TELEPATH GROUPS

Most Drazí telepaths do not care to ever join an all-telepath association in lieu of further military service but there are those who see more promise in telepathic service to the Freehold instead. Those Drazí are allowed to petition the associations and fight for their membership. These groups only choose the strongest of would-be members and many powerful telepaths are cut loose in favour of ones with bigger muscles or thicker scales.

The following are the most well known of the Drazí telepath organisations, which anyone with the listed prerequisites can petition (or be recruited by, in some cases!). Only Drazí characters should be allowed to choose them as a specialisation for their telepaths.

The Petitioner's Battle

The Drazí will test their petitioning members with a brutal ritualistic battle called the *ruk-khak*. This ritual battle is little more than a brawl but the Drazí involved are not allowed to use any telepathic abilities on their opponents. This does not stop the combatants from using their gifts on bystanders or, in the case of telekinetics, on the surrounding environment.

Games Masters can feel free to use the following statistics for a decent *ruk-khak* combatant if the player of a Drazí Telepath wants to petition one of the organisations listed here.

3rd Level Drazí Telepath (P5); hp 10; Init +3; Spd 30 ft.; DV 12; Atk: +4 close combat or +2 ranged; SQ Natural Scales DR 2, Discipline Focus (Nerve Stimulation); Fort +3, Ref +2, Will +4; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Notable Skills: Acrobatics +4, Athletics +6, Intimidate +5, Notice +5, Sense Motive +4, Telepathy +9

Feats: Adaptive Mind, Brawler, Dense Scales, Fluency (Drazí, Human), Skill Focus (Telepathy), Weapon Proficiency (pistol)

Choshal Circle

Serving the Drazí Freehold as both a religious and social sect for Drazí telepaths to learn how to better harness their abilities, the Choshal (cho-

shawl) Circle is possibly the most elite of the telepath organisations that have come and gone in the Drazí's history. They have accepted the strongest Drazí telepaths for generations, creating new hatch cycles from paired telepaths in an effort to bear a telepath of legendary status. Although this practise has not produced any mythic telepaths, it has helped increase the overall P-Ratings of their members. They recruit from without only in special circumstances, adding to their numbers when an internal hatching fails to produce new telepaths. In service to the Freehold army, the Choshal Circle often sends their members along with ground force conflicts. Their skills frequently come in handy when dealing with uprooting dug in troops or questioning captives.

Prerequisites for Membership: P8 or higher, must have at least one level in the Soldier or Officer (ground forces) base class.

Benefits of Membership: Members can choose Telepath feats as Bonus Feats gained from levels in other base classes.

Der'ak'vol Market Club

More like a secretive social club than a telepath organization, the Der'ak'vol (durr-ock-voll) Market Club is a collection of skilled commercial telepaths whose goal it is to control League trading. Members are chosen from the ranks of Drazí telepaths in the employ of smaller companies or organisations, allowing them to live in their tucked away manses in Zhabar's largest cities. The Der'ak'vol works under the table for the Freehold; in exchange for sensitive trade secrets and shipping information stolen from the minds of traders and spacers the Market Club is funded heavily and given an inexhaustible number of Trade Marshal licenses for their members. Commercial spies and information thieves, the Der'ak'vol members are expected to have low morals and a nationalist's loyalty to the Freehold.

All members of the Der'ak'vol Market Club are approached first by a club member, a rapid and unexpected *ruk-khak* challenger, who they must defeat before getting an official invitation to the club.

Prerequisites for Membership: P7 or higher, Diplomacy 4 ranks, Stealth 6 ranks.

Benefits of Membership: Members can add the roll of a d6 to Influence checks using any Drazí Freehold Influence.

Shok'ra Sect

This monastic-styled order of physically trained telepaths considers themselves the bodyguards of the Drazí people. Where the Shok'ra (**shook**-rah) telepaths go, other Drazí can feel safe knowing that telepathic warriors are looking out for them. The members of

the sect are utterly devoted to the protection of their fellow Draz. They use their telepathic talents to look out for dangers to the Freehold, striking out with extreme prejudice when they sense a threat. Shok'ra members often volunteer for the armed forces to place themselves in direct conflict alongside their brethren. Just as Shok of the Sky is said to have battled gods and men alike, the Shok'ra will stand against any odds to protect their people.

Shok'ra telepaths are trained to protect fellow Draz, and add +2 to their Initiative scores when within five feet of another (non-Shok'ra) Draz.

Prerequisites for Membership: P4 or higher, *Martial Arts* feat.

Benefits of Membership: Members can ignore the prerequisites for the *Harm's Way* feat.

HUMAN TELEPATH ORGANISATIONS

There are only two types of Human telepaths for the most part – those who have registered with the Psi Corps (or the BTI, later) and rogue blips being hunted by the former.

The Psi Corps contains the vast majority of the telepaths in Human society but several underground groups have formed beneath their noses.

The following section covers the two largest rogue telepath groups but does contain a short description of the Psi Corps as well. Although these groups will sometimes look to non-Humans for support, only Human characters should be allowed to choose them as a specialisation for their telepaths.

Psi Corps

The Psi Corps is the predominant Human telepath organization. It is governmentally funded and backed, with senators and presidents over the decades empowering the group more and more until it became a dark and brooding reminder of telepathic power. It contains different elements within its stark and mysterious walls that aim at taking control of the mundane populace, some of whom were willing to work with the Shadows to achieve that goal. Although the Psi Corps was disbanded in favour of the Bureau of Telepath Integration in 2264, while they existed they were a major driving force both for and against Human telepaths.



For more detailed information concerning the Psi Corps, see *The Psi Corps* sourcebook in the first edition *Babylon 5 Roleplaying Game* line.

Byronites

Formed through the actions of Byron Gordon and Lyta Alexander, the Byronites began as pacifistic telepaths gathering under Byron on Babylon 5. Throughout 2262, Byron called Human telepaths from all across the galaxy to come and live in his commune on the neutral station. Trying in vain to get a homeworld of their own for telepaths, Byron's presence would eventually bring disaster to his commune – and his own martyrdom. After his demise the group would be subtly shaped by Lyta Alexander and a small circle of high-powered telepaths into a terrorist organisation aimed directly at the Psi Corps. The whole conflict comes to an ugly head in 2264 in the form of the bloody Telepath Crisis. After the Crisis, there would be no more Byronites or Psi Corps. The Byronites ironically kill more telepaths in their six month campaign of terror than the Psi Corps had in the whole history of their organization.

Prerequisites for Membership: P0 or higher, cannot be active Psi Corps member.

Benefits of Membership: +1 to Will saves to resist Telepathic Abilities and +2 bonus to Telepathy skill checks when trying to use the Blocking Discipline against members of the Psi Corps.

Underground Railroad

Created by Doctor Stephen Franklin during his tenure on Babylon 5, the Underground Railroad was Franklin's way of helping rogue telepaths get away from the Psi Corps if they did not want to join up or take Sleepers. Although the group ran into many problems, what started on B5 spiralled into a series of linked cells across Earth Alliance space. Members of the Railroad need to be fast and always ready to be on the move if the cell organizers say so. The Psi Corps is relentless in its search for rogues and the groups of telepaths shuttled around in the Railroad make for very promising targets. Every member must also learn how to join minds with the rest of his travelling cell to better ensure the survival of the whole. Those who cannot join the mental bastion will surely get picked off telepathically by Bloodhounds or Psi Cops. The Underground Railroad lasts long into the Telepath Crisis, when most of the Railroad members take on a more aggressive role and become Byronites.

Prerequisites for Membership: P1 or higher, Stealth 4 ranks, Subterfuge 4 ranks.

Benefits of Membership: Members can ignore the P-Rating prerequisite for the *Gestalt* feat.

Minbari Telepath Fanes

The Fanes of the religious caste are numerous and there are some that cater to the admission of telepaths. Minbari telepaths are held in very high esteem already but those who dedicate themselves to the teachings of a Fane as well as the direction of the Federation are truly elite. These Fanes are not strictly for telepaths but telepaths make up the majority of members nonetheless.

The following section covers two of the larger and more distinguished religious Fanes that attract telepathic members. Only Minbari characters of the religious caste should be allowed to choose them as specialisations for their telepath.

First Fane of Kynnair

Named for one of the bravest and most noted telepaths that fought in the Shadow War of 1200, the First Fane of Kynnair (keen-a-er) is a group of telepaths that train to constantly fight the Darkness. Believing deeply in the teachings of the Vorlons, the telepaths of Kynnair have trusted themselves to be the best weapon against the Shadows for over a thousand years. Where Shadow influence appears the Kynnair followers are sent in teams of two or three to find and eliminate the darkness. The Fane works hand in hand with the Anla'Shok on many missions, lending their telepathic prowess to the unflinching skill of the Rangers in the fight against the Shadows. When the Shadows and Vorlons leave the galaxy in 2261, the Fane turn their attentions to eliminating the minions of the Shadows instead – the Drakh.

All members of the Fane must learn all they can about the enemy so they can work against them properly. In game terms, members of the Fane gain a +1 bonus on any skill checks used to research or investigate matters of the First Ones or their immediate minions (Drakh, Minbari, and so on).

Prerequisites for Membership: P4 or higher, Knowledge (First Ones) 4 ranks.

Benefits of Membership: +2 to all Telepathy skill checks to affect Shadows or their immediate minions (Games Master's discretion).

Hallowed Fane of Walonn

A martyr who is said to have sensed an assassin's aim on Valen, Walonn (**Wah**-lon) leapt in the way of the attack and was killed. Valen is said to have spoken kind words about the telepath at his funeral and a Fane grew up from around his fellow telepaths because of those words. Members believe the finest way for them to serve Valen's will is to preserve life in all its forms. Using their

telepathic abilities to sense threats and notice danger, they are some of the finest scouts the Minbari have to offer their agents. Members must be willing to die for their clientele but not too ready to throw their lives away on suicide missions either.

The disciples of Walonn are trained to always be looking over their shoulders physically and telepathically in search of trouble. In game terms, members of the Fane can always take 10 on Notice skill checks, or Telepathy checks for the Sense Telepathy ability.

Prerequisites for Membership: P3 or higher, Notice 4 ranks, Sense Motive 4 ranks.

Benefits of Membership: Members can ignore the prerequisites for the *Alertness* and *Harm's Way* feats.

THE PAK' MA' RA PATH

A telepaths is not normally held to any higher regard in pak'ma'ra society unless it has decided to become one of the esteemed Librarians of Melat. There are many pak'ma'ra, however, who adhere to the holy teachings of a specific segment of their theology. These truly devout individuals segregate themselves on their chosen paths. One of these paths attracts a fair number of pak'ma'ra telepaths.

The following section describes how telepaths are involved with the zealous Path-Bound pak'ma'ra. For obvious reasons, only pak'ma'ra characters should be allowed to choose the group listed as specialisation for their telepaths.

Ak'am'ra

Translated as 'Maker-Bound' in pak, the Ak'am'ra (ock-ahm-rah) is one of the three holy paths that the highly religious pak'ma'ra can join. Serving the largest deity in the pak'ma'ra pantheon, which they call the Maker, the Ak'am'ra is a group dedicated to collecting and preserving facts for their god to remake the Universe. Because Ak (the Maker's true name) was supposedly a telepath itself, most pak'ma'ra telepaths are drawn to serving the Civility in its footsteps. Being path-bound is much like being clergy in any other culture; the Ak'am'ra have their own rites and regulations they must follow. Telepaths in the Ak'am'ra are responsible for preserving the thoughts of others, even if they do not know about it or want the pak'ma'ra to! The pak'ma'ra are the Chosen of God and the Ak'am'ra are his direct servants so other peoples' complaints will fall on deaf ears.

The Ak'am'ra have the closest thing to elite status in the Civility next to the Librarians of Melat and can therefore



re-roll any Influence test dealing with the pak'ma'ra Civility Influence. They must *always* come to the aid of a pak'ma'ra in distress, showing that the followers of Ak care for their fellows.

Prerequisites for Membership: The *Path-Bound* feat (found on page 81 of the *pak'ma'ra* sourcebook).

Benefits of Membership: +1 to Will saves.

MINOR ORGANIZATIONS

There are hundreds of small telepath organisations found across the galaxy, many too small or specific to be of any notice to the greater galactic populace. They are groups that telepaths from all over can oftentimes join up with, finding friends in a galaxy that can be cruel and hateful to the gifted. Nowhere near as powerful as any of the telepath organisations of the larger galactic cultures, these groups are good for telepaths that do not want to attract too much attention to their talents.

The following section contains several entries detailing smaller telepath organisations that characters might want to locate and join. These groups are far more likely to hire, recruit or take on telepaths of any race (unless stated), as they are small enough to manage a mixed-species organization.

Free Minds' Authority

Formed by a group of League of Non-Aligned Worlds telepaths in 2251, the Free Minds' Authority is an employment service created for non-Human telepaths looking for work. With offices at nearly every major League transfer station or space construction, the Authority specialises in trying to find fitting work for telepaths. Whether the job is setting up commercial contracts, arranging for 'mental bodyguarding' or the occasional off-the-record deep scanning, the Authority takes a 20% cut from the telepaths they help employ. This does not make them powerful or influential but it does help keep the ten senior executives wealthy enough to avoid working such contracts themselves.

Prerequisites for Membership: P1 or higher; cannot be human.

Benefits of Membership: +2 to Profession (telepath) skill checks.

Protected Opinion

Protected Opinion is the budding brainchild of a Brakiri latent telepath named Yust. Having created offices in several neutral space stations, Yust's company provides a location that is supposedly free of outside telepathic interference. By employing mild telepaths in his offices to jam all incoming and outgoing telepathic messages, Yust's company can ensure 'safe'

and 'unscannable' conversations in his meeting rooms – for a small fee. Protected Opinion hires mid-level telepaths, assigning them to work three to four hours a day just as blockers and then has them do clerical or office work for an hour or so per shift. To date Yust has stayed loyal to his claim of client privacy but the same cannot be said for many of his more cunning and greedy employees.

Prerequisites for Membership: Must be at least P2, but not higher than P6.

Benefits of Membership: +1 to Profession (telepath) skill, +2 to Concentration skill checks for the Blocking Discipline.

The Dirty Minds

Actually a sanctioned branch of the Human resources and public relations department of Psi Corps, the Dirty Minds are a collection of a dozen or so telepath entertainers that are used to boost morale at EarthForce posts and battlefield garrisons. Trained by the Psi Corps to be well-versed in Empathy abilities, the Dirty Minds perform their acts as normal in conjunction with subtle uses of their telepathic powers to help boost the crowd's responses. With parlour tricks like 'guess the card' or comedic performances that require subtle uses of Chronomantics, the entertainer troupe puts smiles on the faces of EarthForce troops wherever they go – especially when things are looking their worst.

Prerequisites for Membership: No greater than P5, must have at least one level in the Worker (Performer) base class; humans only.

Benefits of Membership: +3 to Profession (performer) skill checks.

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Nicknamed 'Primes' by anyone who has ever dealt with their group, this affiliation is a tightly knit trust of telepaths who believe that the only way to tap into higher telepathic function is through the mastery of pure logic. Who exactly came up with the notion has been lost in the annals of the group's members but its body of members is oddly dominated by Hyach and Vree telepaths. However, there are a number of Brakiri and even a few rogue Humans that have learned to prescribe to the number-crunching mathematics of the Primes' style of telepathic ability. The group has existed since 2230 and claims to have made enormous leaps in telepathic focus – but does not feel the need to ever share these advances with 'less refined' telepaths.

No member of the Primes can be caught using the Empathy Discipline under penalty of being kicked out of the group, perhaps violently if the member carried specific secrets of the organization.

Prerequisites for Membership: P3 or higher; must have at least one level in the Scientist base class.

Benefits of Membership: +2 synergy bonus to Telepathy skill checks as long as the member has six or more ranks in Knowledge (astrophysics or mathematics).

Aneurism Incorporated

This collection of telepaths is infamous for its mafia-like role in the world of telepaths. Recruiting from the deadliest mindshredders all across the galaxy, the organization helps even the odds when a fellow telepath has been harassed or worse by mundanes. Formed by a handful of cast-offs from the Martian Mafia, this organization hires anyone willing to learn what it takes to be a 'mental mercenary.' Members are assigned tasks from collecting past due amounts from loans and frightening mundane troublemakers, all the way up to cerebral assassinations. They believe that all of telepath-kind should group together as a 'family' to stand

against the mundanes. It is only for this belief structure that the Psi Corps has turned a blind eye to them for so long – they could one day be useful.

Prerequisites for Membership: P8 or higher, must have the *Mindshredder* feat.

Benefits of Membership: +1 additional damage from any Telepathy ability when targeting a mundane.

Gossan'ryk

Translated from the Imperial Sh'lassan tongue to 'Dragon's Dream,' the Gossan'ryk (gaw-son-**reek**) is actually a subdivision of the notorious Fyr'gossan raider cell. The group is made up of strong Sh'lassan telepaths willing to sacrifice themselves in order to keep the prying minds of the Psi Corps out of the Royal Sh'lassan Empire. Indistinguishable from normal Sh'lassan raiders save for their brilliant white phosphorescent tattoos, the Gossan'ryk use their significant telepathic abilities in conjunction with their excellent piloting and raider's aim to wreak havoc on Psi Corps vessels whenever they can. If no Psi Corps presences are available, any Earth Alliance oppressors will do!

Prerequisites for Membership: P9 or higher, Pilot or Operations (piloting) 6 ranks; cannot be Earthier

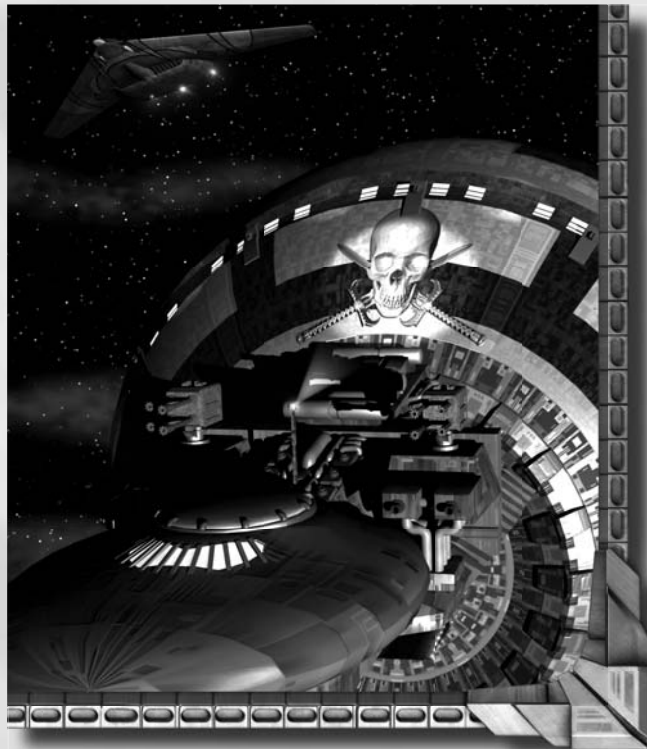
Benefits of Membership: Members can re-roll any Influence checks using the Sh'lassan Royal Empire (any) or Fyr'gossan Raiders (criminal) Influences.

What to Do With Telepath Organisations

All of the above information can look like just other ways to make Telepath Player Characters even more powerful than their mundane friends and allies. While that is one way to look at it, we prefer to think of this chapter as a way to reward telepaths for choosing a code of ethics – and giving their Games Masters something to test them with as he sees fit.

These organisations all come with a certain level of accountability. Like the Psi Cop who discovers a group of blips or a commercial telepath who gets caught in a vicious cycle of corporate sabotage, these various organisations do not just give bonuses to their members. Some groups levy rather heavy goals and limitations on their members that Games Masters can later use to either 'rein in' their Telepath Player Characters or simply direct them into related plots and stories.

Of course, if a Games Master feels that the optional abilities, prerequisites and benefits of these organisations are too limiting or powerful for his own campaign he should feel free to ignore them and use the organisations strictly as narrative entities.



TELEPATHIC EVENTS

‘History always repeats itself. Will we ever learn?’

‘Yeah, but only how better to ignore what we should have learned the last time around.’

- Captain Elizabeth Lochley and Michael Garibaldi, quoted during the Telepath Crisis

Throughout the history of the known universe there have been specific events that have shaped the destinies of telepaths everywhere. Although they might have seemed small and insignificant at the time, they are all part of a greater picture that no single mind can know. These events set the stage for tremendous greatness and sorrowful tragedies, creating the colourful history of telepathy in the universe.

This chapter looks at several of the more important events that took place in history and helped shape the galaxy for telepaths everywhere. Some of these events are specific to a given culture or species but many affected the Mindscape on a larger level in one way or another. One event might not mean much to a specific telepath but it likely affected him in some way – even if he is not aware of it.

Each entry includes a ‘Knowledge DC’ notation under its header. This is the difficulty of the Knowledge (telepathy or history) skill check required to learn about the listed event. This DC could be modified by a Games Master for specific instances or adjustments, such as good research materials or a direct relation to the event (same race, parent involved and so on).

THE AGE OF LORIEN (???) – 1,000,000,000 B.C.)

Knowledge DC 40

Presumably at the beginning of space and time something existed, but no culture or species can possibly agree as to what it was. The only believable piece of information about the beginning of history is that Lorien and his people were the first to live in this galaxy. Immortal, able to pass from energy to flesh and back to energy in a thought and unfathomably powerful, Lorien’s people are a mystery. Whether they created the galaxy and its components, came here from a different and older galaxy or were simply nothing short of gods cannot be known. They were here first, which is all that can be known about them.

Creatures of energy *and* flesh, Lorien’s people were likely to be able to communicate telepathically if they chose to do so. They were probably

Human Timeline

The timeline used to track the events in this chapter is based on the generally accepted Human system of calendar years. There are dozens of different methods to keep track of the passage of years but the Human standard has become one of the most popular. Other races might use different dating systems.

so few and powerful that they did not create much of a Mindscape, merely linking instantly with one another over thousands of light years. Having created the species that later evolved into sentient creatures capable of telepathy, it can be assumed that they were telepaths as well. This is not a known fact, but it does make sense. There can be no real facts about this era, merely speculation.





THE RISE OF THE FIRST ONES (999,000,000 – 1,000,001 B.C.)

Knowledge DC 38

Lorien and his people sculpted billions of lifeforms during their time in the galaxy and a handful of them rose to the top as sentient beings. These beings, the First Ones, eventually transcended their physical bodies and became living energy. The First Ones were immensely powerful compared to the rudimentary cultures sprouting on thousands of planets throughout the galaxy. While the Travellers and Torvalus plied the dimensions of space and time, tribes of primitives learned how to make fire.

One race of these fortunate First Ones was the Mindriders, beings who transcended into pure thought. They became the first true telepaths as the galaxy knows the term, living in and out of the Mindscape created by billions of sentient minds. Although the other First Ones were godly powerful in their own right, the Mindriders offered to teach their peers the wonders of true telepathy.

The oldest of the First Ones, the Shadows, refused to be taught. They were firm believers in evolution through conflict and had already decided that a gift of telepathy would go against their beliefs. The much younger Vorlons had already gotten into many squabbles with the Shadows, however, and took the Mindriders up on their offer if only to add a tool to their repertoire that their opponent would not have. The Vorlons were good pupils and they became powerful telepaths in their own right over a few thousand years of tutelage – a pittance of time to beings of energy.

Amongst the primitive races that dominated the planets were countless adjustments and experiments done by the Mindriders to ensure that the Mindscape would be expansive and strong. They manipulated genetic structures to create telepaths in thousands of races, caring only to make sure the thoughts of the lesser races would be powerful enough to give them a broad and safe place to travel. As beings of pure thought, they could not go where the Mindscape faltered from a lack of sentient, broadcasted thoughts.

By the end of this era the Mindscape was very strong, stitched together from millions of manipulated minds with rudimentary telepathic talents and made strong by the thoughts of the other First Ones. Even though they were not as powerful as their brethren in realspace, the Mindriders were unequivocally the gods of the Mindscape.

Related Plot Hook – Neanderteep

The Mindriders created so many Mindscape-strengthening telepaths throughout the galaxy during this era that, although unlikely, it is possible that one of their original experiments could still exist. Perhaps frozen away for a later date and then forgotten, there could be an example of these primitive-yet-powerful telepaths unearthed in the Third Age. Like discovering a living fossil, the being would attract attention from all over the galaxy. The discovery of a 'neanderthal telepath' would be big news instantly.

Such a being would be simple, instinctual and likely physically imposing. Having been *directly* manipulated by the Mindriders, it would also be an extremely powerful telepath. Such a simple and animalistic creature with the mental powers of a P12 could be far more dangerous than the scientists ever imagined. There is no telling what sort of powers a creature like this could wield. When the characters are caught in its path, what will they do?

THE MINDSCAPE WARS (1,000,000 B.C.)

Knowledge DC 40

When the youthful and angry Kirishiac Lords started their war against the First Ones, the galaxy was set ablaze with fighting. The godly might of the First Ones laid waste to entire stellar sections of the galaxy and billions upon billions died in the wake. It was unlike any war that had ever been before and no war would ever be like it again. It was an epic cataclysm that fulfilled a thousand cultures' depiction of Armageddon.

The First Ones suffered casualties as well, which is something all but unheard of to ageless beings of energy. The weapons of the flesh-bound Kirishiacs were able to actually harm godlike beings such as the Travellers and the Triad and it made their war all the more tragic. For the Mindriders, however, it meant a different kind of danger.

The Mindriders mostly avoided casualties by pulling themselves into the Mindscape whenever things were too rough, reappearing when things were more survivable. As the war progressed they began to notice that their precious Mindscape was becoming thinner and thinner. The collateral damage caused to the billions of lower lifeforms was undoing much of the telepath-seeding that the Mindriders had taken for granted. As the metaphorical stitches were being unravelled at the edges of the Mindscape, they were losing their escape routes and finest weapons.

If the Kirishiac War were to have gone on for another century or so the Mindriders might have found themselves trapped in the physical world, or worse.

THE MINDRIDERS' EXODUS (999,000 – 8001 B.C.)

Knowledge DC 38

After the Kirishiac War ended and Lorien took to his self-exile on Z'ha'dum, many of the more powerful First Ones chose to leave the galaxy for the unknown areas beyond the Rim. The galaxy had gotten 'too small' for them and they believed that the exploration of the unknown could sate their immortal appetites. Only the Shadows and the Vorlons chose to stay and help repair the damage done to the galaxy during the war. Leaving only a sparse few of their collective numbers behind to watch over the opposed sides, the First Ones gave up their claim on the galaxy.

Although the Mindriders may have wanted to stay in the galaxy, they could not do so. The Mindscape was more or less ripped to shreds by the telepath casualties in the war and the next most powerful minds in the universe (the First Ones and Lorien's race) were either going or already were beyond the Rim. The only logical place where the Mindscape would be strong enough to resume their mental godhood would be wherever those minds had gone. The Mindriders left behind a few of their least curious members and joined their brethren outside the known galaxy.

VORLON MANIPULATIONS (8000 B.C. – 1100 A.D.)

Knowledge DC 38

Leaving the diametrically opposed Vorlons and Shadows in charge of the development of the galaxy was like building a house of cards on a fault line; the opposing forces looked like they balanced each other, but deeper cracks would eventually tear everything apart. While the Shadows wanted to help strong races get stronger through conflict and violent evolution the Vorlons wanted to shape the younger races so they would not rebel like the Kirishiac Lords had done. This basic argument was what eventually pushed the two remaining races of First Ones to violence. It was the first real Shadow War and it started off brutally reminiscent of the Kirishiac War.

Lorien, still living in the bowels of Z'ha'dum, stopped the war and set the rules for any further engagements. In an effort to stop the ceaseless killing of his 'children' he forbade the two sides to act upon their urges directly. Only through the actions and wills of the races they would be responsible for would they be able to continue their debate. Lorien went back to his solitude and left the two races to their new game.

While the Shadows would rear their dark heads from time to time to start galaxy-wide wars amidst the young races in order to get the

strongest to the top, the Vorlons took a note from the subtlety of the Mindriders and worked incessantly between Shadow Wars.

The Vorlons began to patch the Mindscape (knowingly or not) by seeding the most promising of younger races with the stronger telepath genes. They cunningly chose to mute the ability of these genes to some regard, ensuring that they would remain the strongest telepathic forces in the galaxy in case of another uprising. They inserted telepathy into dozens of races alongside their biased teachings that the Shadows were evil and that they were some kind of 'Force of Light and Good.' Their hopes were that when the Shadows awoke to begin their manipulating toward chaos, they would find that the galaxy was filled with races already opposed to their ideas and aligned with the Vorlons instead.

Although their ploys nurtured telepaths in dozens of different species and steeled the Mindscape once again, it was not with benign intentions. With the younger races steered toward their idea of what is good, the Vorlons knew that they would have telepaths to set against the Shadows. The Shadows had turned down the Mindriders' ancient offer of telepathy and the Vorlons would never stop using it against them.

DREAMS AND VISIONS (1101 – 1250 A.D.)

Knowledge DC 30

When the most advanced of the younger races achieves spaceflight and discovers the network of jumpgates, the Vorlons are forced to take a less direct role in the manipulations of others. They chose to send telepathic dreams to their most loyal and promising races. Among the truly promising were the Minbari, pak'mara and Narn. Several other races were shown images of gods and heroes that match the description of an energy-Vorlon but it was these three races that showed that they are willing to set everything aside to battle 'the Darkness.'



Telepathic Events



THE DEATH OF THE MINDWALKERS (1251 A.D.)

Knowledge DC 25

As told in the writings of the Book of G'Quan, it was during the beginnings of the Great Shadow War that the Narn telepaths received countless visions and dreams that told them to stand against the Soldiers of Darkness. The Shadows could not find a foothold in the Narn no matter how hard they tried. In fact, the Narn raised armies to fight against the Shadows. The Shadows' efforts were not a total waste, as they did uncover the Vorlon-telepath connection and it brought the full fury of the Shadows down upon the Narns' collective heads.

The resulting telepath genocide eliminated the telepath gene from the Narn forever and sent a powerful shockwave through the Mindscape that alerted the Vorlons to the Shadow's increased anger. They knew that if the Shadows were willing to strike so blatantly against a lesser race, the Shadow War was about to escalate to a direct confrontation. This caused them to send their emissaries into the temporal rift (later to be called Sector 14) to acquire the Babylon 4 station.

TELEPATHY VERSUS TECHNO-MAGERY (1256 – 1265 A.D.)

Knowledge DC 35

When the Shadows awoke to find a galaxy already opposing them because of the Vorlons and their meddling telepaths, they called upon their own machinations – those who they had transformed into Techno-Mages. Another Shadow War rose up between the two powers but this time they managed to draw hundreds of the younger races' worlds into the fray.

Until the war came crashing to a close through the use of the time-stolen Babylon 4 station, both sides had elite forces they had created. The Shadows had their Drakh and Taratimude Techno-Mages; the Vorlons used an assortment of mainly Minbari telepaths. Realspace and the Mindscape alike were churning with hostility.

It was during these conflicts between Techno-Mage and telepath that the Minbari discovered their talents could cut off the connection between a biological mind and a cybernetic machine. It was a powerful new weapon that was learned too late in the war to be tested on the Shadows in their biomechanical ships but would be instrumental in fighting the Shadows again a thousand years later.

Related Plot Hook – Old Grudges Die Hard

The Order of Techno-Mages that exists through the following centuries does not claim any ties to their Shadow ancestry. Some of the more traditional telepaths amongst the Minbari and pak'ma'ra might have access to records of their enemies having Techno-Mages on their side. The Techno-Mages' later re-surfacing in 2259 on Babylon 5 could bring out radical elements within the telepaths of the devout Vorlon followers.

The Techno-Mages left Babylon 5 without incident but they may have had other stopping points on their journey that were not so peaceful. If the Order is forced to defend itself against a force of zealous telepaths, no one nearby will be safe. Which side will a group of Player Characters choose? Or will they be hard-pushed just to survive?

HYACH FOOLISHNESS (1350 – 1450 A.D.)

Knowledge DC 35

Due to dark whispers of immorality and social mores (possibly originating from Shadow allies) the Hyach turned inward against their genetic counterparts, the Hyach-Doh, and utterly destroyed them. Although it would not become visible to them for several generations, their genocide against the Hyach-Doh removed several important genetic pairings from their own reproductive pool.

Amongst the genetic pairings that were destroyed was the stronger half of the telepath gene, essentially limiting the number of reproductions left to the Hyach that would result in a telepath of any possible talent. Since this dwindling of telepathic talent would be even harder to discover than their normal reproductive rate's slippage, the Hyach telepaths would become nonexistent by the year 2310.

'TELEPATHY' IS DEFINED (1882 A.D.)

Knowledge DC 10

The term 'telepathy' is an Earther term that has become as widespread as their language, becoming the mainstay term used to describe any and all metasensory talent. The word was actually coined by an eccentric French psychical researcher named Fredric W. H. Myers, who first used the term in place of the other nomenclature of the time. His single-word definition caught on in the field and telepathy became the replacement term for a multitude of awkward phrases and terminologies. Myers would be the lead founder for the Society of Psychical Research and many other theoretical and research scientists would follow in his footsteps for centuries to come.

It is unknown as to whether or not Myers was a telepath himself, or if he merely had an interest in the ancient Human stories of said talents, but there has always been a Co-Director of Research at Psi Corps with the last name of Myers. Due to classified information there is no official direct tie between these Myers and the original doctor but many believe a direct relation is likely.

Related Plot Hook – Doctor Myers, I presume?

The Psi Corps has a great respect for the original groundwork of Fredric W. H. Myers, as his research was pivotal in the earliest era of Human telepath research. It can be assumed that the Myers family has been closely guarded and cherished within the Psi Corps. Should a member of the Myers family be threatened – by rogue blips perhaps – the Corps would surely go to great lengths to procure his safety. If that option is impossible, they would darkly settle on punishing the culprits responsible.

The Psi Corps cannot simply send teams of Psi Cops after a situation like this; it would be too dangerous. It would be better for all parties involved if they used outsiders, maybe even mundanes, to do their dirty work for them. Will a group of Player Characters be able to handle such an assignment, especially when they discover it is on account of the Psi Corps and some centuries-old tradition?

THE MINDHAWKS ARE UNLEASHED (1950 A.D.)

Knowledge DC 18

The Centauri had frequently used their telepaths on one another in an intelligence gathering fashion, sending them to social events to scan blackmail material off of enemies and friends alike. They were also intrinsic in the communication processes with alien races as they conquered outward through the galaxy. It was not until 1950, during the scandalous abductions and visitations of the growing Human populace, that the Centauri chose to use their telepaths in a military role.

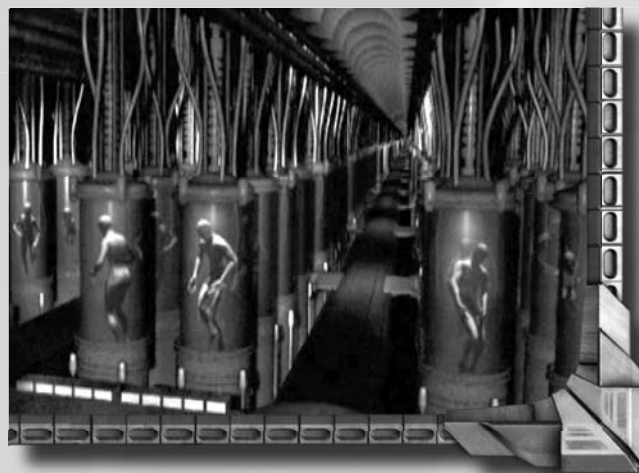
After giving several of the well-trained and powerful Mindhawk telepaths naval and army rankings, the Republic began to send their telepathic assets into military conflicts to be used as weapons, spies and reconnaissance devices. Centauri telepaths all over the Republic were assigned to intelligence duties and it caught several of their galactic neighbours by surprise. Some of the 'Lion of the Galaxy's' power base can be traced to telepathically gained information or Mindhawk-related missions.

VORLON MANIPULATION – AGAIN (2050 - 2060 A.D.)

Knowledge DC 30

While the Shadows had been slumbering at Z'ha'dum for eight hundred years, most of their minions were busy elsewhere in the galaxy and the Vorlons saw a great potential in the rapidly growing Human race. Humans had made the same kind of technological leaps and bounds in just a century that had taken other races generations to complete but their telepath gene was still very rudimentary. Knowing that a such a quickly advancing race would be a target for Shadow influencing when they next awoke, especially with no powerfully active telepaths, the Vorlons knew they had to step in.

The Vorlons could not work publicly like they could when the Humans were still primitive, so they chose to create a small base on the frozen continent of Antarctica. From there they could make direct connections with existing telepaths and abduct any Humans who would come too close, knowing that superstition and fear would protect their hiding place well enough. It was through their additional time on Earth that they managed to augment the telepath gene in Humankind once more – arranging for a telepathic *bloom* a generation later.



BRAKOS PROPHECY (2062 A.D.)

Knowledge DC 28

The bi-centennial holiday known as the Day of the Dead came upon the Brakiri in 2062 like it always had, throwing the entire race into a state of reverence and looking back over their ancestors. Traditionally, all Brakiri telepaths leave their systems during this holiday until the dreaded comet has passed, but one – Darrehs Tuhwenni – chose instead to stay and find out why. It seemed to

her like a silly tradition to send the telepaths away and she wanted to prove to her peers that it was just superstition. Hers became a local media story and Tuhwenni enjoyed a limited form of celebrity. The local Brakiri knew what she was going to do and when the night was upon them and the bells were tolling across all of Brakos, she was locking herself into her home and getting ready to make history.

When the comet had gone by and the curious Brakiri started coming to the Tuhwenni residence, they were shocked to find that she was gone without a trace. During the night she had somehow disappeared but she had managed to write a dark prophecy upon the wall in her own blood over the course of the night. On her walls was a strange and poetic warning:

*Gods of night, they promise.
Soldiers of light, they lie.
Future uncertain, the Old Ones return.
All is wrong.
Wrong is right.
Never again, never again.*

Believed to have gone insane during the holiday, Tuhwenni's words were recorded for posterity as a reminder why not to buck tradition. The exact nature of her message was later decided to be a warning about the last Shadow War but there was much mystery surrounding how she could have known something that would happen nearly two hundred years later and *why* she vanished after writing her prophecy.

THE T'LD'THA TRAVESTY (2072 A.D.)

Knowledge DC 25

The Descarans were amongst the rare cases where low-end telepathy developed naturally, instead of due to genetic manipulation. The Vorlons believed the savage and animalistic race would be too inclined to side with the Shadows to be worth saving and so simply ignored them during their galactic machinations. What the Vorlons missed was the only known race whose telepaths were strictly *telekinetics*. Descaran physiology somehow lent itself to the development of telepathic abilities but restrained them from learning anything but the extremely rare ability to move objects. It also made them strangely susceptible to rare cases of encephalitis that was fatal in their small but dense cranial cavities.

On the growing colony of T'lad'tha the Descarans managed to expand into a stretch of fungal blooms that caused an outbreak of the brain-swelling illness. The vast majority of the Descaran telepathic gene was killed in a few short months and only a few rare examples of these pure telekinetics survived – only to be later targeted and killed by the Dilgar Invasion.

It is generally believed that the unmodified telepath gene in the Descarans was too fragile and difficult to reproduce naturally, which is why it did not survive the epidemic of fungal encephalitis. Perhaps if the Vorlons had paid attention to the Descarans and strengthened their genes the Descarans would still have telepaths in their populace. As it is, the last known Descaran telepath died of natural causes in 2113.

TELEPATHIC CHAINS (2113 A.D.)

Knowledge DC 20

When the Centauri came and conquered the Narn with high technology and oppressive firepower, they had no trouble claiming the race as they had so many others before. As they took control of the Narn they discovered an assortment of interesting facts about them. One of the most notable was the fact that all of their telepaths had been wiped out by some alien war nearly a thousand years before. The Centauri are nothing if not opportunists and they put this knowledge to use post haste.

Republic telepaths were placed in units alongside slavers and guardsmen, sent to the work camps and 'colonies' to help keep the peace. With no Narn telepaths to try and block them, they were able to quell rebellions or put down troublemakers with a few well-placed thoughts. Although they were not the primary reason the Narn were tyrannically oppressed for so long, the use of telepaths was instrumental.

Related Plot Hook – Telepath Envy

The Narns have been brutally aware of their lack of telepaths ever since it came to pass and it has been accepted by most as a sad fact of their existence. Some however, are bitter about their race's shortcoming and would happily take action against the races who take their telepaths for granted. These radicals believe that by killing other races' telepaths they will help force those races to cherish what they have more.

This means that high-profile telepath organizations such as the Psi Corps, Centauri Seers and some League groups make very good targets. The radical Narns might be trying to awaken others to the importance of telepaths but they are little more than terrorists in the grander scheme of politics and public safety. Whether the Player Characters are involved by chance or targeted by the group, they are sure to come across a dangerous and sensitive situation.

EARTH'S YEARS OF BLOOD (2115 - 2117 A.D.)

Knowledge DC 20

After the factual and controversial article on the existence of true telepaths was published in the *New England Journal of Medicine*, the structure of the relatively new Earth Alliance was rocked with senatorial motions and discussions. The world's leaders had to make some kind of decision about what to do as possible telepaths seeped out of anonymity by the thousands. The media made a circus out of their existence and, like an overnight craze, telepathy became very real to the Human populace.

The first government official to attempt to alleviate the situation, Senator Lee Crawford formed the Committee on Metasensory Regulation. Crawford placed himself at the committee's head chair and led many open discussions as to what must be done in light of the new possibility of telepathic abilities in the widespread Earth Alliance population. The committee commissioned several studies to test the extent of this new evolution's possibilities and what was learned at Johns Hopkins hospital verified that these genetic telepaths had undeniable access to other peoples' thoughts. This information was foolishly made a matter of public record and the world was infused with paranoia and fear concerning telepaths.

Panicked mundanes took to the streets in search of suspected telepaths. There were mobs of anti-telepath citizens ready to lynch their former neighbours and friends because they were suddenly 'freaks,' no matter if the targets in question were telepaths or not. Some throngs of people were looking to do just the opposite, searching for telepaths to 'tell their future' or similar foolishness. The Earth Alliance was being torn apart by the discovery of telepaths.

It was not until the much loved and respected Pope Pius XV made a public statement to the world that God loves all his children and that the telepaths should be uplifted and loved – not feared and persecuted – that the rioting and anti-telepath activities began to waver. There was a powerful political weight to the Pope's voice and he would be recognised as the first of many religious leaders to ask their people to embrace telepaths.

With the rising of terrorist groups that were both for and against telepath integration, there was much confusion as to what could be done in order to protect both sides of the genetic barrier. Senator Crawford took the opportunity to transform his committee into the new and somewhat heralded Metasensory Regulation Authority (MRA). This association of scientists, telepaths and politicians was designed to help the Earth Alliance government know who was telepathic in order to better protect them. MRA agents took new telepath-testing procedures into

the populations of the world and began the long process of registering any telepaths they discovered.

This mandatory testing and regulation was not automatically accepted by all telepaths. The first real underground organization formed to help hide telepaths that did not want to be registered like cattle. It did not take long before government agents of the MRA were clashing with underground telepaths. EarthGov believed they were putting these restrictions and regulations in place to protect telepaths but many felt it was just a nice way to make telepaths essentially slaves.

It was the violent start that telepaths got with the Humans that put many interesting ideas in the minds of the Vorlons concerning the race. The Vorlons knew that telepaths would be difficult to control and sway away from the Shadows but that they were also passionate and fiery enough to make perfect soldiers in the future. Telepaths would need to be watched and nurtured further in order to perfect them for the next time dark ones awoke.

THOUGHTFORCE APPEARS (2127 A.D.)

Knowledge DC 35

A Dilgar picket fleet was testing weapons of planetary destruction outside of normal scanning ranges near the galactic Rim, just off their beacons at Rohric. Their firing of mass drivers and bolter cannonades at asteroid-based targets to test accuracy and impact potential sent strong and ominous wavelength echoes into space. They were not intending to draw any attention to themselves at all but the Dilgar accidentally did far worse.

An Abbai research cruiser testing the effects of telepathic signals on hyperspace scanners picked up the repeated bursts of energy caused by volcanic asteroids being sundered and chose to investigate. When the Abbai arrived to find the Dilgar testing such weapons, they foolishly announced they would bring that information to the whole League and force them to stop building such horrific weaponry. The Dilgar did not take this threat well, turned their weapons on the Abbai ship and summarily atomised them.

What the Dilgar did not know was that the Mindriders were secretly watching the Abbai's mission, as it was likely to be the Matriarchate's next leap in telepathic ascendance. When they saw the deaths of a hundred or more powerful and talented telepaths at the hands of the savage mundanes, the Mindriders chose to avenge their cons-removed cousins.

Thoughtforce shimmered into existence just long enough to tear the Dilgar fleet to pieces. Although there were several shuttles' worth of Dilgar survivors, almost all of them were hung or shot for cowardice when they returned.

The warmasters did not believe their tales of the 'godship' and such things were discounted as the pathetic excuses of condemned fools.

THE DAWN OF THE PSI CORPS (2152 - 2161 A.D.)

Knowledge DC 15

Created from the remnants of the MRA and the newly forged Committee on Psychic Phenomenon by Earth Alliance President Elizabeth Robinson, a new branch of the government called Psi Corps officially took over all telepathic matters in Human society. The Psi Corps began as a small office that hired mundanes and telepaths alike but would eventually evolve into the most fearsome and notorious telepath organization known to any race throughout the galaxy.

The first few years of the Psi Corps' existence as its own entity were filled with terrorists, martyrs, propaganda and lies. The term 'rogue telepath' became synonymous with 'criminal' and sanctioned hunting protocols were put into place alongside the creation of specialised units like the Bloodhounds and Psi Cops. The powerful anti-telepathic drugs collectively known as Sleepers were being mass produced and administered to all telepaths who would not join the empowered Psi Corps.

It was the beginning of the internalised oppression of all Human telepaths – and it would last for over a hundred years unchanged and untested.



AK THE MAKER IS SEEN (2196 A.D.)

Knowledge DC 28

On the pak'mara homeworld of Melat, every telepath on the surface of the planet or on board their ships in the defence fleet had a spontaneous vision of the glowing, floating form of their primary god, Ak the Maker. The image appeared

for a moment, just long enough to bolster the pak'maras' collective courage in the fight against Centauri oppression ahead. Heeding what the image said, the pak'mara began to work against the Centauri – perfectly in synch with the strengthening of the League of Non-Aligned Worlds and the beginning of the end of the Republic's control of the Narn.

This vision correlates to later descriptions of what Vorlons look like outside of their encounter suits but the pak'mara believe it was their god who came and told their telepaths to spread the word of their impending freedom. It is more likely to have been further Vorlon manipulation but the devout pak'mara are steadfast in their religion and do not even entertain the possibility.

WAR AND THE TELEPATHS (2230 - 2235 A.D.)

Knowledge DC 20

When the atrocities of the Dilgar War began to spread from the corner of the galaxy inward the Mindscape rippled and thinned as thousands of telepaths from a dozen different races were slaughtered. Worlds and colonies were virus bombed or pounded flat with mass drivers, killing hundreds of thousands of people from various races. As the war raged on and more and more worlds fell short of the Dilgar's need to find a new homeworld, their warmasters sentenced population after population to die.

Even though the Dilgar War was not nearly as all-encompassing as the Kirishiac War or any of the Shadow Wars, it was exceptionally brutal and tended to be focussed on the degree of casualties caused – especially in horrific ways. The Mindscape was clouded with pain and suffering all throughout the League of Non-Aligned Worlds and it was not until after the destruction of the Omelos star that things began to return to normal.

Related Plot Hook – Dilgar War Survivors

It is quite possible for Telepath characters to have survived the horrors of the Dilgar War, especially if they were members of any of the League of Non-Aligned Worlds races that were in the warpath of the Dilgar Invasion. It was a very hard time on anyone that had to live through the horrible onslaught the Dilgar brought to their galactic neighbours but it was worse for the telepaths.

Telepaths were able to feel the thoughts of the billions who died over the years and many of them were never quite right afterward. Suffering from a very acute version of Post Traumatic Stress Syndrome, these poor telepaths are likely to fall into one of two categories: those who retreat from any sort of suffering in fear of hearing it and those who secretly lust after the torture and suffering – becoming twisted telepathic sadists.

TELEPATHY IN THE EARTH JUSTICE SYSTEM (2239 A.D.)

Knowledge DC 15

Although telepathy had been used as a punitive tool by many alien races throughout history, it was the Earthers who first officialised the use of telepathic abilities as a form of criminal punishment. Earth scientists in the Psi Corps developed a machine that significantly helped a telepath remove and re-create mental facets of a person's life, allowing for total 'mindwipes' of violent criminals. This process was spun to the masses as a humane way of replacing the death penalty for such crimes and the media gave it a catchy name that was later used officially – the Death of Personality.

This process was distrusted and looked down upon by many alien races. Most believed it was an abuse of telepathic powers. Some thought it was far more barbaric than simply executing the criminal and protests sprang up all across Earth Alliance space. EarthGov was unmoved and wrote the Death of Personality into the judiciary code to replace capital punishment Alliance-wide. With the exception of wartime executions that were under the jurisdiction of generals and admirals, the use of telepathy to punish criminals 'permanently' became the Earth Alliance standard.

A SHADOW FOUND (2253 A.D.)

Knowledge DC 32

When the Interplanetary Expeditions survey crew discovered one of the horrible black Shadow Cruisers under Syria Planum on Mars, they accidentally awakened it with the life of one of their own crew members. The biomechanical screech emitted by the ship ripped through the minds of everyone nearby, passing that sound into the Mindscape as a palpable fear.

The fear rippled outward to the nearby Psi Corps base, which immediately sent agents to keep the ship under classified personnel only. They took control of the situation from IPX and did their best to telepathically block any further psychic transmissions that might attract unwanted attentions. A low-powered Psi Corps telepath named McDwyer was volunteered to try and activate the vessel but his mind was scrambled by the slightest contact. Before the Psi Corps could do much else the ship was rescued by another of its kind and taken away. Although they did not have much contact with the ship, the Psi Corps and EarthGov were now involved with the Shadows, like it or not.

Far away in Vorlon space, the powerful telepaths of the Vorlon Empire sensed the awakening of the Shadows and began sending their own signals and visions. Telepaths across the galaxy began to have dreams of dark shapes and ominous enemies.

CHEMI-TELEPATHY (2255 A.D.)

Knowledge DC 20

Due to a rash of strange and powerful alien chemicals being distributed throughout the galaxy, mundanes began to use drugs to unlock unstable and hazardous levels of telepathy in themselves. Although only one specific type of drug was actually codenamed 'Dust' by Psi Corps officials, the term became the nomenclature for any telepathy-boosting drug.

Dust use was outlawed almost immediately by nearly every sentient government in the galaxy, even the hedonistic Centauri, due to the damage the drugs caused. Dust dealers began to smuggle their goods to and from transfer stations and space flotillas in order to sell their expensive and deadly product. Even though there were steep penalties for being caught with Dust, these dealers seemed to have a limitless supply and the willingness to try and peddle it.

There were many rumours that Dust and its chemical brethren were actually Psi Corps (or related affiliations) experiments gone wrong but no official proof of this has ever been raised in the duration of the organization's existence.



A VORLON SCANNED (2257 A.D.)

Knowledge DC 28

In order to solve a hideous plot to destroy Babylon 5 in its first few months of service, a low-grade Psi Corps commercial telepath named Lyta



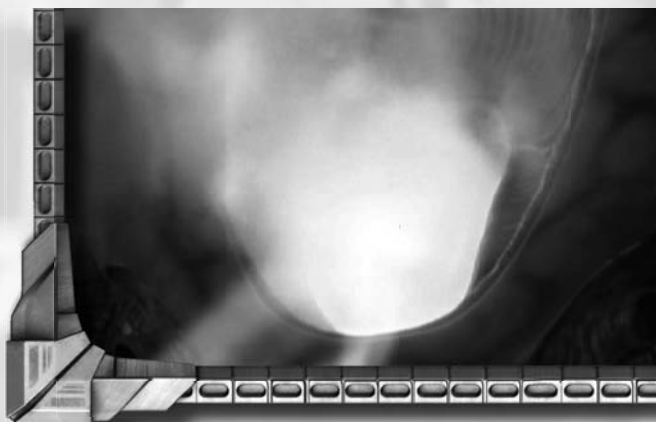
Alexander was called upon to perform an illegal scan upon Ambassador Kosh Nanarek – a Vorlon. In doing so she managed to tap into parts of her own genetic structure unknown to her, beginning a series of telepathic growths that would by 2264 make her the most powerful telepath in known space.

This was the first time that any young race member was ever able to scan a First One and it would mark Lyta as special in the eyes of the Vorlons for as long as they remained in the galaxy. Even after the Vorlons left the galaxy Lyta continued to grow telepathically at an almost exponential rate, proving the Vorlons' role in the rapid growth of Human telepathy.

Related Plot Hook – Mindscape Shockwave

When Lyta scanned Kosh she might not have been the only telepath on board the station that could have felt the power of the First Ones. Other races' telepaths might not have been nearly as susceptible as Lyta, Humans having been the most recently adjusted race, but they might still be caught in the shockwave in the Mindscape when the Vorlon's suit was opened.

Games Masters could have any other Player Character telepaths that were on board Babylon 5 at the time of the scan in question get knocked unconscious when the Mindscape buckles with Kosh's power. When they awake perhaps they too have a drawing need to serve the Vorlons. Maybe their P-Rating is suddenly higher, or maybe they find they can do things they could not before.



THE IRONHEART INCIDENT (2258 A.D.)

Knowledge DC 25

Running from agents of Psi Corps, a telepath experiment named Jason Ironheart came to the Babylon 5 diplomatic

space station in search of a close friend of his – Talia Winters. Although Talia was a staunch member of the Psi Corps she did not turn her old friend in, showing that not all Corps members were ruthless.

When the Psi Cops came for Ironheart he revealed powers that no Human telepath had ever demonstrated before. He had unearthly levels of telekinetic prowess, mental domination over atomic structures and even focussed pyrokinetic talent. Ironheart explained to several members of the Babylon 5 command staff that he had been altered by Psi Corps and that he was turning into something far beyond anything that had ever existed before.

After atomising one of Psi Cops that came for him, Ironheart spectacularly transformed into an energy-based being – becoming a lesser version of the Mindriders. His unexpected intrusion into the Mindscape was felt by telepaths throughout the sector and it can be assumed that the true Mindriders eventually found their unlikely cousin in the Mindscape. Whether they took his forced ascendance as a threat and eliminated him or welcomed him as a new member of their collective will never be known.

Telepathic Experiments

What happened to Jason Ironheart was not a singular event in telepath history. Governments and cultures have performed experiments on their telepaths for generations. Although Ironheart was being worked on genetically by the Psi Corps to become more powerful, there are hundreds of less extensive modifications that have been all-but perfected by some of the other races in the galaxy.

For a short list of some of the telepath experiments and how they affect characters, see the section starting on page 79.

G'KAR'S FOLLY (2260 A.D.)

Knowledge DC 22

In an effort to gain a weapon that could be used against the Centauri oppressing his people, G'Kar bought a small supply of 'Dust' to hopefully give his people an edge. The stuff had never before been tested on Narn physiologies. There was no telling whether or not they could use the substance as intended or simply use it as a powerful poison through overdosing their oppressors.

After the dealer told G'Kar that the stuff had never been tested, he decided to use himself as the subject of the first

dose. The Dust awakened the tiny scraps of the telepath gene left in his body and sent him into a metasensory frenzy. His empowered mind was picking up thoughts from all over the station as he wandered the halls, eventually making his way to Ambassador Mollari's quarters – where he subjected him to a violent and painful deep scan.

It was the first scan performed by a Narn mind in over a thousand years and every telepath on board Babylon 5 felt a strange quiver in the Mindscape. Although G'Kar would be jailed for his mental assault on the esteemed Centauri, the whole situation lent some credence to the Kha'Ri's plan to reintroduce the telepath gene.



THE LAST SHADOW WAR (2260 – 2261 A.D.)

Knowledge DC 28

The Shadow War of the 2260s was a tumultuous time for the Mindscape. Aside from the Shadows' dark decision to deal with the Psi Corps in order to protect their vessels from Vorlon telepath-trickery, the war brought about the painful deaths of millions. Such fear and pain left a lasting mark on the mental ether around it and telepaths all across the galaxy suffered nightmares, headaches and even the occasional nervous breakdown.

The First Ones took their toll during this war as well, leaving their unfathomable footprint on the Mindscape. The war saw two different Vorlons destroyed, one by their shadowy enemies and another at the hands of Humans. Each of the demises sent a palpable energy surge through realspace and Mindscape alike. Shadows were killed on their home world of Z'ha'dum, then again later on Centauri Prime. With so many First Ones meeting their end, the Mindscape was saturated with rage and anxiety. Before the end of the war the remaining First Ones (including the last Mindriders) came out of hiding once and for all and entire planets were ripped apart by both Shadow and Vorlon weaponry.

At the end of the war the Mindscape felt a soothing hush when the First Ones left for the Rim, their godlike presences vanishing into the unknown. Although their passing would be felt by all over the centuries, the galaxy was put solely in the hands of the younger races.

BYRON THE MARTYR (2262 A.D.)

Knowledge DC 22

Using the supposed neutrality of the Babylon 5 station to gather his brethren, a runaway Psi CoPin-training named Byron Gordon created a commune of rogue telepaths. Called 'Byronites' by outsiders the commune was supposed to be peaceful and separatist but they could not avoid becoming embroiled in station politics and even becoming employed by the Interstellar Alliance.

It was during a brief yet potent love affair with the Vorlon-augmented Lyta Alexander that Byron learned of the Vorlon's genetic adjustments made to 'his people,' creating them as weapons of war to be later forgotten. Byron foolishly tried to force the hands of mundanes to give telepaths a homeworld of their own and managed to bring the vengeful Bester and his Psi Cops down on his head instead.

In a bloody battle between Byron's rogues and Bester's Psi Cops, Byron committed a grand act of suicide that sent a powerful message to the Psi Corps, the Byronites and all of the mundane security standing nearby. They all knew at that moment that the tension brewing between the Psi Corps and non-Corps telepaths was going to get a great deal worse before it got any better.

Byron's martyrdom also triggered a vengeful streak in Lyta Alexander. Her fantastically powerful telepathic abilities would, from that moment forward, be solely used to strike at the oppressors of telepath-kind. She would become one of the leaders of the Byronite movement – and the primary driving force in the upcoming Telepath Crisis.



Telepathic Events



Related Plot Hook – Tension Rises

When Byron killed himself there were several mundanes, Psi Corps personnel and security surveillance watching the situation. His reasoning was clear and it would spread like wildfire in gossip circles. The tension between telepaths and mundanes grew thicker and more violent because of Byron and increased 'anti-teep' activity surfaced all over the station.

The months following Byron's death would make for a great environment of intrigue and betrayal, especially if any of the Player Characters are telepaths or are friends with them. Rumours about a telepath uprising would make Psi Corps members need to hide their insignias, the beginnings of guerrilla tactics by cells of radical Byronites would only worsen the situation and the Player Characters could be caught between them.

THE TELEPATH CRISIS (2264 A.D.)

Knowledge DC 20

The inevitable war between Psi Corps and the rogues came to a head with increased attacks on Psi Corps offices by groups of militant rogues claiming to be Byronites, who left behind 'Byron Lives' calling cards whenever they struck. The situation began in the controlled and strategic manner of chess, but rapidly descended into blood and violence.

Unfortunately for non-Human telepaths throughout the galaxy, the Mindscape became a war zone. Telepaths from all over were as susceptible as Humans to chemicals designed by Psi Corps; rogue tactics to seed mundanes with 'poisonous thoughts' for later scanning could be picked up by individuals not involved in the conflict. Simple terrorist activity on behalf of the Byronite factions often led to collateral damage. It was a war that the mundanes could not fight half of the time but they were always in danger of being caught up in it.

Eventually the casualties grew too numerous and the Byronites and their fellow rogues made the move to strike the final blow. The most powerful leaders of the rogue factions risked everything to get themselves captured by Psi Corps, making sure that they 'cooperated' well enough to be brought to intelligence centres all across Earth Alliance space. When the time was right they triggered telepathic signals to their cohorts, who used fusion bombs and nuclear weaponry to eliminate the Psi Corps' top brass in one fell swoop.

Psi Corps made to retaliate but EarthGov stepped in and learned a great deal about what the Corps had actually been up to all these years. The Psi Corps was disbanded and several senatorial committees were put into place to restructure a governing body for telepaths. The result was the Bureau of Telepath Integration and even though it seemed very much like a new coat of paint over the old Psi Corps mentality, it ended the Telepath Crisis and brought back relative peace.

EARTH – A TELEPATH'S HELL (2266 – 2270 A.D.)

Knowledge DC 28

After the Drakh released their horrific plague into Earth's atmosphere, weeks upon weeks of fearful looting, rioting and religious cultism followed. So much emotion was being released into the Mindscape localised around the dying planet that telepaths coming within a few thousand miles of Earth's orbit were forced to keep up telepathic walls just to think straight.

Earth was described as 'telepath hell.' Even if the area surrounding Earth was not blockaded by military vessels no individual with telepathic talent would choose to willingly come near. The Mindscape was just too volatile and vicious for most of them. Planetary suffering for such a long period of time left its mark on the telepathic presence there and even after the plague was cured there was always an eerie resonance of sadness and pain that surrounded the Humans' homeworld.

DRAZI BREAKTHROUGH (2273 A.D.)

Knowledge DC 30

The Drazi have long had an interest in the high leaning their telepaths show toward telekinesis but when given access to the additional genetic records in the Interstellar Alliance they were able to research it fully. Although physical strength was by far more respected in Drazi culture than telepathy there were a great number of telepaths in positions in high society and military intelligence and they had their own aspirations.

Using an assortment of questionable techniques learned from a dozen different sources, the Drazi managed to create a single genetic strain of their species that was 96.2% likely to breed a natural telekinetic of awesome potential. This genetic strain had slightly thinner and lighter scales than that of a normally bred Drazi but just outside adolescence these telepaths were moving weights and shattering stone with their minds. The strain was officially called *shokash*, meaning 'hero minds.'

The shokash Drazi were placed in their own segregated compound on Zhabar to be studied for no fewer than three generations of hatchings before they being allowed to join the populace. The compound was under military protection at all times and the whole project was considered classified.

The holding compound was the target of sabotage on behalf of Drakh-controlled spies in 2276 and a few of the shokash escaped into the Freehold in the resulting chaos. They quickly became part of

the gene pool and Drazi scientists hoped and prayed that all would end well for their following generations.

Related Plot Hook – Shokash Characters

The shokash telepaths that escaped destruction into the populace could make for very interesting Player Characters in any campaign played during this era. They were schooled by military scientists to be good telepaths, not social creatures. They are naïve and foolish but powerful in their own right. A Player who wanted to portray one of these genetic oddities might find it difficult on many levels despite their significant power.

In game terms, shokash should not be any more powerful than a common Drazi telepath – merely sculpted to fit specific needs. They should not have a Charisma score of greater than 10 but their P-Rating should never be lower than 8. They should choose the 'Telekinetic Potential' feat at character generation and assume the Telekinetic prestige class as soon as they have the prerequisites for it.

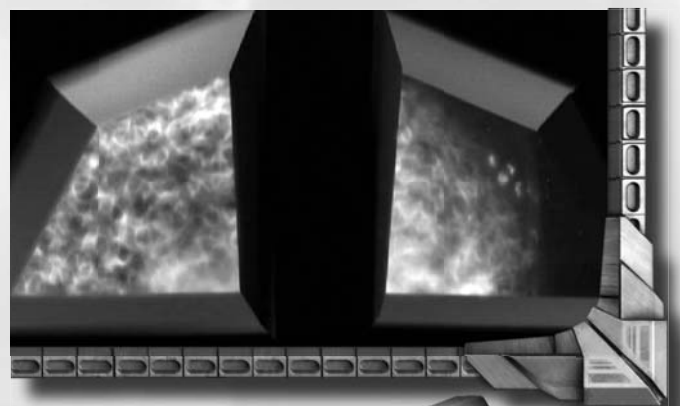
LORIEN'S BRIEF RETURN (2281 A.D.)

Knowledge DC 40

When John Sheridan returned to Coriana VI to pass away, he was pleased to find that his old friend Lorien – the oldest of all First Ones – had returned from Beyond the Rim to meet him. Lorien had come to take Sheridan back with him and Sheridan was happy to finally go.

Lorien's return to the galaxy did not have an insignificant effect on the Mindscape. Many telepaths and mundanes alike throughout the galaxy *felt* his presence, some even claiming to have seen the image of a great floating energy in space as they slept. Whatever his presence did it lasted only a few minutes and when he left with Sheridan in tow everything returned to normal.

It would be the last time an energetic being would truly exist in the galaxy for nearly a million years.



Telepathic Events

ENHANCEMENTS, SKILLS AND SPECIALISATIONS

‘A teep is a teep is a teep.’

‘Okay, sure... that can be your little secret.’

- Conversation overheard in the Fresh Air restaurant

With such a long history it should come as no shock that telepaths from all over the galaxy have been the focus of scientific research, training programs and even breeding regimens in order to make better use of their talents. Some cultures have created drugs to boost telepathic ability, many have tried scholastic learning and a few have even used bioelectric science. No matter the cause or the source, there are dozens of ways that telepaths can be made even more special than they already are.

This chapter shows several ways to make telepaths more than what their initial talent allows them to be. It offers new telepathic abilities, scientific boosting technologies and some specifically trained paths by which telepaths can learn amazing new powers. Throughout this chapter readers will discover new and powerful uses for telepathic abilities or ways to better hone them for other uses.

NEW TELEPATHIC DISCIPLINES

Although Human telepaths seem to be far more focussed on the scanning and commercial applications of their telepathy than other races, there are many different aspects of telepathy that have surfaced over the centuries. Of these new areas of telepathic focus, two disciplines have risen to the top of overall usage.

The following section gives the detailed narrative and rules descriptions of two new Telepathic Disciplines for use with existing Telepath characters.

Chronomantics

The Discipline of Chronomantics was theorised by Brakiri metasensory researchers as originally being part of the Biokinetics discipline but was later re-classified into a discipline of its own due to the specific nature of its powers. Through a focussed application of impulse scanning and adjusted synapse reactions, the telepath can alter his own or another's perception of time. Whether it is used to slow down a foe's reactions or to pack several hours' worth of reading into just a few minutes, Chronomantics is a multi-faceted tool.

Impulse

Power Required: 8

Range: Close (P10 Medium)

Action: Standard

Telepathy Check: DC 18

Concentration: No

Multiple Subjects: No

This telepathic ability is used to baffle targets with a quick burst of telepathic impulses designed to scramble the target's perception of time. The impulse is like a short circuit of visual and auditory sensations that will likely throw the target off quite a bit. The basic use of the ability sends a mixture of sensations into the target's mind, making him confused and disoriented for as long as it takes the mind to recover. The successful use of *Impulse* will cause the target to stutter and twitch uncomfortably, as if having a minor seizure, as soon as the ability takes effect. This effect will continue until the target can overcome the synaptic impulse with a successful Will save DC 18. Once the ability has ceased the target will have no idea what has happened; it will be as though he lost those seconds/minutes to a blackout.

Impulse Variations

5 **Déjà vu** (DC 20): The telepath's impulse grabs a piece of the target's recent memories and forces that repeatedly to the experiencing part of the brain. This variation acts exactly like a regular *Impulse* other than the fact that the telepath gets to choose the memory from a short list of minor thoughts to replay every round in the target's mind – which he will remember with a strange sense of déjà vu.

5 **Feedback Loop** (DC 22): The telepath uses the impulse as a blocker for the completion of a specific task, forcing the target to continue re-living the action he was taking when struck successfully with the ability. Instead of just twitching, if the target was flipping a soy burger he would continue flipping nothing until the impulse passes. Some actions, like firing a pistol, could be very dangerous if left in the feedback loop.

Synaptic Flow Adjustment

Power Required: 15
Range: Close (P12 Medium)
Action: Full round
Telepathy Check: DC 25
Concentration: Yes
Multiple Subjects: Yes

A powerful ability to cause others to perceive the flow of time as much faster or slower than it really is. By slowing down or speeding up the memory cache that a mind creates, the telepath can force his target(s) to react in a dramatically different manner to normal. When this power is used, it can be used to make all affected targets perceive time moving faster than it really is, or it can make all affected targets perceive time moving slower than it really is.

Targets who think that time is moving faster than normal quickly find themselves overwhelmed by the suddenly accelerated pace of events. They cannot take 10 or 20 on rolls, always act last in each combat round, and cannot apply their Dexterity, Intelligence or Wisdom modifiers to any kind of check except Will saves. Any skill check which takes longer than a round cannot even be attempted without a DC 18 Concentration check first.

Conversely, targets who think time is moving slower than normal have more time to think about what they are doing. At any time they would normally be permitted to 'take 10' they may 'take 15' instead. In addition, they may add their Intelligence modifier to all skill checks, and attack rolls in personal or vehicular combat. This power cannot affect starship-scale combat unless the telepath has the power to affect the entire crew of a given ship.

Synaptic Flow Adjustment Variations

5 **Passing the Time** (DC 20): The telepath can use *synaptic flow adjustment* to alter a target's perception of the passage of time. To the target, the next 2d6 hours pass 'in no time at all'. This power is useful for combatting boredom on long journeys and aiding research (giving a +4 bonus to Knowledge checks if research is possible). If something important (such as combat) happens during the 2d6 hours, the target will immediately snap out of his fugue and act normally.

5 **Sandman** (DC 24): The telepath uses the ability to prolong a target's slumber, forcing his brain to think that no time has passed when hours might have. So long as the telepath concentrates successfully upon the target and nothing unforeseen happens to prematurely wake them, they will naturally sleep as though exhausted.

Signal Detour

Power Required: 13
Range: Close (P10 Medium)
Action: Full round
Telepathy Check: DC 22
Concentration: Yes
Multiple Subjects: Yes

This ability allows the telepath to force his targets' nerve impulses to take long and redundant routes along the nervous system in order to perform the actions they are signalling for. This general re-routing of constant signals places the target in a strange state of slow motion for all who witness it, which feels like some kind of fugue or trance to the target.

If the telepath is successful in getting the target's nerve signals re-routed, the affected target suffers an immediate -10 penalty to their Initiative rolls (or current score). Also, all of their movement rates are halved (round up) while the telepath continues to re-route the nerve impulses in this way.

While under the effect of this ability, the target does everything at roughly half speed. Walking, talking, eating, etc. are all slowed down to a comical level of sloth-like motion. In combat, all standard and move-equivalent actions are considered full-round actions, and all free actions are considered standard actions. The target loses all positive Dexterity modifiers to Defence Value and attack rolls, and suffers a -2 penalty to Defence on top of that.

Signal Detour Adjustment Variations

5 **Rapidity** (DC 24): The telepath can use *signal detour* to choose faster routes for nervous impulses instead of the standard 'safe' ones the brain normally chooses. The target begins to speed up significantly, at some cost to their muscle integrity and stress to nerve fibres. The target gains a +2 bonus to Initiative, adds 5 feet to his Speed, and performs all activities as though they were on some kind of chemical stimulant. Additionally, every round the ability speeds them up this way the target suffers a point of nonlethal damage that cannot be prevented in any way.

5 **Dead-End Synapse** (DC 28): The telepath can use *signal detour* to block certain nerve impulses that drive essential bodily functions long enough to cause significant damage to the target. By blocking the reflexive nerve impulses that cause the heart to beat or the lungs to draw air the telepath can inflict terrible damage, perhaps even fatally so, upon the target. Every round this ability affects the target they must pass a DC 20 Fortitude save or suffer 1d2 points of Constitution damage. When a telepath uses this ability variation, it loses the Multiple Subjects trait.

Empathy

The ability to use telepathic power to influence the feelings and desires of other people has existed for as long as most cultures have historic records. Although it is a surprisingly difficult discipline to master, Empathy can be extremely powerful in the right (or wrong) hands. Similar to traditional thought-based telepathy in the fact that one mind sends messages to the other, Empathy is both more subtle and less precise.

Targets of the Empathy Discipline will probably not know they were affected by a telepathic ability but might have reason to question why they suddenly behaved in the manner they did.

Vree are completely unaffected by the Empathy Discipline and have no ability to use it themselves. Their alien minds know only logic and rationality.

Coldheart

Power Required: 10

Range: Close (P7 Medium)

Action: Standard

Telepathy Check: DC 16

Concentration: Yes

Multiple Subjects: No

This telepathic ability allows a telepath to effectively shut off the emotional response in any given target, turning

them into an automaton of action and logic. By putting the emotional centres of the brain into an effective hibernation, the telepath prevents the target from putting any of his own personality into anything he does.

While the ability is in effect, the target cannot add or subtract his Charisma bonus to or from any die roll whatsoever. He cannot be influenced by other skills that are Charisma-based, and cannot be affected by other telepathic abilities from the Empathy Discipline while this one is still in effect. He is unaffected by fear of any kind. For roleplaying purposes, the target is cold, blank and tends to calculate his reactions.

Coldheart Variations

5 Internalise (DC 18): The telepath uses the *coldheart* ability to hold back the target's emotions while still allowing the responses from outside stimuli to manifest internally. This variation functions exactly as the main version of the ability, but it only stops the target from using his Charisma bonus. Others are still free to use their Charisma-based skills upon the target freely, and should he succumb to them he will act accordingly. The target is still immune to other telepathic abilities from the Empathy Discipline, however.

5 Floodgate (DC 22): The telepath uses the *coldheart* ability to create a memory cache for emotional turmoil and stimuli long enough to create a force too strong for the mind to handle when it is opened. While the power is in effect it acts exactly like the normal *coldheart* ability, but instead of simply blocking the impulses this ability stores



them. When the telepath chooses to cease concentration upon the ability all of these stored emotions come rushing back in the form of an incapacitating blast of mental anguish. The target suffers 1d3 nonlethal damage for every round that this version of *coldheart* was in effect upon him the instant the ability ceases.

Dulling

Power Required: 8

Range: Medium (P10 Long)

Action: Standard

Telepathy Check: DC 16

Concentration: Yes

Multiple Subjects: No

This telepathic ability uses underlying emotion to muddle the ability to focus telepathic talents. Telepathic abilities used by the target of this ability result in fuzzy contacts that are often difficult to maintain and often distorted by inappropriate emotional reactions. It is not as pervasive as Jamming, nor does it place much stress on the target in question – it merely makes telepathic abilities harder to use by the target.

A successful use of this ability adds the user's P-Rating to any of the target's Telepathy skill check DCs for abilities not found in the Empathy Discipline. If the targeted telepath passes the base DC but not the adjusted one, they will get a muted, distorted and emotional version of the power they were intending to manifest. Such powers are typically more under the control of their subconscious mind than their conscious mind.

Dulling Variation

5 **Empathic Void** (DC 20): The telepath focuses his ability to push all emotional responses down and keep his mind clear. Love, lust, happiness and even fear are all set aside. This use of *dulling* adds the user's P-Rating to the Telepathy skill check DCs of any Empathy powers used against him for as long as it is active.

Emotion

Power Required: 13

Range: Close (P8 Medium)

Action: Standard

Telepathy Check: DC 18

Concentration: Yes

Multiple Subjects: Yes

This telepathic ability is the staple function of the Empathy Discipline. It allows telepaths to trigger specific emotions in their target(s), hopefully getting them to perform in a desired manner. Use of this ability is often subtle and seamless, with those who have succumbed to it feeling odd afterwards but not disoriented. A successful use of this power brings the desired

mix of emotions to the surface of the target's mind. This is very useful for steering someone's opinion or reaction to the result the telepath desires. If successful, the telepath gains a bonus equal to his P-Rating to all Charisma-based skills with the target while the ability is maintained.

Emotion Variations

5 **Hatred** (DC 23): The telepath has the ability to flood a target with a tidal wave of seething hatred. This hatred is not specifically focussed but tends to be directed toward whatever the target last interacted with. If successful, the target must make a DC 15 Will save. If the save is passed the target will keep his hatred a conversational matter, lashing out with words only. If the save is failed however, the target will escalate immediately to physical violence and savagely attack the object of his dislike. If unarmed the target will use fists (or equivalent natural weapons) but if armed the target will use a weapon. It should be noted that if the target of this power already has a hatred (secret or not) for someone/something in the general vicinity (the telepath, perhaps?), he will automatically focus the augmented hatred upon it and automatically fail the Will save against lashing out at it.

5 **Mollify** (DC 20): Telepaths are often the focal point of mundane aggression due to their gifts but this ability allows a telepath to protect himself against such rage. The telepath can shut down angry emotional responses in his targets, disarming their fury and hopefully making the situation easier to handle. If the target(s) are hostile (known or not to the telepath) they receive a Will save DC 15 to keep their choler up and continue their hostilities. If they fail the save they abandon their current hostilities but can resume them immediately after the *Mollify* ceases.

Intimation

Power Required: 10

Range: Close (P10 Medium)

Action: Full round

Telepathy Check: DC 16

Concentration: Yes

Multiple Subjects: No

With this ability the telepath focuses on the emotions behind his targets' avarice and greed. If this power is successful, the target will have a strong desire to take possession of a specific material object chosen by the telepath. The target will not go against the nature of his character to do so. This means that a merchant will pay more than normal for the object or refuse to sell it but a common thief will take shortcuts to steal it. Any skill checks made by the target to haggle or appraise the price of the object will be made at a –3 penalty and further complications could be imposed by the Games Master depending on the nature of the target.

Intimation Variations

5 **Abstraction** (DC 24): The telepath uses the *Intimation* ability to make his target want to acquire something that is not a material

object. The telepath instead chooses something insubstantial, like a specific career or perhaps even freedom. Otherwise this variation functions exactly the same as the parent ability.

5 **Greed** (DC 20): This variation does not focus the target's need upon a single object but on general wealth instead. 'Wealth' has a rather general definition and can change from target to target. A Human or Brakiri might want to hoard credits, while a Llori might grab armfuls of senseless knickknacks. Whatever the target decides is his idea of wealth, he will do everything possible (without senseless risk – which is also defined by the individual affected) to acquire it while this ability is in effect.

5 **Lust** (DC 22): The telepath calls upon one of the oldest motivational forces in nearly every lifeform across the galaxy – seduction. By triggering all the right synapses and pleasure centres in the target's brain, the telepath uses this ability to make a target strongly attracted to the telepath's desired target. *Lust* functions just like the parent ability but allows the telepath to direct the target into wanting a person instead of a material object. This ability will not function on a target that has no sex drive but a target that has no reason to find the telepath's 'object' attractive will receive a DC 18 Will save to not succumb anyway.

5 **Mine!** (DC +3): This variation does not create a desire to acquire something but instead to make sure others do not. The telepath uses this ability just as he would for any other reason, but adds three to the difficulty in order to make the target go to great lengths to protect his possessions from outside interaction. The target will believe that everyone is looking to take the 'object' in question from him and will defend it from outsiders. The exact nature as to how the target will defend his property is up to the Games Master but targets always receive a DC 15 Will save to avoid doing anything against their basic natures.

NEW TELEPATHIC ABILITIES

New Biokinetics Abilities

Spasm

Power Required: 14

Range: Medium

Action: Standard

Telepathy Check: DC 18

Concentration: No

Multiple Subjects: Yes

Similar to the Nerve Stimulation telepathic ability from the same Discipline, *Spasm* sends synaptic shockwaves through the muscles of a target. These impulses cause the target's muscles to clench and release sporadically, eliminating any ability to use the affected area of the body. If successful, the ability will send a ripple of light muscle spasms across the target's body. This will cause the target to drop any

object(s) it might be carrying and make it unable to move or speak for 1d3 rounds.

Note: This ability only works on species with an internal musculature. Insectoid (Gaim) or mollusc (Ipsha) species are immune to *Spasm*.

Spasm Variations

5 **Focussed Area** (DC 22): The telepath focuses the effects of *Spasm* to a single limb or body area. Choosing to affect a hand, leg, stomach or mouth, the telepath makes the chosen area's muscles tighten as if cramped. Hands will drop what they are carrying before becoming twisted fists, legs will cause the target to limp or topple, the stomach will cause uncontrolled vomiting and the mouth will produce drool and guttural sounds instead of speech. Due to the controlled area of the attack, this variation lasts for 1d6 rounds.

5 **Stress Tendon** (DC 24): The telepath uses the *Spasm* ability to affect the areas of the target's musculature that connect to its tendons in order to cause significant bodily damage. If successful, the target only suffers one round of the effects of *Spasm*, but immediately suffers 1d3 points of temporary Dexterity and Strength damage from pulled and stretched tendon connections. This damage cannot reduce an ability score below 3.

5 **Wrack** (DC 28): A more powerful version of *Spasm*, this variation brings the full weight of a wracking seizure down upon the target(s). The telepath sets a torrent of conflicting synapses firing through the target's body, afflicting him just like the parent ability does. The severity of the seizure is far greater, inflicting 1d6 nonlethal damage upon targets for each round it affects them.

Telepathic Conditioning

Power Required: 6

Range: Self

Action: Standard

Telepathy Check: DC 14

Concentration: Yes

Multiple Subjects: No

This ability functions in the same way Nerve Stimulation does, except in reverse. Using the strength of his telepathic training, the telepath shuts off pain sensors and reroutes unpleasant stimuli from the brain. While this ability is in use the telepath can choose to use Telepathy skill checks in place of Concentration skill or Fortitude save rolls when resisting pain or similar external stimuli.

Telepathic Conditioning Variations

5 **Numb** (DC 18): The telepath uses the *telepathic conditioning* ability to shut off higher degrees of sharp physical pain, like those caused by fists or shock sticks. While the ability is in effect, the telepath shuts down most of the external pain sensors related to bruises and impacts. This creates a 'damage buffer' that will allow the

target to ignore a number of points of nonlethal damage equal to the Telepathy skill check result. When this buffer is depleted, any further points of nonlethal damage are applied as normal.

5 **Painless** (DC 20): The telepath uses the *telepathic conditioning* ability to completely shut off pain of any kind from the target's mind. The target can weather the worst injuries as mere nuisances, until they become too damaging to ignore. While the ability is in effect the target can stay conscious and act normally from 0 to -9 hit points, dying as normal at -10. This ability variation does have one drawback, however. The Games Master keeps track of the amount of damage the target has suffered in secret, only revealing the amount of hit point damage suffered if the target is looked over with a successful Medical skill check with a DC of 15 – the number of hit points below zero (or simply 15 if the target still has positive hit points).

New Scanning Ability

Shift Scan

Power Required: 18

Range: Medium (P12 Long)

Action: Full round

Telepathy Check: DC 20

Concentration: Yes

Multiple Subjects: Special

This telepathic ability is used most often by investigators who need to scan multiple targets in a short amount of time but cannot afford to risk the stress of multiple individual scans. The telepath instead opens his mind into a 'scanning beam,' placing the minds of those he wants to scan in it moment by moment. The telepath makes the skill check for this ability and chooses a target for a *Surface Scan*, who can resist as normal. If successful the telepath gains the information from the scan and this ability is maintained, allowing him to change to a different target next round. If anyone resists the ability successfully the telepath's concentration is broken and he will need to start the ability anew on the following round.

New Sensing Ability

Precognitive Contemplation

Power Required: 22

Range: Close

Action: See below

Telepathy Check: DC 25

Concentration: Yes

Multiple Subjects: No

Thought to be accessible to Seers and Mindwalkers alone, this ability is only

usable by telepaths of considerable power. By entering a mental trance that focuses on one person, event, place or item within range, the telepath searches the Mindscape for its *possible* futures. If the initial Telepathy skill check is successful, the telepath must maintain concentration on it for 2d6 full rounds before the vision is complete. Upon receiving a complete vision, the telepath is granted a brief series of images involving the subject. The telepath may then ask three questions about the future of the subject that the Games Master must answer truthfully to the best of his knowledge. The answers do not have to be clear, but meaningful answers must be given.



There is a significant level of danger attempting to force the Mindscape to show a telepath the future. Frequently the unready mind will get overstressed, resulting in nosebleeds, migraines and the occasional aneurism. Half (round up) of the nonlethal damage rolled as a result of boosting to the Power Required of this ability is considered to be lethal damage.

NEW TELEPATH FEATS

There are a number of special talents that some telepaths have access to that others do not or would require great amounts of training or practice to acquire. Telepaths are occasionally born with interesting talents and gifts beyond their normal telepathic abilities but these talents are rare on the overall scale.

The following section contains numerous new feats for use with telepathic characters. Some (marked with an asterisk) are actually telepath feats from first edition sourcebooks that we have re-envisioned for use with the second edition telepathy system.



Seers and Prophets

Precognitive Contemplation is a powerful tool that is designed to be very difficult to use in the hands of common Player Character Telepaths. The extremely high Power required often makes it too hard a task for anyone except the most powerful telepaths with the most powerful drugs. There are special telepaths in the Babylon 5 universe however, that can use the ability with greater ease. The extinct Narn Mindwalker prophets and the long line of Centauri Prophetesses and Seers are attuned to this ability and are able to use it proficiently.

At character creation, the player of a Centauri female with a P-Rating of 1 or higher may make his character a Seer by permanently giving up access to two other Telepathic Disciplines. In exchange, the Power Required and Telepathy Check DCs of *Precognitive Contemplation* are reduced by their P-Ratings before they have to make any boosting or skill check rolls.

Note: Despite their great psychic power, Vorlons lack any ability to foretell the future. It is speculated that their ordered minds are simply unable to process the complex probabilities that *Precognitive Contemplation* requires, but since there are no Vorlons in the galaxy left to ask it is unlikely that the question will ever be answered.



Fighter Telepathic Co-ordination*

You know how to extend your telepathic consciousness to link with other minds in nearby fighter craft, making you a more efficient fighter pilot. This is especially useful in raider cell or naval forces that allow telepaths in fighter groups.

Prerequisites: P5, Telepathic Co-ordination

Benefit: You can boost the range of your Telepathic Co-ordination feat to one kilometre and can choose to apply its benefits to your Pilot or Operations (gunnery) skill rolls instead of normal attack or defence. Also, the telepath can choose to benefit from one additional Special Order every turn.

Mindscape Sight

Your telepathic ability to perceive the Mindscape crosses over into your perceptions of the physical world, granting you a strange ability to see hidden shapes and lurking shadows by homing in on their mental silhouettes.

Prerequisites: P6 or higher, Notice 6 ranks

Benefit: You receive a +2 telepathic bonus to your Notice and Investigate skill checks, so long as what you might be seeing has some kind of mental presence in the Mindscape. If what you are looking for is telepathic, you receive an additional bonus to these skills equal to half the being's P-Rating (round up).

Mindwraith

For whatever reason, you have a vastly diminished telepathic presence in the Mindscape. Other telepaths will sense you less but your powers are no less effective for it. Sometimes you might even be mistaken as a mundane, allowing you to move about in society without the risk of attracting unwanted attention from your fellow telepaths.

Cerebral Siege

You are exceptionally adept at carving past mental blockades and jamming efforts. Either through practiced effort or a special knack for smashing mind defences nothing can stand in the way of your scans. Although you might not know it, there is not a presence in the Mindscape that you cannot force your way into if given the opportunity.

Prerequisites: P6 or higher, Ability Focus (Scanning)

Benefit: You can double your P-Rating whenever dealing with mental defences, Jamming, Dulling and similar effects when using abilities in the Scanning Discipline. Due to the ease with which you cast aside mental blocks, unwilling targets of your scans only suffer half damage as they do not have much time to struggle.

Prerequisites: P5 or lower, must be chosen at character generation

Benefit: For the purposes of being targeted by any kind of telepathic sensory tests (*locate mind*, *sense telepathy* and so on), your P-Rating is always determined to be 1d6 ranks lower than it really is. Should this bring your effective P-Rating to 0 or less, you will actually register as a mundane. This feat will not baffle scientific or genetic testing, as it severely dampens your Mindscape presence – not your genetic code.

Natural Ability

Amongst your telepathic talents, there is a single telepathic ability that your mind excels at far more than others. You have to fight to ensure this predisposition toward its use does not become a crutch, as sometimes it just seems too easy to call upon.

Prerequisites: P4 or higher, must be chosen at character generation.

Benefit: Choose one telepathic ability the character is capable of; that is your Natural Ability. You gain a +3 miscellaneous bonus to Telepathy checks when using that ability and suffer half (round up) the normal amount of nonlethal damage when forced to boost to reach its Power Rating.

Telepathic Co-ordination*

You are trained or practiced enough to tie several others' thoughts together in your mind to create a seamless plan of attack. Your attacks happen almost simultaneously with theirs without need for chatty planning, merely the thought and the impulse to act upon it. Knowing how others will attack makes your attack that much more effective.

Prerequisite: P5 or higher

Benefit: By making a DC 15 Telepathy check as a free action you gain an insight bonus to attack rolls OR Defence Value for a full round. This bonus is equal to the number of allies within 30 feet who can also see your target but cannot be higher than your Wisdom bonus. This telepathic contact is weak and fleeting and normal minds will automatically shield themselves from it, preventing you from using bystanders or enemies as extra eyes. Only people who are familiar with your ability and allow you to use them count as 'allies' for the purposes of this feat.

Telepathic Shot*

You have become so used to reading the swirls and patterns of the Mindscape that you can use other minds' presences in it to aim your attacks. Unless actively jammed in some way, an enemy telepath's thoughts will paint a bull's eye on him for you.





Prerequisite: Ability Focus (Sensing)

Benefit: If you take a full round action to make a single attack and pass a DC 15 Telepathy skill check, the attack will gain a bonus to hit equal to the target's P-Rating or +3 – whichever is higher. *Jamming*, *dulling* and similar effects can negate this feat completely, as if the Telepathy check was for a normal Sensing Discipline ability.

Telesadist

Your mind is somehow additionally adept at inflicting prolonged pain when you use telepathic abilities on others. Your talent is likely learned, but some telepaths are just born with this sheer sadistic streak.

Prerequisites: P6 or higher, Ability Focus (Biokinetics)

Benefit: By spending an additional full round action activating a telepathic ability you can stretch out whatever experience the ability inflicts upon the target. Any ability that is modified by this feat will gain the Concentration trait and double any nonlethal damage inflicted upon the target.

Xenopath

You are extremely well-practiced in dealing with the minds of alien beings. You are so well practiced, in fact, that you have learned how to use the aliens' mental structures to your advantage. Like learning the best routes on a map to a foreign land, you know all the best shortcuts to get around in an alien mind.

Prerequisite: Adaptive Mind

Benefit: Any saves made against your telepathic abilities by targets of other races are made at an additional +2 DC.

TELEPATHIC EQUIPMENT

There have been a number of interesting devices and chemicals used over the course of time in concert with telepathic talents. Many were created to boost or augment existing telepaths, others simply to focus or muddle them. Depending on where a telepath is from or for whom he is working, some pieces of equipment are standard – others might be anathema.

This section details several pieces of equipment, devices, chemicals and the like that are commonly used by telepaths across the galaxy.

Telepathic Chemical Agents

The use of chemicals when dealing with telepaths stretches back millennia for some races. There have been drugs to enhance, drugs to alter, drugs to control and even drugs to shut off telepathic ability. They are numerous and commonplace in the telepath community, even those that might seem dangerous.

BNk-x44

This IPX-discovered and produced chemical is actually a synthetic replicate of the mucous secretions of an anti-telepathic sea slug found on Disney Planet. The tiny beast is like a null point in the Mindscape and this drug mimics its ability for short periods of time. Taken in pill form, BNk-x44 reduces the P-Rating of the imbibor to zero for all purposes for 3d6 hours. It has no direct effect on mundanes.

Catabasis

This chemical, injected directly into the bloodstream via the carotid artery, was originally crafted by Brakiri researchers. They sold the production method and rights to the Psi Corps in 2199, making it theirs to do with as they will. The oily yellowish drug allows for a stronger and clearer perception of the local Mindscape, allowing a telepath to better visualise mental defences. The user of this drug gains a +2 bonus to all Concentration and Telepathy skill checks for one hour but also suffers double damage from any power boosting rolls he needs to make during that time.

Dust

Not just the street term for any telepathy-based drug, the original Dust substance (concocted by the Psi Corps as a field experiment) is still the most powerful of its kind. When inhaled, injected, imbibed or even smoked, Dust reacts instantly with the user's nervous system and activates the portions of the user's brain and DNA responsible for telepathy. Users gain 2d3-1 in P-Rating, access to the Surface Scan and Deep Scan telepathic abilities for 2d6 hours and an effective Telepathy score equal to 1d6 plus their Wisdom modifier. They will have no control over their abilities, however, and will need to make Concentration skill checks DC 15 not to try and Scan everyone they come in contact with – which can cause a great deal of Power boosting rolls for the low-powered Dust user.



Jericho

Made by Psi Corps interrogators, this drug was originally named for the biblical city whose walls had fallen. Other versions of the chemical found across the galaxy are often named for similar places: 'Wahant,' 'Regula' and so forth. Anyone injected with the chemical will become calm and relaxed in 1d6 minutes, unable to erect any form of mental barriers against telepathic probes and scans. Once in effect, the drug reduces targets' effective Will saves against telepathic abilities by -2d6. The drug only lasts for 2d6 minutes after injection, but most interrogations do not have to last much longer than that when telepathy is involved.

Mendorphine

A raider telepath favourite, this powerful slaPpatch of illegal chemicals harvested from the telepathic sharks native to Nakaleen has been compared to 'opening the door to primal instincts.' The drug seeps almost instantaneously into the nervous system of telepaths, awakening their natural senses with the sharpness of their telepathic ones. A single slaPpatch lasts for 1d6 x 10 minutes, during which the user cannot use any telepathic abilities other than *surface scan*, *locate mind* and the Telepathic Shot feat (see page 64). Their telepathic senses are turned into a predator's instincts and they gain their P-Rating as a bonus to their Strength and Dexterity ability scores. When the drug wears off, however, users suffer twice their P-Rating in nonlethal damage as their nervous systems are rocked by horrific, shaking withdrawals.

Mute

A heavily diluted version of the commercially-accepted 'Sleepers,' Mute is an oral gel cap that any telepath can eat an hour or so before it is needed to take effect. Instead of shutting off a telepath's powers completely, it merely subdues them for 4d8 hours. This can be very useful for powerful telepaths trying to act as though they are less than they are but it can also help keep out the ambient noise in the Mindscape around large or passionate groups of people. The telepath adds +2 to the DC of any Telepathy skill checks he attempts to make on purpose but any checks made without the consent of the telepath (Accidental Scan, Mindscape noise and so on) are made instead at a +6.

Psion

Designed as a replacement to the Dust program, this Psi Corps drug comes in an inhalant form like common asthma medicines. Short-lived and heavily taxing on the user, the drug is not as powerful as the narcotic it parallels but is far safer. A single dose of the drug only lasts for 2d6 minutes, where a telepathic user will benefit from a +1 to their effective P-Rating.

When the dose wears off however, the mind needs to slow down and reset its internal cycles for a number of hours equal to the minutes of use, suffering a -4 penalty to Will saves and Concentration checks.

Resyk (Resyk Plus)

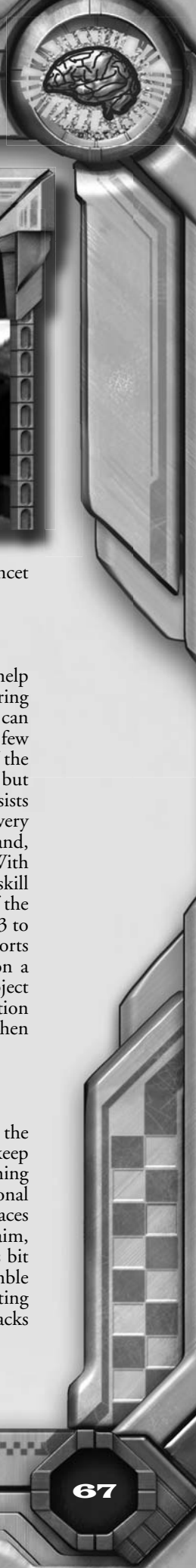
Designed by the Abbai Gathering of Scanners, this pill form chemical was designed to rapidly repair synaptic slurring and cerebral fatigue. The drug coats nerve gaps with anaesthetic lubricant, allowing for easier nervous system functions while the brain repairs itself. Resyk (re-**seek**) can be taken up to five pills at a time (maximum 15 pills a day), each pill healing one point of nonlethal damage suffered from boosting telepathic abilities. There is also a more concentrated 'Plus' variety, which heal 1d6 points instead of one but can only be taken up to two at a time and only four a day. An overdose of either Resyk drug will call for a DC 12 Fortitude save (DC 15 for Resyk Plus) or the brain violently rejects the chemicals and the damage healed returns as lethal damage.

Sleepers

Sleepers are similar to Dust in the way that its name refers to a cocktail of different chemicals used to shut off telepathic ability. These chemicals were created by the Metasensory Regulation Authority for use in stifling dangerous telepaths but became the price to pay for not being a part of the Psi Corps. Sleepers have since become a widespread answer to dealing with hostile telepaths and are still produced by the Psi Corps (and later, the Bureau of Telepath Integration). A telepath injected with Sleepers will effectively lose 3d6 P-Rating levels (zero means a complete loss of telepathic ability, not latency) for each dose administered. A single injection of Sleepers will last 2d6 days and the Psi Corps standard level of dosage is three injections (for a total of 9d6 P-Rating lost and a duration of 6d6 days) weekly. The chemicals cause long-term damage to the body, reducing Constitution by one point for every hundred doses taken.

Umberl

Umberl is one of the only recreational narcotics designed for use by telepaths. This thick syrupy gel is made by the Centauri and activates the pleasure sensors of the brain along with the parts responsible for empathic ability. The drug is taken orally, often with a strong drink to cover the sticky sweetness of the concoction, and the telepath is hurled into a euphoric bliss that lasts for 2d3 hours. During the 'trip' the telepath will instinctively use his abilities on himself, becoming a sort of pleasure-recycler. While the drug is in effect the user acts as if he is severely drunk and must pass a Fortitude save DC 18 when it has passed or suffer from a debilitating hangover that robs him of telepathic ability for a further 2d6 hours.



Telepathic Chemical Agents

Item	Cost (per dose)	I / R	Weight
BINK-x44	50 cr.	—	—
Catabasis	10 cr.	R	1 lb.
Dust	1,000 cr. (or market price)	I	—
Jericho	200 cr.	R	1 lb.
Mendorhpine	750 cr.	I	—
Mute	25 cr.	R	—
Psion	100 cr.	R	—
Resyk	5 cr.	—	—
Resyk Plus	25 cr.	R	—
Sleepers	75 cr.	R	1 lb.
Umberi	150 cr.	R	—

General Telepath Equipment

Several advancements in science have resulted in electronic or mechanical equipment designed to be used by or on telepaths in concert with their talents. These examples of high science are almost always regulated by governmental or military agencies in order to keep the telepath population safe/in check but can be obtained through clever uses of influence and black market contacts.

Immersion Rig

This helmet-esque set of neoprene straps contains several small plastic fittings for the eyes, ears and nose designed to shut out external stimuli. Created by the Centauri in the early 2100s for their military telepaths, the immersion rig forces a scanning telepath to concentrate solely on the Mindscape. With the exception of touch and taste the wearer's external senses are all but useless, putting more emphasis on his telepathic ones. Although the wearer is effectively blind and deaf (and cannot smell), he gains a +5 equipment bonus to any Concentration checks required by telepathic abilities.

Multi-Dose Hypodermic Applicator

A relatively heavy version of the standard medical hypodermic injector, this version was created by the Metasensory Regulation Authority to mix the powerful components of Sleepers prior to injection. The earliest versions of Sleepers did not have a long shelf-life outside of the body once mixed, so this device kept all of the chemicals separate until the triggering mechanism was depressed. The chemicals flow into a central chamber to be mixed immediately before being forced through a multi-veined lancet into the subject. Although the applicator has no purpose other than mixing chemicals and injecting



them, it should be noted that the device's titanium lancet has an effective AP of 1.

Psi-Testing Field Kit

Designed by the Brakiri power conglomerates to help determine if they were dealing with telepaths or not during their corporate escalations, the psi-testing field kit can accurately rate the strength of a telepath with just a few blood and skin samples. There are various versions of the kit available across the galaxy in many different forms but they all are essentially the same device. Each kit consists of some kind of portable bag or case that holds four very important items: sample containers, skin sampling wand, disposable blood siphons and a bio-test scanner. With the proper samples and a successful DC 22 Medical skill check, the field kit will give a reading as to the level of the subject's P-Rating. The Games Master secretly rolls 1d3 to determine the accuracy of the test: on a 1, the test reports the subject as 1 rank lower than they actually are; on a 2, the test is accurate; on a 3, the test reports the subject as 1 rank higher than they are. This degree of variation is why some organizations require multiple tests and then scanning to verify the results.

Stress Bit

Possibly the simplest device used by telepaths all over the galaxy, this polyurethane mouth protector is used to keep the jaw clenching of some telepathic effort from harming the user's teeth or tongue. Fitted by a medical professional specifically for the user, the bit can only be used by races with internal mouthparts that can be clenched (not Gaim, pak'ma'ra or so forth). Any telepath wearing the stress bit cannot effectively speak other than a mouth-filled mumble but ignores one point of nonlethal damage from boosting telepathic power and, oddly enough, unarmed attacks made to the face.

Synaptic Relay Duplexer

This highly technical device was actually created by the Dilgar for use with their telepaths involved in personal combat. A large collar of highly-sensitive electronic components is worn around the neck, with several thin wiring filaments leading to dermal insertions along the back of the scalp. The filaments were designed to pick up the synaptic firings of a combat telepath aggressively using his talents. The collar would duplicate the telepath's synapse patterns, essentially placing some abilities on 'rapid fire' for the telepath to utilise. Anyone wearing the uncomfortable duplexer will suffer a -1 penalty to any Dexterity-based rolls but will be able to make two uses of any single telepathic ability/variation from the Biokinetics Discipline – so long as the telepath directs them both at the same target. All skill checks and effects function exactly as if the telepath has used the power twice, including rolling for damage from power boosting.

Telepathic Projection Halo (TPH)

The TPH was created using a matrix of Minbari-crafted crystalline fibres sensitive to telepathic energies. It is worn against the skin around the head and face. The crystal fibres pick up on the telepathic signals of the wearer and translate them into an electronic format for transmission on broader frequencies. This transmission of telepathic energy allows for a fantastically increased range of telepathic powers but at a massive fatigue cost to the wearer. Using the TPH allows the telepath to act as though his abilities were being used in hyperspace for Range purposes (see page 124 of the *Babylon 5 Roleplaying Game Second Edition* core rulebook) but also increases the die rolled for nonlethal damage from telepathic power boosting from d4s to d8s.



General Telepathic Equipment

Item	Cost	I / R	Weight
Immersion Rig	300 cr.	—	1 lb.
Multi-Dose Hypodermic Applicator	150 cr.	—	1 lb.
Psi-Testing Field Kit	2,500 cr.	R	10 lb.
Stress Bit	50 cr.	—	—
Synaptic Relay Duplexer	10,000 cr.	I	6 lb.
Telepathic Projection Halo	7,500 cr.	R	—

TELEPATHIC PRESTIGE CLASSES

Telepaths have a number of interesting career and life choices they can make for themselves, so long as they hail from a culture that allows them the luxury of free will. Some might go into commercial telepathy; others might become strict military agents.

Revised Prestige Classes

Due to popular demand, three of the following prestige classes are actually revised versions adapted from first edition sourcebooks that we have decided to update to the second edition system. The prestige classes that have been adapted, and what first edition sourcebook they originally were printed in are as follows:

- **Cyberpath** – *The Psi Corps*, pages 59 to 60.
- **Mindhawk** – *The Centauri Republic Fact Book*, pages 176 to 178.
- **Telekinetic** – (originally listed as 'Teek') *The Earth Alliance Fact Book*, pages 51 to 54.

The Cyberpath

Cyberpaths are rare telepaths that have used cybernetics to bridge the translation gap between telepathic energy and other wavelength transmissions. They may interface with electronic devices as they would mental presence in the Mindscape. They sacrifice some of their natural talents in order to be augmented for their abilities, loosening their contact with the biological in favour with the mechanical. They are a marvel of modern technology.

The Cyberpath

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defence Bonus	Class Features
1 st	+0	+0	+0	+2	+0	Altered Telepathy, Computer Scan
2 nd	+1	+0	+0	+3	+1	Shutdown, Augment I
3 rd	+2	+1	+1	+3	+1	Computer Probe, Spark
4 th	+3	+1	+1	+4	+2	Living ECM, Augment II
5 th	+3	+1	+1	+4	+3	Reprogramming

Fitted with booster nodes and cybernetic enhancers along with several skin-filament contacts on the fingers and palms, Cyberpaths always require some kind of larger benefactor in order to undergo the expensive surgeries. Continued chemical stimulant use and vitamin supplements are necessary to keep a Cyberpath working properly but these things are easy enough to come by. It is the meta-science equipment that most individuals could never dream to afford.

Oftentimes a Cyberpath is a specialised agent of a telepath organization, created into the special telepathic implement they have become. Not only do these organizations have the money and influence to acquire the components and training necessary to make functional Cyberpaths – they often have the most to gain from employing them.

Additional Hit Points: 2

Requirements

To qualify to become a Cyberpath (Cyb), a character must fulfil all the following criteria:

Abilities: Intelligence 13 or higher.

P-Rating: P3 or higher

Skills: Computer Use 5 ranks, Concentration 5 ranks, Telepathy 5 ranks.

Feats: Data Access

Special Prerequisite: Character must have the backing of some kind of Influence source. Whether this is the Psi Corps, an Abbai Gathering or just a powerful corporation like IPX is irrelevant. The character does not necessarily have to have any Influence in the source, merely its backing.

Class Skills

The Cyberpath's class skills (and the key ability for each skill) are Computer Use (Int), Concentration (Con), Intrigue (Cha), Investigate (Int), Knowledge (telepathy) (Int), Linguistics (Int), Notice (Wis), Technical (electronics) (Int) and Telepathy (Cha).

Skill Points At Each Level: 4 + Int modifier

Additional Influence: A Cyberpath's Influence in his backer increases by +2 each level. He may also increase any two other Influences by +1.

Class Features

All of the following are class features of the Cyberpath prestige class:

Weapon Proficiency: A Cyberpath is proficient with all pistol weapons.

Altered Telepathy: At 1st level, after the implanted technology has had a chance to heal and become part of the Cyberpath, the character will begin to understand how his new abilities work. The character can now use his telepathic abilities on computers and other electronic devices. When doing so the character can use his Computer Use or Technical (electronics) skill instead of the Telepathy skill. Due to the strange nature of the Cyberpath's implants, the character can still use his abilities on biological targets strictly with the Telepathy skill but with a –6 modifier.

Computer Scan: Cyberpaths can use their augmented talent to telepathically scan computers that they touch with their filament fingertips. They must use the Computer Use skill instead of the Telepathy skill and treat alien technology just as they would an alien mind (suffering the –4 penalty even if he possesses the Adaptive Mind feat). This class feature only allows the Cyberpath to retrieve information from a computer but it can be done almost instantly (standard action). Protected or encrypted data will increase the DC of the scan considerably, as detailed in the table below.

Information Scanned For	DC Modifier
Easily Accessible (public record, unprotected data)	—
Obscure (hidden or locked files)	+3
Protected (basic encryption, secure password required)	+5
Heavily Protected (unique coding, hacker encryption)	+10

Shutdown: At 2nd level the Cyberpath is more in tune with his implants. He can now tell the shutdown programming of electronic devices to trigger themselves. With a Computer Use or Technical (electronics) skill check against any touched electronic object the Cyberpath can initiate whatever normal shutdown sequence it has available. For some devices this might just be shutting off a power source; for others it might require lengthy countdowns and alarms. The DC of the check required varies on the complexity of the shutdown sequence; turning off a room light is DC 10, a desktop computer is DC 15, where something as massive and lengthy as a fusion core would be DC 30 or 35.

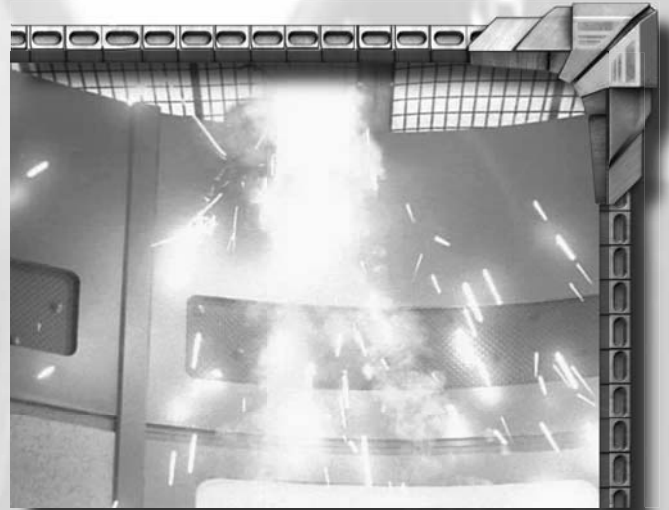
Augment I and II: As a Cyberpath gets better with his implants, he learns how to duplicate the effects of other software and devices that use them. First at 2nd level then again at 4th level, the Cyberpath can choose from the following list of general equipment. From that point forward the character can pass a Concentration skill check at DC 15 to activate something in his implants to duplicate what the item can do. The character will have to follow *all* bonuses and penalties of the device and must have had successfully Deep Scanned the device before.

A Cyberpath can learn to mimic the following (items in italics are from this sourcebook): Communicator (any type), *Immersion Rig*, *Synaptic Relay Duplexer*, *Telepathic Projection Halo*, Universal Translator. Games Masters can feel free to add to this list depending on their specific needs and the access of the Cyberpath.

Computer Probe: At 3rd level the Cyberpath can mentally dive deep into the workings of computer systems with the slightest touch of his filaments. He may now do anything that the Computer Use skill can do but doing so telepathically only takes a total of 1d4 rounds instead of minutes or even hours. The DC for these checks are calculated at +5 in relation to performing the functions using the computer manually. During the time when the character is probing a computer system he or she is considered to be automatically caught flat-footed if attacked.

Spark: With a concentration of bio-electric energy routed through the fingertip filaments in either of the Cyberpath's hands he can send a brilliant arc into a target. This class feature is identical to the main use of the *Nerve Stimulation* telepathic ability except it has a range of one foot, uses the Technical (electronics) skill to activate and inflicts a single point of energy-based damage to the target.

Living ECM: At 4th level the Cyberpath is good enough with the workings of his implants that he can sense outside wavelengths like a common telepath senses thoughts in the Mindscape – and can jam them just as easily. With a successful use of the *Jamming* telepathic ability the Cyberpath can shut down any electronic transmissions within the power's



Range. This can be dangerous in some circumstances but a good Cyberpath will know what effects this might have on the local environment. Also, any vehicle or vessel that the Cyberpath is on board will have its Stealth rating increased by one.

Reprogramming: At 5th level, when Cyberpaths know every micron of the implants within them, they instinctively cause computer systems and electronic devices to function for them as easily as their minds tell their lungs to breathe and their hearts to beat. All computer systems (Games Master's discretion) within Close range of a Cyberpath will perform their automated functions, if they would somehow benefit the Cyberpath. Electronic doors will open as he approaches, surveillance cameras will swivel away or go out of focus when he enters their point of view, lights will turn off and on and so forth. The Cyberpath is aware of the effects of his implant mastery and can suppress it with a thought, but he does not have to be conscious to use this class feature, or conscious of its targets to affect them (hidden cameras, for example).

The Mentalist

A telepath's mind is his greatest weapon and finest defence. For many students of martial arts and philosophy, the body is the temple of the soul. Mentalists fall somewhere between both of these schools of thought, using the mind to strengthen the body and turning the temple of the soul into a fortress. Mentalists are telepaths capable of great feats of strength and resilience, making mundanes marvel at what the focussed mind can accomplish.

Throughout galactic history there have been individuals who have caused their bodies to perform beyond physical limitations by force of determination. The Shaolin monks of Earth, the Zhoshalla combatants of Zhabar and the Ori'nata of Kitab have all demonstrated amazing control over their bodies. Mentalists use the same ideals as these other orders but they have the

The Mentalist

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defence Bonus	Class Features
1 st	+1	+0	+1	+2	+1	Martial Arts, Mind Over Matter
2 nd	+2	+0	+1	+3	+2	Force of Will, Body Training
3 rd	+3	+1	+2	+3	+2	Unflinching Dedication
4 th	+4	+1	+2	+4	+3	Mental Bastion, Body Training
5 th	+5	+1	+3	+4	+4	Preternatural Display

benefit of a telepath's mind to aid them.

Mentalists are often part of a school, organization or training program that helps new students learn the abilities of the masters. Once shown the basic methods of mentalism by someone who knows the centring techniques and calming mantras, a telepath can investigate the mysterious path himself. Most mentalists spend at least part of their lives travelling, testing their skills in the galaxy abroad, which they believe is the only way to truly master them.

Additional Hit Points: 2

Requirements

To qualify to become a Mentalist (Mnt), a character must fulfil all the following criteria:

Abilities: Constitution 13 or higher, Wisdom 13 or higher.

P-Rating: P6 or higher.

Skills: Concentration 8 ranks, Telepathy 6 ranks.

Feats: Iron Will

Special Prerequisite: A character must have been taught how to centre his mind by an existing Mentalist, which might require Influence checks or specific Contacts.

Class Skills

The Mentalist's class skills (and the key ability for each skill) are Acrobatics (Str), Athletics (Dex), Concentration (Con), Diplomacy (Cha), Intimidate (Cha), Intrigue (Cha), Knowledge (any) (Int), Notice (Wis), Sense Motive (Wis), Stealth (Dex) and Telepathy (Cha).

Skill Points At Each Level: 6 + Int modifier

Additional Influence: A Mentalist may increase any one of his existing Influences by +2, and any one other Influence by +1 each level.

Class Features

All of the following are class features of the Mentalist prestige class:

Weapon Proficiency: A Mentalist is proficient with all close combat and pistol weapons.

Martial Arts: At 1st level, the Mentalist is taught by his mentor(s) basic body positioning and meditation techniques that, when performed rapidly, serve as an excellent martial art. Some, like the Abbai, use fluid movements and dance-like positions. Others, such as the Drazi, prefer hard-edged katas that are rigid and powerful. Whatever the exact style taught, the character gains the Martial Arts feat for free. If a Mentalist already happens to have the Martial Arts feat, he instead gets to apply an additional choice from the Body Training class feature (see below).

Mind Over Matter: Mentalists use their telepathic skills and focus to make their bodies perform beyond their physical limitations. Once Mentalists have this class feature, they are considered to have a DR equal to half (round up) their P-Rating against nonlethal damage suffered from physical or energy-based sources. Activating this class feature's second benefit requires a successful Telepathy skill check (DC 15) at the beginning of any combat round. When active the Mentalist can ignore up to half (round up) his P-Rating in Damage Reduction or item hardness when striking with unarmed attacks.

Force of Will: At 2nd level, a practicing Mentalist knows that a strong mind can overcome some of the strongest of outside threats. As a standard action he can make a Concentration skill check at DC 15. If this check is successful, then for one round the Mentalist can choose to use his Will save in place of any Fortitude or Reflex saves he is called upon to make.

Body Training: At 2nd and 4th level Mentalists have acquired a new talent from their inner searching and martial training. They may choose any feat from the following list, so long as they meet the proper prerequisites (feats in italics are new to this book): Alertness, Blind-Fight, Combat Expertise, Combat Telepath, Die Hard, Dodge, Drazi Tackle, Endurance, Improved Feint, Improved Initiative, Natural Athlete, Run, *Telepathic Co-ordination*, *Telepathic Shot*, Toughness, Weapon Focus (Unarmed), Weapon Specialisation (Unarmed).

Unflinching Dedication: By the time a Mentalist has reached 3rd level, he has honed the connection between telepathic mind and body to a razor's edge. Once the class feature has been acquired, a character can use his full P-Rating score instead of halving it for the purposes of the Mind Over Matter class feature.

Mental Bastion: At 4th level the Mentalist has turned his concentration inward, hardening his mind in order to strengthen his body. Through this meditative contemplation the character gains the Mental Fortress and Nerves of Steel feats for free. If he already happens to have one or both of these feats, then Mentalist instead gets to apply an additional choice from the *Body Training* class feature (see above) to replace them.

Preternatural Display: Mentalist At 5th level the character has achieved the closest to perfect balance between mind and body he will likely ever find in this life. By setting his mind to the task, the Mentalist can make his body perform in unbelievable ways. With a DC 20 Concentration skill check the character is allowed to add his P-Rating score to his Strength, Dexterity or Constitution for a limited time. Every round this class feature is in effect the character suffers 1d3 points of nonlethal damage that cannot be prevented. Witnessing the things a Mentalist can do with this power will often baffle mundanes and telepaths alike!

The Mindhawk

The Centauri traditionally treat their telepaths well, but that is less from any concern about their rights or dignity than it is respect for their value as weapons. In much the same way as a soldier keeps his sidearm well-maintained, the Republic keeps their telepaths happy so that when called upon they are ready to respond. Most Centauri telepaths are equally comfortable milking the situation for everything they can get. As the most well-known and feared of the Centauri provisionals, the Mindhawks are also one of the most well-supported.

The Centaurum values the Mindhawks almost as if they were a special branch of the military, which in essence they have become. The need for scanning, jamming and outright assassinating the enemies of the royal houses in the name of the Republic ensures that Mindhawks are rarely without assignment. When a telepath learns or realises his first Mindhawk talents, he can effectively write his own destiny within the Republic. The Mindhawks are they key to some of the oldest and most prized tactics the Republic has in their repertoire and the Centaurum will go to great lengths to protect them.

A Mindhawk is likely part of the Regimental but theoretically does not have to be. The age-old provisional of the Mindhawks do not take kindly to their abilities being used outside the Regimental

unchecked, so any Centauri that has begun to learn these skills can expect to be harassed, manipulated or possibly even silenced by the Regimental – if he does not join, of course.

Additional Hit Points: 2

Requirements

To qualify to become a Mindhawk (Mdh), a character must fulfil all the following criteria:

Racial: Centauri

P-Rating: P8 or higher.

Skills: Concentration 8 ranks, Knowledge (telepathy) 8 ranks, Telepathy 8 ranks.

Feats: Combat Telepath, Mindshredder.

Class Skills

The Mindhawk's class skills (and the key ability for each skill) are Athletics (Dex), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Intimidate (Cha), Intrigue (Cha), Investigate (Int), Knowledge (any) (Int), Sense Motive (Wis), Subterfuge (Dex) and Telepathy (Cha).

Skill Points At Each Level: 4 +Int modifier

Additional Influence: A Mindhawk may increase any one of his existing Centauri Republic Influences by +3, and any two other Influences by +1 each level.

Class Features

All of the following are class features of the Mindhawk prestige class:

Weapon Proficiency: A Mindhawk is proficient with all close combat and pistol weapons.

Presence of Mind: At 1st level, the Mindhawk has made his mind more telepathically durable through a series of internalised punishments and rigorous practice. It no longer bends to direct assaults, nor will it open easily to scans. A Mindhawk knows that he must make his own mind an impenetrable fortress before he can be expected to siege the mental ramparts of others. Like the conventional style of sword and shield, a Mindhawk's mind must be ready to telepathically defend and attack with equal ability. The character can now use a Telepathy skill check in place of normal Will saves for resisting any telepathic ability, so long as it could inflict nonlethal damage upon the Mindhawk. Less invasive abilities are beyond a Mindhawk's defences at this time.

Centaurum Backing: Mindhawks cannot help but find themselves being recruited for the Centaurum's power games and political espionage. In return for their constant involvement in Republic affairs,

Enhancements, Skills and Specialisations



Mindhawks are given additional resources in the form of wage, bounties and bribes. Characters can requisition supplies from the Centaurum once each month; this requisition can have a credit value of up to their total Centauri Republic Influences multiplied by 500. These goods must be returned to the best of the Mindhawk's ability or else they might lose Influence as a result. A Mindhawk character may choose not to make use of this class feature in exchange for less involvement in Centauri politics, but as the Centauri will typically try to manipulate him *anyway*, most milk the constant politicking for all they can get.

Inexorable Scan: By 2nd level the Mindhawk has had a chance to focus on the main reason the Centaurum call upon his service – scanning unwilling targets. By voluntarily suffering nonlethal damage (which cannot be prevented), the Mindhawk can inflict a penalty equal to the damage suffered to a single target's rolls to resist his *Deep Scan* power. The penalty lasts for only a single round, and may not be higher than the Mindhawk's number of levels in this prestige class.

Fearsome Psyche: A skilled Mindhawk can use his targets' own fears against them in the most subtle of situations, barely tapping into the Mindscape long enough to drive home his point. At 3rd level the character can now add his Wisdom modifier (minimum of +0) to Intimidate checks. When using this class feature the Mindhawk can also choose to inflict nonlethal damage against those he successfully intimidates equal to his Wisdom bonus, but only a number of times each day equal to his total number of Telepath and Mindhawk levels.

Mind Games: Mindhawks know that they have most members of the Centaurum at their mercy due to the information they *might* have on them. The Republic thrives on gossip and blackmail and Mindhawks can use that to great advantage. Mindhawk characters now roll an additional d6 whenever making a Centauri Republic Influence check.

Talons of the Mindhawk: Learning how to best inflict damage upon their targets, 4th level Mindhawks have discovered that their minds are sharp like a coutari's edge – and just as menacing. The character's mind is now a siege machine in the Mindscape. The Mindhawk with this class



feature can force his targets to re-roll any successful Will save versus his telepathic abilities *or* maximise any damage his telepathic ability would cause if the target cannot resist. Only one of these effects can be used per round.

Fatal Impulses: The ultimate weapon in the Mindhawk's mental arsenal, the ability to actually tear apart a target synapse by synapse is available to those who reach 5th level in this prestige class. It is a closely guarded secret within the Regimental and any telepath caught using it outside of the provisional can guarantee trouble in the near future. It takes months to train members to perform this metasensory feat and anyone able to do it naturally is a risk to the security of the Regimental.

With this class feature the Mindhawk gains a new telepathic ability:

Fatal Impulses

Power Required: 14

Range: Close (P10 Medium, P12 Long)

Action: Full round

The Mindhawk

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defence Bonus	Class Features
1 st	+0	+0	+1	+2	+0	Presence of Mind, Centaurum Backing
2 nd	+1	+0	+1	+3	+1	Inexorable Scan
3 rd	+1	+1	+2	+3	+1	Fearsome Psyche, Mind Games
4 th	+2	+1	+3	+4	+2	Talons of the Mindhawk
5 th	+2	+1	+3	+4	+3	Fatal Impulses

The Puppeteer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defence Bonus	Class Features
1 st	+0	+0	+0	+2	+0	Pulling the Strings
2 nd	+1	+0	+0	+3	+1	Ventriloquist's Gift
3 rd	+1	+1	+1	+3	+1	Pawn, Quid pro Quo
4 th	+2	+1	+1	+4	+2	Marionette
5 th	+2	+1	+1	+4	+3	Director of the Scene

Telepathy Check: DC 22

Concentration: Special

Multiple Subjects: No

This ability overloads the synaptic bridges in a target, essentially 'shorting out' its brain and causing heavy damage to its nervous system. If the ability is successful the telepath inflicts 1d4 points of lethal damage upon the target and forces it to take a DC 15 Will save. If this save is passed the target can take no actions that round but the *fatal impulses* stop. If this save is failed, the target cannot take actions that round or the next and the telepath has the option of making a DC 18 Concentration skill check to maintain the ability into the following. That round the target will take the damage again and get another Will save as above, potentially continuing until the target dies or the telepath releases him.

The Puppeteer

Telepathy is a strange and wonderful gift to those that have it but mundanes often fear it. Tales and legends of hypnotists and magicians using terrible powers to enchant and control others to do their bidding have risen in many cultures. Although they do not wield magic, the gifts of the puppeteer are no less terrible. These strange and commanding telepaths wrench the free will from others, making their bodies do whatever they want them to.

Puppeteers are nothing less than telepathic dominators, using bio-electric impulses and scrambled synaptic messaging to alter a body's actions like a hacker would a computer program. Their powers are disconcerting and surprisingly effective against the weak willed or easily probed. Finding an open mind to a puppeteer is like handing them the reins. Given enough practice, a skilled puppeteer can turn anyone's body into his plaything.

Few cultures in the galaxy focus their telepathic programs toward creating puppeteers. Although the ability to physically manipulate others would seem like a particularly effective tool in political or in military roles, most feel it is too dangerous. If a telepath can force a man to shoot his friend, what stops this man from deactivating security systems and launching missile attacks? It is this question that keeps puppeteers from

becoming higher echelon governmental tools. Of course, if the puppeteer wants to be involved badly enough... there seems little that could stop him.

Additional Hit Points: 1

Requirements

To qualify to become a Puppeteer (Pup), a character must fulfil all the following criteria:

Abilities: Wisdom 13 or higher, Charisma 15 or higher.

P-Rating: P6 or higher.

Skills: Concentration 6 ranks, Sense Motive 6 ranks, Telepathy 8 ranks.

Feats: Ability Focus (Biokinetics), Adaptive Mind.

Class Skills

The Puppeteer's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Diplomacy (Cha), Intrigue (Cha), Investigate (Int), Knowledge (any) (Int), Linguistics (Int), Notice (Wis), Sense Motive (Wis), Stealth (Dex), Subterfuge (Dex) and Telepathy (Cha).

Skill Points At Each Level: 6 + Int modifier

Additional Influence: A Puppeteer may increase any combination of Influences by a total of +3 points per level (+1 to three Influences, +2 to one and +1 to another, or so on).

Class Features

All of the following are class features of the Puppeteer prestige class:

Weapon Proficiency: A Puppeteer is proficient with all pistol weapons.

Pulling the Strings: At 1st level, a novice Puppeteer can mentally direct the course of a single physical action as it is performed; reaching out and grabbing the nerve impulses like the strings of a children's toy. So long as the telepath has not acted in the given round he can try to re-direct any one action with a successful use of the *nerve stimulation* telepathic ability against the target,

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which happens as a free reflex action. The action can be altered subtly but not stopped. A target about to shoot a pistol will still shoot but the Puppeteer could have him shoot the ceiling or another enemy instead. Someone clacking away at a keyboard could be adjusted to delete files instead of record them. It is up to the Games Master to decide if this class feature can affect an action in a given way but the Puppeteer should be in control of the action in some way. The regular effects of *nerve stimulation* do not apply when used in this fashion.

Ventriloquist's Gift: A 2nd level Puppeteer has learned to control not just physical actions but also enjoys the ability to control what a target *says*. By mentally reprogramming the nerve impulses that control the vocal chords of the target, the telepath can alter anything the target speaks to something else of his design. The telepath must pass a Linguistics skill check (DC 15) to think briefly in the target's language long enough to send the proper messages. By using the *nerve stimulation* telepathic ability in the same manner as with Pulling the Strings (see above), the telepath can have a target who is about to speak say up to fifteen words of the telepath's choosing instead of the target's intended sentence – which the telepath will

know on account of having to reprogram that target! The target will be shocked to hear the words he are speaking and can be considered to be flat-footed for a round due to the confusion.

Pawn: Puppeteers that reach 3rd level no longer have to wait until targets are about to act to instruct their bodies to do the puppeteers' bidding. With a successful use of the *nerve stimulation* telepathic ability the character can force a target to perform any action he is capable of. The telepath could have them unload a weapon, open a door, activate a password and so on. The target is well aware he should not be doing the action but is powerless to help it if the ability worked successfully.

Quid Pro Quo: The Puppeteer with this class ability can keep his target from performing any one action, replacing it with another. The target opposes the Puppeteer's Telepathy skill check with a Will save. If the target fails, the Puppeteer is able to 'program' him – the next time the target attempts a specified action, he will instead perform a different specified action. The effects of this power linger in the target's mind until he performs the action in question or is rendered unconscious. Unlike the other class features

of the Puppeteer, Quid Pro Quo is subtle. The target may not even realise that he has not done what he intended to do if the replacement action is mundane or typical.

Example: Marcellus the Puppeteer knows the security guard is going to find his large stash of illegal drugs in the cargo bin. Using Quid pro Quo successfully, Marcellus programs the following instance into the guard: 'When you try to search my belongings, you will instead wave me through unmolested.' Although the strange behaviour earns the guard some odd looks from his fellows, Marcellus makes it onto the station without incident.

If Marcellus had instead planted the program 'When you try to search my belongings, you will sing the entire score to 'Gone With The Wind' instead', the security guard would almost certainly have suspected something unusual was going on. It pays to be subtle.

Marionette: At 4th level, the Puppeteer has mastered the ability to physically control another person. Redirecting speech or physical actions is like child's play and can be combined over longer periods of time to create bonded slaves of other beings for limited periods of time. The character can now use Pawn and Ventriloquist's Gift at the same time with a single telepathic ability use and can now prolong these class features with the Concentration skill. Each round after the first of controlling a person in this way grants the target a cumulative +2 to his Will saves to resist, although the connection is broken automatically if the target suffers any damage during the period of control.

Director of the Scene: Master Puppeteers have been known to happily control multiple targets with their Marionette class feature, tying all of the targets' actions together as if scripted by the telepath. At 5th level the character can affect multiple targets with the Pulling the Strings, Ventriloquist's Gift, Pawn and Marionette class features at the same time, up to a maximum number of targets equal to the Puppeteer's Wisdom bonus.

The Telekinetic

Telekinetics, nicknamed 'Teeks' by the telepathic population of the galaxy, are rare amongst telepaths. The mental ability to control gravitational and magnetic fields is a powerful one but is often locked away from common telepaths by some genetic wall or discrepancy. Many telekinetics are looked upon as freaks or mutants within telepath-kind in an ironic mirror of how many mundanes treat telepathy as a whole. Their abilities are dangerous but with practice and patience they can wield them with surprising efficiency.

The abilities that open up to a telekinetic as they practice their talent are fantastic and unbelievable to the naked eye. Scientists researching telepathy from dozens of different races

have had programs based around the study of telekinetic talent for generations, with most understanding merely that it exists but having no clue as to how it works. This scientific fascination does not stop with research of how the powers work but also extends to the creation of telekinetics. Some teeks are not born naturally but are the result of genetic therapies and extensive experimentation, created from volunteer telepaths who try to awaken their potential.

Where or how telekinetics learn how to manipulate solid matter is generally irrelevant. What matters most is that they can learn to move small objects and flip switches in short order but the truly powerful teeks in the galaxy can bend metal and superheat matter with just a thought. Although they are few and far between, the existence of powerful telekinetics proves that the people of the Third Age still have a great deal to learn about their own potential.

Additional Hit Points: 1

Requirements

To qualify to become a Telekinetic (Tlk), a character must fulfil all the following criteria:

Abilities: Intelligence 14 or higher, Charisma 13 or higher.

P-Rating: P5 or higher.

Skills: Concentration 8 ranks, Telepathy 8 ranks.

Feats: Any three telepath feats.

Special Prerequisite: This prestige class is available only with Games Master permission due to its rarity. As mentioned in other sections of this sourcebook, there are many reasons why a common telepath could 'awaken' telekinetic potential and it is up to the Games Master to decide if this has occurred for a Player looking to take levels in Telekinetic.

Class Skills

The Telekinetic's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Intimidate (Cha), Investigate (Int), Notice (Wis), Sense Motive (Wis), Stealth (Dex), Subterfuge (Dex) and Telepathy (Cha).

Skill Points At Each Level: 4 + Int modifier

Additional Influence: A Telekinetic may increase one Influence by +2, and one other Influence by +1 each level.

Class Features

All of the following are class features of the Telekinetic prestige class:

Weapon Proficiency: A Telekinetic is proficient with all pistol weapons.

Simple Telekinesis: At 1st level, the telepath has only barely begun to discover the potential in his new abilities. He now has access to a new telepathic discipline – *Telekinesis*. The first telepathic ability he may use is as follows:

Simple Telekinesis

Power Required: 10

Range: Close

Action: Standard

Telepathy Check: DC 16

Concentration: No

Multiple Subjects: No

The telepath can now move small objects (objects cannot weigh more than an ounce) rapidly in a straight line for a brief moment, like flicking them with an invisible finger. The item cannot be currently held in place or stuck to a degree that a single finger could not dislodge it and any form of active resistance (something in the way, a sticky surface and so on) will cause the ability to fail.

Psychic Slap: A 2nd level Telekinetic can call upon greater force for his unsubtle pushes of pressure. This allows the Telekinetic to effectively ‘slap’ a single target with a pocket of air pushed telekinetically. Essentially this class feature grants the following variation of the *simple telekinesis* ability above:

5 **Psychic Slap** (DC 18): The teek’s mental push of a pocket of air cannot cause any damage but it can knock over objects of a pound or less or cause a target to lose his concentration (as if slapped in the face). A 2nd level Telekinetic can only use this power at Close range but range increases to Medium at 4th level, Long at 6th level and finally Line of Sight at 8th level.

Hover Object: 3rd level grants the Telekinetic the mental fortitude to tap into his abilities for longer periods of time. Creating a bubble of force around a small object, the Telekinetic can now hold it aloft and mobile in the near

Where Are the Mental Disorders?

The original version of the Telekinetic prestige class penalised characters who took levels in it with debilitating mental disorders due to the stress of telekinesis on the mind. While this is true for the majority of teeks who had their powers forced upon them through genetic manipulation and psychic experimentation, natural telekinetics do not have this drawback.

Rather than including these mental stress deficiencies in the structure of the prestige class, we have included them collectively in the rules for telepath experimentation instead (see later in this chapter for details). Games Masters should feel free to issue the disorders found there as an additional cost to their Telekinetic Player Characters if they wish to.

vicinity. Essentially this class feature grants the following variation of the *simple telekinesis* ability above:

5 **Hover Object** (DC 20): The telepath can use this ability variation to pick up and move around small objects with *simple telekinesis*. The object must weigh a pound or less and cannot be larger than Small sized. The character retains a degree of control from round to round so long as he can continue to succeed in Concentration skill checks to do so. The character can even manipulate the hovering object to move or be subtly operated (pull a trigger, type a word and so on) as long as it is within range while doing so. The object must remain within Close range at 3rd level, Medium at 5th level, Long at 7th level and Line of Sight at 9th level.

The Telekinetic

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defence Bonus	Class Features
1 st	+0	+0	+0	+2	+0	Simple Telekinesis
2 nd	+1	+0	+0	+3	+1	Psychic Slap
3 rd	+2	+1	+1	+3	+1	Hover Object
4 th	+3	+1	+1	+4	+2	Enhanced Telekinesis
5 th	+3	+1	+1	+4	+2	Dual Telekinesis
6 th	+4	+2	+2	+5	+3	Psychic Blow
7 th	+5	+2	+2	+5	+3	Telekinetic Shield
8 th	+6 / +1	+2	+2	+6	+4	Pyrokinesis
9 th	+6 / +1	+3	+3	+6	+4	Surge
10 th	+7 / +2	+3	+3	+7	+5	Superior Telekinesis



Enhanced Telekinesis: When a Telekinetic reaches 4th level, he can now move and manipulate larger objects with a greater amount of force. The character's Telekinetic Discipline gains the following new ability:

Enhanced Telekinesis

Power Required: 13

Range: Close

Action: Standard

Telepathy Check: DC 18

Concentration: Yes

Multiple Subjects: No

The telepath can now lift, move and hurl objects of Small size or smaller. The character can effectively lift or throw these objects using his Charisma score instead of Strength. Ranged attacks made by hurling objects in this fashion use the character's Base Attack Bonus plus Charisma bonus instead of Dexterity and both the object and the target must be within line of sight of the telepath.

Dual Telekinesis: At 5th level the Telekinetic can focus his efforts on maintaining his abilities at the same time while activating another. At the cost of one point of

nonlethal damage (unpreventable) the character can now activate two abilities from the Telekinetic Discipline in the same action.

Psychic Blow: A 6th level Telekinetic no longer relies on hurling objects to inflict harm on others with his abilities. With a degree of focus and effort the telepath can actually batter others with sheer telekinetic force. Essentially this class feature grants the following variation of the *enhanced telekinesis* ability above.

5 **Psychic Blow** (DC 20): The telepath creates a concentrated sphere of telekinetic force and lashes out against a target with it as if landing a very powerful punch. The attack uses the telepath's Base Attack Bonus plus his Charisma bonus to hit, inflicts 1d3 + Charisma bonus in damage (which can be lethal or nonlethal – telepath's choice) and requires the telepath to see his target in range. The base damage of these attacks increases as the character progresses further in level: 1d4 at 7th level, 1d6 at 8th level, 1d8 at 9th level and finally 1d10 at 10th level.

Telekinetic Shield: Telekinetics tend to attract attention when they use their abilities and by 7th level know almost reflexively how to protect themselves with their power. As long as the character is not flat-footed his

mind is projecting a subtle telekinetic cushion at all times, giving the character a Damage Resistance of 3 against physical attacks. As a standard action the character can make a Telepathy check at DC 20 to increase this shield's rating to DR 6, requiring Concentration to maintain.

Pyrokinesis: At 8th level, having learned how to attack and defend with sheer invisible force, the Telekinetic can now mentally agitate molecules in existing matter to combustible levels. With a Telepathy skill check at DC 22 while touching something, the character can force the target to make a Fortitude save with a DC of 15 + 1 for each point the telepath rolls over the DC of the ability. There is no Will save to resist this ability, as it does not affect the mind – just the body. If the target is a living thing it will suffer 1d6 damage that ignores any form of DR each round the ability can be maintained. Additionally the target will suffer the same effects as if being targeted by the *Pain* ability of the Biokinetics Discipline. If the target is not living, it will begin to smoulder and eventually melt/burn when it has suffered enough damage. When the character reaches 10th level, the damage inflicted by this ability is increased to 2d6 and the range becomes Close instead of Touch.

Surge: With a mental outburst, a 9th level Telekinetic can unleash a powerful outward ring of force that will send objects flying and possibly even knock the unwary off their feet. Requiring a standard action and a Telepathy skill check at DC 22, the surge expands outward from the Telekinetic in all directions. Anything within Close range of the character will be affected as if hurled by *Enhanced Telekinesis*, with the exception that anything too large to be hurled will instead be targeted by the equivalent of a bull rush (see page 170 of the *Babylon 5 Roleplaying Game Second Edition* rulebook) with a Strength equal to the telepath's Charisma score plus his P-Rating.

Superior Telekinesis: Very few can ever claim to master their telekinetic ability but those who reach 10th level are as close as anyone can likely get. The character's Telekinetic Discipline gains the following final ability:

Superior Telekinesis

Power Required: 16

Range: Medium

Action: Standard

Telepathy Check: DC 22

Concentration: Yes

Multiple Subjects: No

Taking control of the forces that the telepath can tap into, characters can now lift objects larger and heavier than they could before. Working on objects of Medium size (including most humans and aliens) or smaller, *superior telekinesis* works in the same fashion as *enhanced telekinesis*

but is done with a Strength score equivalent to the telepath's Charisma score plus his P-Rating. This equivalent score is used for weight, to-hit bonus and damage bonus.

TELEPATHIC EXPERIMENTATION

Over the course of the generations after so-called civilised cultures discovered the members of their populace with telepathic abilities, many organizations and governmental agencies have tried their hands at telepathic research. For some this means studying their existing telepathic potentials to make sure they are not pushed too hard or placed in dangerous situations. For others it means years of bloody experiments that leave hundreds of telepaths broken physically, emotionally or worse on the side of the road of progress.

These experiments are often invasive, long and frequently cause massive emotional trauma or physical hindrance to those who are subjected to them. Telepaths looking to activate deeper reserves of their ability could end up gibbering vegetables if the doctors responsible are not careful. Most telepaths would consider this sort of research too risky but many organizations such as the Mha'dorn and Psi Corps do not often ask their volunteers their opinions on what is about to happen to them.

There are dozens of different ways that telepathic experimentation could affect those subjected to it but we have gathered the most frequent to explain the game effects of undergoing such processes successfully. The following entries are some of the more 'common' telepathic experiments that occur in the galaxy.

Raise P-Rating

Many telepaths are subjected to genetic therapy and mutative radiation in order to hopefully cause the telepath gene to be strengthened. These experiments are very long, lasting several months or even years, and are known to be mentally exhausting. If the experiment is successful, however, the telepath in question counts his P-Rating as one higher for all purposes, to a maximum of P12.

Awaken Telekinesis

Telekinetic powers are rare amongst telepaths but have been known to spontaneously occur in some. Scientists believe that any telepathic gene can be chemically shocked into producing whatever it is that the mind needs to create telekinetic force and they have left many vegetables behind trying to prove that. If successful, the experiment will allow a telepathic character to begin taking levels in the Telekinetic prestige class (when he has the other prerequisites).

Want to Be an Experiment?

The experimentations listed here might be the most common undertaken by researchers across the galaxy but this in no way makes them commonplace. Most governments or cultures would not want their peers and neighbours to think they could do such a thing to their own people, so these sorts of things often stay under tight security and remain classified. Even so, Player Characters tend to find themselves in positions to possibly get 'volunteered.'

Should a Games Master want to put a telepath character through one of these experiments, the character will need to pass three saving throws: Fortitude DC 15, Will DC 25 and Fortitude again at DC 20. These tests are to show the actual physical process of the experiments, the mental fatigue and stress of the process and the healing of any surgeries or chemical adjustments afterwards. Success in all of these saves gains the character the experiment's effects with only needing to take one roll on the Experimentation Disorder table. Failing any one of the saves still grants the experiment's effect to the character but forces two rolls on the Disorder table. Failing two of the saves grants two Disorder rolls and means the experiment was a failure. Finally, failing all three of the saves means that the character did not survive the treatments – and is either dead, comatose or mentally muddled beyond sentence.

Discipline Booster

Scientists can determine, with the proper amount of research, what sections of the brain are responsible for the various disciplines of telepathy. By routing synaptic pulses from those areas of the brain into the areas needed, the scientists can theoretically create a biologically-specialised telepath focussed on specific talents. A biologically-specialised telepath can add up to +5 to his effective Telepathy skill when making checks concerning one chosen Discipline. The character must, however, choose to forbid himself access to a number of telepathic Disciplines equal to this bonus.

Become Unscannable

Although not solely used on telepaths, this experiment requires a participant to have the telepath gene to build from. By using virology and genetic tampering, scientists can make an individual all but impossible to probe telepathically. If successful the experiment adds a +10 bonus to Will saves to resist telepathic abilities but also removes 2d3 permanent points from the character's Charisma score, turning him into an emotionless lout.

Transcend Beyond

This is the ultimate in telepathic experimentation and is well beyond the capabilities of the races of the

Third Age. It is an attempt to push the limits of flesh and adventure deeper into the aspects of the Mindscape that current technology cannot fathom. The Mindriders did it first millions of years ago and organizations like Psi Corps will risk anything to try and follow in their footsteps. There is no way for this experiment to actually be fully successful, as it is simply beyond the realm of current mortal thought. The Games Master should come up with the results but should take note that the last 'success' of an experiment such as this resulted in the Ironheart Incident (see page 53).

Mental Disorders Due to Experimentation

Telepathic evolution has taken place naturally (or with Mindrider and Vorlon help in some cases) for millions of years, moving along slowly for a reason. Whenever the current peoples of the galaxy try to force the evolution of their telepathic populations they always end up putting too much stress on the poor teeps' brains, causing many to come away emotionally broken or mentally fractured.

Anyone put through telepathic experimentation will likely end up with at least one mental disorder from the experience. These are not to be taken lightly, as a telepath's mind is his life – and an imperfect mind means an imperfect telepath.

Experimentation Disorders

2d8	Disorder	Effect
2	Split Personality	The telepath manifests a personality that is counter-productive to his personal goals and wants. This personality should be created by the Games Master, given a name, a personality and views antithetical to the main personality. The character will switch personalities whenever he suffers maximum nonlethal damage from a telepathic source or in extremely stressful situations if he cannot pass a DC 15 Will save.
3	Intense Phobia	The character develops a fear of a given item or situation that can put him in a catatonic state. If confronted with the subject of his phobia (Games Master's choice) the character needs to pass a Will save DC 25 or immediately lose consciousness for 1d6 hours. Nothing can rouse him short of physical damage.
4	Body Shock	The character suffers additional levels of musculature spasms and fatigue whenever using a telepathic power beyond the limits of his ability. Whenever rolling to boost P-Rating for a telepathic power, the character suffers an additional one point of temporary Strength, Dexterity or Constitution damage for every level raised.
5	Painful Talent	The character cannot help but feel some synaptic burning whenever tapping into his mental abilities. Whenever the character uses a telepathic ability he suffers one point of nonlethal damage, even if he did not have to boost his P-Rating to do so.
6	Strong Phobia	The character develops a fear of a given item or situation that will cause him to flee from it. If confronted with the subject of this phobia (Games Master's choice) the character needs to pass a DC 22 Will save or take any actions he can to get away from it without putting himself in direct danger.
7	Synaptic Loops	The character has a difficult time redirecting his mental focus from using one telepathic ability to another. Whenever the character uses a telepathic ability successfully he must pass a DC 15 Will save before he can use any other telepathic ability.
8	Hallucinations	The character is constantly assaulted by minor visual and auditory hallucinations that tie in with the uses of his telepathic abilities. For 2d6 minutes after using a telepathic ability, the character has a -3 penalty to all skills (-5 to Notice and Investigate) due to the distracting images and sounds.
9	Total Amnesia	The character cannot possibly remember anything that happened to him before rolling this disorder. They know roughly who they are and the common knowledge of the galaxy, but nothing about themselves personally.
10	Phobia	The character develops a fear of a given item or situation that will not allow him to interact with it. If confronted with the subject of this phobia (Games Master's choice) the character needs to pass a DC 20 Will save in order to take any actions with it.
11	Obsessive Compulsive Disorder	The character develops a constant need to perfect the status of his immediate surroundings. If things are out of place, unlocked, open and so on the character must pass a Will save DC 15 or take sufficient actions over 1d6 minutes to amend their status. The character will not do so in a combat situation, however.
12	Migraines	The character occasionally suffers from periodic and incapacitating migraine headaches due to the additional stress placed on his mind while sleeping. Whenever waking from sleep or unconsciousness the character must make a DC 15 Fort save or be overcome by a powerful and lingering migraine for 2d3 hours, during which the character cannot do anything that requires concentration or rapid movement without suffering 1d3 points of nonlethal damage in the process.
13	Mild Phobia	The character develops a fear of a given item or situation that will make him extremely uneasy at all times around it. If confronted with the subject of his phobia (Games Master's choice) the character will suffer a -2 penalty to all skill checks and to-hit rolls while the object/situation is present.
14	Light Amnesia	The character develops a recurring lapses of memory, forgetting important things at the worst times. The Games Master can require the character to make a Will save DC 20 at any time he chooses in order to remember a fact, name or specific bit of information.
15	Errant Scanner	The character cannot keep his mind from wandering onto the Mindscape. Whenever the character is in the presence of new minds he must pass a DC 15 Will save in order to not automatically attempt a <i>surface scan</i> upon the new target.
16	Megalomania	The character has developed a powerful urge to be in control of the local surroundings and the people within. Whenever someone or something goes against the character's issued plans or orders he must pass a DC 15 Will save or become immediately violent toward the source of the 'defiance.'

NOTABLE TELEPATHS

'If the world is a stage and all of us are the players, why is it that everyone wants to be the top billing?'

- Reginald Pryson, Organizational Officer of the Bureau of Telepath Integration

The following are a handful of telepathic personalities for use in the *Babylon 5 Roleplaying Game*. Each entry includes the character's statistics, personalities and even a plot hook or two to help Games Masters involve these characters in their own gaming groups.

Durinos Vegi, Executive Manager of the Unified Metasensory Partnership of Brakos

'There is nothing I hate more than an undercutting freelancer, and I hate a lot of things these days.'

5th Level Brakiri Telepath (P6)

Hit Points: 14

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 13 (+2 class, +1 Dex)

Attacks: +2 melee or +3 ranged

Special Qualities: Darkvision 60 ft., Discipline Focus (Scanning, Empathy), Maintain Concentration

Saves: Fort +3, Ref +2, Will +5

Abilities: Str 10, Dex 13, Con 14, Int 15, Wis 13, Cha 16

Skills: Appraise +6, Bluff +8, Concentration +8, Diplomacy +6, Intrigue +6, Investigate +6, Knowledge (telepathy) +9, Linguistics +5, Notice +5, Profession (management) +8, Sense Motive +9, Stealth +4, Subterfuge +7, Telepathy +13

Feats: Ability Focus (Scanning), Adaptive Mind, Fluency (Brakiri, Human), Skill Focus (Telepathy), Telepath

Influence: Brakiri Syndicacy (Political) +10, Earth Alliance (economic) +6, Psi Corps +4

Standard Equipment: Gravitic pistol (+3, 2d6 damage, x3 critical, 9 shots, 30 ft range increment (90 ft maximum), AP 3, light), stress bit, 3-4 Stim and Mute single-use injectors

Durinos Vegi is the founding telepath for the little-known telepath agency known as the Unified Metasensory Partnership of Brakos. He decided to create it in 2249 just after the Earth-Minbari War. His hopes were to make a solid profit off the rebuilding of the Earth Alliance's economy after the war and to try and get a finger in the newly-imagined Babylon Project. However, it took far too long to cut through his government's red tape and the UMP did not get full licensing until 2252.

Although Durinos lost a great deal of his personal finances and influence in order to create the organization, it paid off well enough in the first few years of service. The UMP never grew beyond much more than just a few dozen telepaths in the wake of the Babylon Project's initial failings and it suffered several false starts and resignations. Durinos tried to make more of his firm but eventually was forced to realise that he could not beat the prices of larger organizations or the desperation of freelancers.

Seeing the only good way to make some kind of profit in the growing world of telepath relations, Durinos made



Notable Telepaths



several business arrangements with the Earth Alliance Psi Corps. By trading Brakiri telepathic technologies for business contracts and assets, he cemented a working relationship with the Corps. On many occasions when the Corps have not been able to get at a rogue blip due to silly governmental restriction they have contacted Durinos and the UMP to solve the problem for them.

Roleplaying with Durinos

Durinos Vegi is a stress-ridden businessman that often takes diluted doses of Mute or Sleepers in order to ease his mind enough to get a full night's rest. He understands that his business requires him to occasionally be ruthless or even bloodthirsty but he does not have to like it. Many sleepless nights and awkward reunions with family members and media organizers have given him a weathered look that makes him seem much older than he truly is. It is unfortunate, as he was once considered a very attractive member of his species.

Durinos tends to come off at first meeting as being rushed or extremely busy all the time but generally slows down the more he gets to know a person. For those few that he actually calls friend, Durinos is a worrisome man that drinks too much and spends much too much time dealing with sinister telepaths and signing blood contracts on freelance teeps. He needs to retire but wants the UMP to succeed too much to leave it in the hands of anyone else.

Plot Hooks

5 Durinos has learned of a freelance telepath from a competing firm working specifically against the UMP in his sector but has been saddled with a media crew from ISN. He cannot take action against the freelancer without looking bad in front of the cameras, so he needs capable and discreet guns-for-hire to deal with the problem for him. The Player Characters might get wide-eyed at the wage offered but what will they choose to do when the freelancer turns out to be a young girl just trying to make a living?

5 The UMP has dealt favourably with the Psi Corps for several years but Durinos' paranoia has started to make him wonder if his company is getting too reliant on the Humans' income. Knowing that he could not research the Corps himself (he would be discovered), he hires the Player Characters to carry surveillance cameras (without their knowledge) on a tour of a Psi Corps facility. This act of ignorant espionage could get them into a lot of trouble, especially if the Corps find out what they are doing and scan them during the tour!

Forando Orestes, Voice of the Mindhawk Regimental

'The Regimental has nothing to report to the Centaurum. Again.'

7th Level Centauri Telepath (P11) / 4th level Mindhawk
Hit Points: 26

Initiative: +3 (+3 Dex)

Speed: 30 ft.

DV: 18 (+5 class, +3 Dex)

Attacks: +5 melee or +8 ranged

Special Qualities: Discipline Focus (Biokinetics, Blocking, Scanning), Maintain Concentration, Presence of Mind, Centaurum Backing, Inexorable Scan, Fearsome Psyche, Mind Games, Talons of the Mindhawk

Saves: Fort +6, Ref +6, Will +11

Abilities: Str 11, Dex 16, Con 14, Int 13, Wis 14, Cha 19

Skills: Bluff +16, Concentration +13, Diplomacy +14, Intimidate +10, Intrigue +10, Investigate +6, Knowledge (telepathy) +10, Notice +10, Sense Motive +10, Stealth +8, Subterfuge +8, Telepathy +17

Feats: Ability Focus (Biokinetics), Adaptive Mind, Combat Telepath, Fluency (Centauri, Human), Mindshredder, Telepath, Telepathic Co-ordination

Influence: Centaurum (Political) +20, Centauri Republic (military) +12, Centauri Republic (economic) +8

Standard Equipment: Diplomat's attire, masterwork coutari (mostly for show, +6, 1d6 damage, 19-20/x2 critical)



One of the most powerful men found within the confines of a Centaurum conclave, Forando Orestes is the appointed political voice of the Mindhawk Regimental. He sits in meetings in his crisply starched coat of dark red, brushing his hand through his bleach-blonde crest, and weathers their incessant arguments day in and day out. He is responsible for all of the reporting the Regimental feels necessary to give the old nobles, which is very little.

The Regimental does not offer up its information freely and the Centaurum does not like to feel manipulated, which means that relations are generally tense and terse. It is Forando's role in the Regimental to make sure that his powerful telepath brethren do not get used by the noble houses in any capacity from which they would not benefit and to report the dealings of the Centaurum back to the rest of the organization.

Orestes is a powerful telepath and has nearly mastered the skills of the Mindhawk. His training has slipped over the last few years due to his increased attention to politics, making him more jaded toward the 'old fools' of the Centaurum each year. His cynicism toward the Republic has widened his moral judgment concerning unwanted scans of nobles and the Regimental benefits from the information he brings home. It is a strange and ironic cycle – he performs in such a dishonourable manner because he is tired of his job, yet the fruits of this behaviour are exactly why he will never be replaced.

Roleplaying with Forando

Forando has two distinct sides to him. He has the diplomatic, suave and charming face that he puts on with new people and important contacts. When playing the role of diplomat he is free with the Regimental's money (he knows the Centaurum will pay them back) and tends to be generous with gifts and lavish entertainment. People who meet Forando the first time, so long as they are not a target of his, tend to believe he is a good person with a jovial and fun-loving look on life.

He also has the face that he puts on when dealing with close allies and fellow telepaths. He is a dark and brooding mental warrior that has no qualms about crushing a foe's mind in order to sift through the remains for any useful knowledge. Even though he has not mastered the final talents of the Mindhawks, he is well aware of his mental formidability and is not afraid to let others know of it either.

Plot Hooks

- 5 Forando has been scanning several Centauri nobles during the meetings and has been made aware of a horrible plot involving dangerous drug trading in the retirement communities of Beta 3, where many of his own family members are living out

their last days in peace. He wants to help them but cannot risk losing face with the Regimental by acting openly. In an act of strange and unlikely warmth he is willing to pay outsiders to go and hunt down these drug-dealing scum.

- 5 One Centaurum member has been just a little too vocal against the Regimental for Forando's liking. He would like nothing more than to crush the worm's synapses the first chance he can get but knows that to do so would bring unneeded bad publicity to his organization. He has to resort to hiring freelance help to put the old noble in an easy-to-arrange accident. Whether the Player Characters know Orestes' intentions or not has yet to be seen...

Isolde 'The Dragon's Kiss' Umbrass

'Those laws are Psi Corps laws. Do I look like I care what they have to say about any of this? Now... hold still.'

6th Level Sh'lassan Telepath (P9) / 3rd level Raider¹

Hit Points: 22

Initiative: +2 (+2 Dex)

Speed: 30 ft.

DV: 16 (+4 class, +2 Dex)

Attacks: +6 melee or +7 ranged

Special Qualities: Low-Light Vision 60 ft., Discipline Focus (Chronomantics, Scanning), Maintain Concentration, Infamy +2¹, Hard Target (+2)¹, Glancing Shot¹, Safe Distance¹

Saves: Fort +6, Ref +6, Will +7

Abilities: Str 12, Dex 15, Con 17, Int 12, Wis 12, Cha 14

Skills: Athletics +6, Bluff +10, Concentration +10, Intimidate +11, Intrigue +8, Knowledge (telepathy) +8, Notice +7, Pilot +7, Sense Motive +6, Stealth +10, Subterfuge +7, Technical (electronics) +6, Telepathy +12

Feats: Adaptive Mind, Combat Telepath, Fighter Telepathic Co-ordination, Fluency (Imperial Sh'lassan, Human, Interlac), Mental Fortress, Spacecraft Proficiency, Telepath, Telepathic Co-ordination

Influence: Fyr'gossan (Criminal/Raider) +15, Sh'lassan Royal Houses (political) +10, Martian Mafia (criminal) +6

Standard Equipment: Delta-V2 fighter craft (named 'Flametongue'), Auricon EF-7 PPG (+7, 2d8 damage, 19-20/x2 critical, 12 shots, 60 ft range increment, AP 1, automatic, light), fighting knife (+6, 1d4+1 damage, x3 critical, AP 1, light)

¹ These are detailed further in the *Freedom Station* sourcebook.

One of the finest telepathic pilots amongst the Gossan'ryk, Isolde is a near fanatical proponent for Sh'lassan sovereignty. Having tattooed much of her charcoal-black skin with the phosphorescent

Notable Telepaths



tattoos of her organization, she enjoys using fear tactics and her mental talents to corner her foes. Once she has them where she wants them she is never light on the trigger and never confused for a merciful enemy. The Fyr'gossan raider captains enlist her help when they have to but tend to want to avoid having the hot-headed telepath on their firing squadrons if they can help it.

Claiming that her older brother Dereck was killed as part of an EarthGov conspiracy dealing with the Minbari in the early days of the Babylon Project, Isolde hates both races equally. There is very little she can do to get at the Minbari, who rarely come into their area of space, so she focuses most of her hatred against the Earth Alliance and those loyal to that government. When she has the opportunity to inflict some form of damage upon the Earthers, mentally or physically, she never hesitates to do so.

Isolde spends her time trying to learn the inner workings of the Minbari Federation and the Earth Alliance through telepathic interrogations of spacers and traders. She is hoping to find some bit of information that will justify her personal reckoning against them but she also longs for closure concerning her older brother's disappearance. Although it will never be revealed to her that her brother was actually part of a highly classified mission involving Babylon 3 and the mysterious Anla'Shok, she will not cease trying to make sense of his death.

Roleplaying with Isolde

There is not much subtlety in the way that Isolde works. She is like a bull in a china shop, storming into a situation with all guns blazing and the Mindscape leading her to her best targets. She is a vocal nationalist of the Sh'lassan

Royal Empire and never holds her tongue (or her thoughts) to herself when her people's 'oppression' comes up in conversation. Some call her single-minded or even obsessed but she knows her dedication to the cause of the Fyr'gossan freedom fighters will pave the way for the Empire's independence.

Isolde prefers to speak in her native tongue over all others, only falling back to Interlac when translation is necessary. She never speaks English if she can help it, preferring to use her mental skills over 'sullyng her mouth' with the language of her enemy. Strangely enough however, she does not have a problem with Humans... merely those she discovers are servants of the Earth Alliance and Psi Corps in particular.

Plot Hooks

5 Isolde's fighter was shot down during a base raid on an Earther colony. She cannot get her ship back up and running and is convinced that she will be tortured and brainwashed if she is captured by EarthForce personnel. Turning to the first group of people that look like they may be competent enough to get her off the planet and back into space where she can signal a Fyr'gossan capital ship nearby to pick her up, she finds the Player Characters. Will she be able to convince them to help her and if so, what will they do when a raider battlewagon comes to collect her?

5 There is a meeting of Psi Corps representatives gathering on a public star liner outside the orbit of the Vega system in Earth Alliance territory. Isolde tries to convince her superiors to let her lead a massive raiding flight against the ship in order to decimate it but they turn her down. Now on her own, she needs to find another way to disrupt the meeting as violently as possible. Hearing that the Player Characters are a crafty lot and have strings that can be pulled, she turns to them to smuggle an interesting device marked 'CAUTION: EXPLOSIVES' onto the ship. She will pay a great deal of money for them to do this but there is little to say that she might not use them as a distraction for her own attack after all is said and done.

Simon Aubrey

'Just leave... me... ALONE!'

5th Level Human Telepath (P12) / 8th level Telekinetic
Hit Points: 22

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 17 (+5 class, +1 Dex, +1 Dodge)

Attacks: +7/+2 melee or +9/+4 ranged

Special Qualities: Discipline Focus (Blocking, Sensing), Maintain Concentration, Simple Telekinesis, Psychic Slap, Hover Object, Enhanced Telekinesis, Dual Telekinesis, Psychic Blow, Telekinetic Shield, Pyrokinesis

Saves: Fort +5, Ref +5, Will +12

Abilities: Str 8, Dex 13, Con 14, Int 17, Wis 14, Cha 16

Skills: Athletics +8, Bluff +15, Concentration +15, Diplomacy +7, Intrigue +6, Investigate +10, Knowledge (telepathy) +8, Medical +6, Notice +13, Sense Motive +10, Stealth +17, Subterfuge +12, Telepathy +15

Feats: Ability Focus (Telekinesis), Adaptive Mind, Dodge, Fluency (Human), Mental Fortress, Iron Will, Skill Focus (Stealth), Telepath

Influence: Smuggler's Network (criminal) +17, Mars Dome (social) +11, Underground Railroad (criminal) +8, Psi Corps +2

Standard Equipment: Clothes, several fake identicards, picture of his parents

Taken from his parents at an extremely young age due to a random-infancy blood test that resulted in a high P-Rating combined with a telekinetic lean, Simon Aubrey was raised within the confines of the Psi Corps installation under Syria Planum. He was pushed through training programs like a prodigy and by his eleventh birthday he was lifting 50 pound blocks with ease. The Corps believed they could use Simon as their first biologically-attained telekinetic Psi Cop.

This was not to be, however. On his fifteenth birthday he asked about his true mother and father, whom he had read about in his classified files. When the Corps refused his request, he lashed out at them with a combination of teenage angst and telekinetic abilities. They could not stop him, so they set to tranquilising him but he was too strong. Their assaults frightened him enough to cause him to run away, disintegrating the wall of his retention room and escaping as his Corps handlers watched in disbelief.

He ran as fast as he could, looking for these mysterious people who were his parents. He looked all over Mars, battling against the odds as a teenage boy in the crime-riddled streets while being hunted by Bloodhound units. He eventually caught word of the Underground Railroad and followed that, taking him to Babylon 5, then later into neutral space, all in search of the two young faces smiling in the yellow, bent picture he keeps with him always.

Roleplaying with Simon

Simon Aubrey is a troubled child who learned how to throw furniture with his mind long before he ever received the first hug that he can remember. He has remarkable control over his gifts but also knows that he cannot use them too often in fear of attracting the Corps' attentions. He is a friendly boy who loves action vids and Centauri classical operas. He has made a number of unsavoury friends in his travels in order to survive but they have taken good care of him and he trusts the downtrodden more than the affluent.



He does his best to hide his powers in order to be a 'normal' young man but he is aware that there will always be those who will be looking for him because of what he knows about the Corps and what he means to their breeding and genetic programs. If pushed too far or if defending someone who has been kind to him, Simon has no qualms about focussing the full efforts of his abilities against his foes. He was, after all, taught how to use them effectively by the cold-hearted instructors at Syria Planum.

Plot Hooks

5 Simon is running away from a large group of Bloodhounds that found him at the small station he was just at. He has stowed away on the same ship that the Player Characters are on and they stumble across him by accident. He can easily scan them and see that they are not Corps members and he will try his best to explain himself to them. They will have the option of helping the young lad or turning him in for the sizeable reward if they want to. He will not go quietly, of course, and is a considerable opponent when he sets his mind to it.

5 The Psi Corps have sunk to a new level in order to bring Simon in and claim to have found his parents for him. All he would have to do is make it to a secret meeting in order to be reunited with them. Knowing that the Corps cannot be trusted in this, the boy asks a group of fellow down-and-out folk to go and see if they can learn more about the meeting before he chooses to go. Of course, the Psi Corps have laid out an elaborate net for the boy, and have enough telepaths handy to scan anyone who walks into it. What will they do when a dozen Bloodhounds fall upon them and begin asking about Simon? Turn him in? Fight on his behalf? Will it make any difference?

Notable Telepaths

WHAT CAN MUNDANES DO?

‘Mary had a little lamb...’

- Opening to a commonly taught anti-scan children’s poem

The galaxy might seem like a hopeless place for the free thoughts of non-telepaths and for some that is very much the case. A portion of the mundane populace will always care a great deal about the privacy of their minds and over the generations have come up with several ways to help stop the wanton pillaging of independent thoughts by the telepaths of the galaxy. Chemicals, rhymes and songs are just a few of the basic ways to help keep someone’s mind safe from telepaths.

This chapter is a collection of the eight most effective ways for a worried mundane to protect himself against telepathic intrusion. These are not all direct anti-scanning techniques, however. Some are practices that keep telepaths away from a given area; others might be compared to guerrilla tactics used to fight any form of tyranny. No one technique is promoted over the others; we merely want to make sure the mundanes of the galaxy know of their options – and that the Games Masters reading this can prepare to use these options against their Player Characters.

1. ANTI-SCAN TRAINING

One of the most basic and time tested ways of protecting thoughts from being pilfered by telepathic probes is to receive formal training on resisting scanning. Telepathy research conducted by dozens of different races throughout the galaxy has resulted in several proven ways to help block telepathic contacts. These interesting techniques are only effective when being actively used and even then only if the telepath trying to break through is not a very powerful one.

In game terms, any character that has at least one rank in Knowledge (telepathy) can choose to practice techniques to help block a scan. These techniques are ways to cloud the mind with logic, repetition and worthless thoughts in order to protect the more important thoughts. The

following table shows the most common methods, what skill would be required to roll in order to use them, the difficulty of that check and the bonus to the character’s Will save for resisting the Scanning Discipline:

Any of the above techniques can be used in order to help block the initial probe of a scan but will cause additional nonlethal damage to the target of the scan equal to the bonus listed when resisting. Any character that possesses the *Resist Scan* feat is already using these techniques at a higher degree of training and therefore cannot also use them in this manner.

‘I hate it when they fight me like that. Not only do I know that it is only going to hurt them that much more but some of the things they think of are just embarrassing, you know?’

- Gerardi Beneface, Navy Provisional Telepath

2. ANTI-TEEP ORGANISATIONS

A good way to try and protect one’s thoughts is by surrounding oneself with others who feel the same way. There are several anti-telepath groups that have formed

Technique	Skill Used	Check DC	Will Save Bonus
Rhymes and Songs	Knowledge (specific culture ¹)	20	+ 1
Looped Arithmetic	Knowledge (mathematics)	20	+ 1
Targeted Threats and Images	Intimidate	25	+ 1
Worthless Thoughts and Lies	Concentration	25	+ 2

¹ The specific culture does not need to be related to either the telepath or the target.

over the generations, just like any other prejudice-based organisations. Grouping together out of mistrust, fear and even hatred of the telepathic presence in the galaxy, these organisations will often accept any mundane who so desires into their fold.

Common telepaths do not often want to cross these organisations' paths if they can help it. Some organisations are just outspoken against the free use of telepathic abilities; others are militant and prone to violent protests. Telepaths do not want to risk getting caught alone near one of these groups, so their sheer existence can sometimes ward off unwanted telepathic contact. Also, the type of anger and fear that culminate around meetings of these groups can cloud the Mindscape, making it more difficult for a telepath to perform a common probe or scan.

There are dozens of organisations angled against telepaths in the galaxy. Here are a few of the more infamous among them.

Interstellar Movement for Telepath Restriction

'We put locks on our doors, bolts on our windows and secure-scans on our cars. Yet, when a few thousand like-minded people get together and want to protect their own minds... they are called racists and hate mongers. Typical teep-hugging nonsense.'

- Henry Witherson Jr., Spokesperson of the IMTR

Created by a group of Human businessmen that were tired of paying high wages to Psi Corps commercial telepaths, this organisation began as a vocal protest group in the Earth Alliance. The IMTR has since become a widespread media-hound of galaxy-wide anti-telepath rallies, pickets and melodramatic stunts. Their president, Kevin Gabe, lives in a multi-billion credit estate on Io and frequently gives ISN and other media sources fuel for the anti-telepath fire. The IMTR claims not to believe in violent action but their rallies can become 'heated' nonetheless.

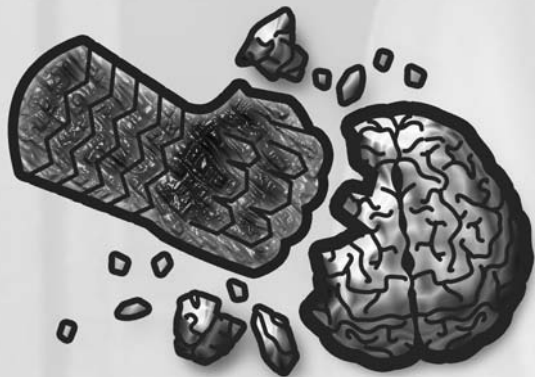
The 102nd Free Thinkers

This medium-sized organisation (only 1,000 or so members on average) was actually derived from a retired freelance security firm called the 102nd Protectors. Made up mostly of Brakiri, Drazi and Hurr, the 102nd was once in charge of commercial security around much of the neutral space between the League worlds. When commercial telepaths became more and more commonplace, few small business owners could pay for bodyguards *and* telepaths – and the teeps won out. The 102nd changed their name and began a campaign of hate against the use of telepaths that would last for several decades. Their tactics generally stick to intimidation and graffiti but attacks on well-known commercial teeps have been known to take place.



The Society of Drah

The antithesis of the followers of Shok, this Drazi cult of sorts follow the belief that Shok was bested by a powerful warrior named Drah. They take from his legend that the treacherous telepath Shok was beaten to death by the stronger Drah and that all Drazi telepaths are the fragments of Shok's broken body. This organisation is strictly Drazi and is well-known for its violent actions and sabotage of telepath-friendly buildings.



What Can Mundanes Do?

3. ANTI-TEEP TELEPATHS

Although it might seem like a very strange thing for mundanes who are looking to stay away from telepaths to do, the hiring/acquiring/use of a defensive telepath is always a good counter for enemy telepaths. In a strange metasensory case of 'whoever gets the biggest guns wins the war,' mundanes who are not completely terrified of telepaths can use a defensive telepath's blocking and jamming abilities to keep others out of their heads. The use of a defensive telepath requires a solid trust in the defending telepath, which might be hard to come by for some mundanes.

Of course, trust makes up the majority of this method. By acquiring the services of a telepath from one of the most trustworthy races (Abbai, Minbari, Yolu and so on), a mundane who does not believe he can protect himself can arrange for psychic defences. This is obviously not a good choice for the mundane who does not trust *any* telepath at all. If, however, a mundane can look past the possibility of his telepath double-crossing him, the use of a defensive telepath is one of the best protections against scans – not to mention a good way for the mundane to know if he has been scanned at all!

'Fight fire with fire, I always says. Anyway, if the bonehead screws me... I get to shoot a teep after all!'

- Dax 'Livewire' Rizzo, Infamous Raider Captain

4. CROWDED PLACES

By simply staying in crowds of other sentient minds a mundane can help jumble up the Mindscape and become just another stray mental presence amongst many others. If someone is just one mind out of a thousand, the chance he will get picked out of the mental masses is pretty slim. Unless a telepath is specifically hunting someone down and has probed that person's mind before, it could take hours and hours of surface scans (and the fatigue that goes with them) to find a single mind in a large enough crowd.

Remaining in populated areas is not just a numbers game. It can also be used as a tool specifically to cloud the Mindscape with strong emotions. Although monitoring a single person's emotions can be a good way to slide into someone's mind, too many emotional outbursts make the Mindscape too thick and noisy for common scans and probes. A mundane who knows this can use it to his advantage, churning up strong emotions in the crowd in

which he is hiding. Starting arguments by deliberately provoking others, getting into barroom brawls and even starting greedy riots over handfuls of credits tossed to the ground are all good ways to get an entire crowd surging with too much emotion for a common telepath to cut through easily.

For more rules on emotional crowds, see the section on the Mindscape earlier in this sourcebook on page 4.

'I prefer to do all my business just after the game; that's why I bought your ticket. When the clock stops, one of these teams wins and the celebration begins and that's when we discuss the terms. Until then, just enjoy the game.'

- Pratt'ux, Brakiri Tradesman

5. DRUG USE (OFFENSIVE)

The chemicals used by many telepathic organisations to stifle or mute the abilities of their own kind are obviously good weapons for any mundane to acquire. Anti-telepathic pharmaceuticals such as Sleepers, Mute and BINK-x44 (see pages 65-66) are almost impossible to purchase outside of the telepath groups that use or create them but the black market can sometimes offer small amounts for at least five times the listed cost.

A mundane with these drugs can get them loaded into a needler or dropped into a telepath's drink or can even just force feed them to an unsuspecting teep. These drugs were not designed for militant or offensive uses, so it takes a degree of planning and cunning to use them undetected. The drugs commonly have twenty to thirty minute onset times, so these pharmaceutical anti-telepath drugs are not suitable for unexpected encounters.

Underworld chemists have designed numerous illegal anti-telepath chemicals for just that reason and charge whatever the buyer will pay per dose; these drugs are rare, powerful and *very* dangerous. Those mundanes who would knowingly use them on a telepath are risking murder charges every time they do so.

The following are two of the most common street drugs designed to block telepathic ability:

Tweedledumb

Named for a silly character found in an Earther children's story, this foul-smelling milky liquid can be ingested or injected with the same effect. It is made from an assortment of synthetic compounds and the brain fluids of a rare insect found on several Earth Alliance worlds. Once introduced into the bloodstream of the victim, he must pass a DC 15 Fortitude save each hour for 3d4+2 hours. Each save failed lowers the victim's effective P-Rating by one, with each reduction below zero actually inflicting one point of permanent Intelligence damage as the neurotoxin inflicts terrible brain damage. The P-Rating loss returns at a rate of one rank per hour after the drug has run its course. There is an antidote for the poison to be found in most MedBay facilities which will halt the effects, but any damage done returns at the rate mentioned above.
Cost: 5,000 credits per dose

Aechorean

A thin red fluid that must be injected into the bloodstream via hypodermic delivery or needler round, this originally Dilgar-designed chemical causes the target to break out in painful weeping sores all over his body in just a few minutes. These sores last for 2d6 days, during which time the target will be so distracted that he receives a -5 penalty to any and all Concentration skill checks and receives double nonlethal damage from physical sources.
Cost: 500 credits per dose

'There is nothing as satisfying as seeing the look of despair when one of them loses their powers. They get all teary-eyed and lost... frakkin' cute it is.'

**- Grun Cizc,
Hurr Bounty Hunter**

6. DRUG USE (DEFENSIVE)

Although much rarer than using drugs against the telepaths, some mundanes prefer to take drugs themselves to help block telepathic contacts.

Many of these drugs are nothing more than simple placebos used to bolster confidence and the

user's willpower but there are two potent and expensive chemicals that mundanes have been known to pay hefty sums to get their hands on. When going into a situation where a telepath could scan or probe them, popping a few pills or drinking a vial could be the difference between mental privacy and spilled secrets.

Scramble

This drug was discovered by League and EarthForce salvagers in many of the training facilities and agent barracks after the Dilgar War. A liquid taken orally in very small doses, Scramble causes the user's brain to be clouded with random and unexpected memory flashbacks and emotional outbursts. This effect is extremely disorienting for the user but makes a mind so fractured that telepathic contact is difficult to attain. The drug was likely used in common interrogations as a fear factor but could have been the reason some Dilgar agents seemed to be 'unscannable.' The drug causes the user to suffer a -2 distraction penalty to all skill checks for 1d6 hours but also adds 2d4 to any saves against telepathic abilities during that time.
Cost: 100 credits per dose

Meta-Blocker 16

Taken daily like a vitamin supplement, this small packet of varied pills contains a number of tested nerve inhibitors that shield the user's synapses from extra-cerebral bursts. So long as the user has taken one packet of pills daily for at least seven days in a row, he receives a +2 bonus to his Will saves against telepathic powers in the Biokinetics Discipline. Failing to take the pill packets for more than three days will cause the user uncomfortable muscle twitches and impose a -1 penalty on all Dexterity-based skills and attack rolls for 1d6 days as the user's neurochemistry returns to normal. Meta-Blocker 16 is sold at thousands of IPX-sponsored space dock kiosks and must be legally labelled as 'tested narcotics'. **Cost: 300 credits for a thirty-day supply of individually wrapped pill packets**

'Let's see... I get to choose between a pack a day habit that might give me cancer and losing billions of my employer's credits because of teep espionage. You know what I say? Hooray for better living through chemistry!'
- Jackson Sederick, IPX

7. GO WHERE THE LAWS ARE

Not all cultures protect their mundane populations from telepathic interference, just as not all cultures protect their telepaths from mundane retribution. Anyone looking to take a stand against telepathic influence should do the proper research and look for places in the galaxy where he will be thoroughly protected against telepaths or perhaps where he could exact proper punishment on any that dare get involved with him. Telepath law is actually a very broad subject that spans thousands of worlds and hundreds of races and any mundane with a proper StellarCom connection should be able to look up somewhere within a few jumps that matches his needs.

In game terms, Games Masters should allow their Player Characters to make Knowledge (law) skill checks of at least DC 18 in order to find legal backing for what they want to do/protect themselves from concerning the telepaths in their area. There is always room for interpretation and it could make for a very interesting plot hook for local law to be changed at the last minute – just in time to catch the Player Characters in their own loopholes. Whatever the course of action, bear in mind that the law cannot always be circumvented through research and travel, and that very few races condone murder.

‘It says here that mind-spies can be executed by ionochlorodone or hydroraxine. I guess I only need to know one thing... which do you think hurts more?’

- Gina Benson, Edgar Industries Legal Analyst

8. VIOLENT EXAMPLE

The final and desperate act of mundanes who want to show the telepaths of the galaxy that they will not stand being probed and scanned without consequence, a show of violent force can be the example that keeps other telepaths away. If the rumour is that telepaths are beheaded in the back alleys of a backwater colony or that they are beaten so badly they can barely be recognised by their own people when they crawl home, why would they ever want to go there? Telepaths commonly think of themselves as a rare and more important facet of their species' gene pool and would not willingly risk death or dismemberment unless they truly had the upper hand – or no choice.

Targeting telepaths for public example can backfire, however. Some groups – the Shok'ra, Mindhawks and Psi Corps to name three powerful examples – would take such an attack as a direct threat or challenge to their organisation. Larger organisations that have the manpower and ability will rarely let violence against their kind go unpunished and anyone that has seen a Mindhawk landing team or a Corps Black Patrol scouring a colony for targets will happily serve up his best friends to avoid their attentions.

As mentioned earlier, this method of 'defence through offence' is desperation personified and could cause far more trouble than it solves.

‘We haven’t had a teep causin’ trouble down here in years ever since we started crucifyin’ ‘em up on the tube landing at the starport. Problem is though, we’ve had to start kidnappin’ more from the upper levels just to keep up the crucifyin’! We can’t go an let the rest of ‘em forgets, y’know?’
- Zisto of Ninth Quarter, Praxis IX gang leader





NEW MUNDANE ANTI-TELEPATHY FEATS

The following section contains numerous new feats for use with mundane characters who are opposed to telepathic influence or the telepaths themselves.

Improved Resist Scan

Your training, whether formal or not, has left you with the uncanny ability to shrug off nearly any unwanted telepathic scan. It is a matter of reflex for you now, and most telepaths find it discouraging the way you can simply smile or laugh as they try to get around your mental defences.

Prerequisite: Resist Scan

Benefit: You no longer have to concentrate when using the Resist Scan feat, and the bonus it provides is raised by +1, for a total of +3 to Will saves made to resist telepathic abilities.

Innate Defence

Your mind has some kind of unique defence that you may or may not be aware of. It was not learned,

it was just something left behind in your genetic codes from centuries of First One tampering. Telepaths call you a 'mental minefield', as wandering around in your mind is dangerous for the unwary.

Prerequisite: Cannot have a P-Rating of 1 or higher.

Benefit: Any successful telepathic contact with your mind causes the invading telepath 1 point of unpreventable nonlethal damage each round the ability is in effect. The telepath can attempt to avoid this damage with a DC 18 Telepathy check each round, but failure increases the damage to 1d4.

Teep Hunter

You hate telepaths. You hate everything they are and everything they stand for. This hatred is often bottled up when you are in public, where they are likely listening in on all your thoughts, but when you get the chance to release it you are driven to great and bloody deeds.

Prerequisite: Cannot have a P-Rating of 1 or higher.

Benefit: Whenever you are knowingly attacking a target you believe to be a telepath of some kind, you gain a +2 circumstance bonus to hit, and a +2 bonus to melee damage rolls. Additionally, when you are resisting telepathic abilities that you are aware of targeting you, you receive a +1 bonus to your Will saves.

What Can Mundanes Do?

Stories of Telepaths

These plot hooks can be used by characters of any race or profession. Some require at least one telepathic Player Character, others do not. Each is an opportunity to look at the way telepathy is handled by the sentient races of the galaxy and an opportunity to make use of the material in this book.

5 A rogue human telepath is trying to gather alien forces to even the odds against the Psi Corps agents aligning against him. The two factions have been dancing around one another for months, but it is about to come to a violent and abrupt head in a tiny little corner of the galaxy – which just so happens to be where the Player Characters are passing through at the same time. Which side will they choose? Or will they try to keep their heads (and minds) low and simply avoid the whole thing?

5 A Telepath Player Character receives word from one of his fellow ‘teeps’ that he is being targeted by an anti-telepath cult called the Only Solution. This cult is made up of those who blame the losses of loved ones to telepath activity, and is well known for their terrorist leanings. With the Player Character targeted by one of their cells, it could only be a matter of time before he and all of his allies are in grave danger. When word begins to spread about a bomb on the station, who will the Player Character turn to for help?

5 A new social group, the Interstellar Community of Mental Careerists, is holding an open forum on the future of telepathy on Babylon 5 over the weekend. Their lead speaker is a scientist named Geoff Harrisberg, who has been part of the ‘kinder’ face of the Psi Corps for many years before his field retirement earlier this year. The whole station is buzzing about the forum and there is not even a corner of Downbelow that has not heard about it, and nearly every incoming shuttle carries a handful of alien telepaths who have come for it – which means that anti-telepath anxiety is at an all time high.

5 A mysterious sickness is spreading through Babylon 5. While it kills the body, this unusual pathogen simultaneously enhances the mind, granting greater and greater telepathic powers until the victim's eventual death. Where did this plague come from? Can it be cured or prevented? How will people react when they could be accidentally scanned by anyone, at any time? How will the various diplomats aboard protect their sensitive secrets? And what if some of the infected prefer their telepathic state and don't want to be cured, reasoning instead that their mental advances allow their minds to transcend even as their bodies die?

5 A meme is an infectious idea – a thought that hooks into the mind and won't let go. Someone has designed a ‘carrier’ meme of surpassing cunning that can spread other ideas throughout a population with astonishing speed. Things are chaotic enough when the station is swept by one craze after another but events begin to turn sour when the craze is for killing the Babylon 5 command staff. Can the Player Characters resist the subliminal programming and save the day? And who has detailed enough knowledge of the sentient mind to create something so nefarious, anyway?

5 Since the removal of the Centauri from the Narn homeworld, the Kha'Ri has had its hands full rebuilding their civilisation and switching from a war footing to a peacetime economy. Now the difficult early years are past them, certain other wheels can be set in motion in an attempt to ensure the continued ascendancy of the Narn race – specifically, the reintroduction of the telepath gene to their gene pool. How far are the Narn willing to go to restore their genetic heritage? What ancient technology might they dig up from unknown worlds? What if some individuals go further than the others, and what will the Player Characters do when they find out?

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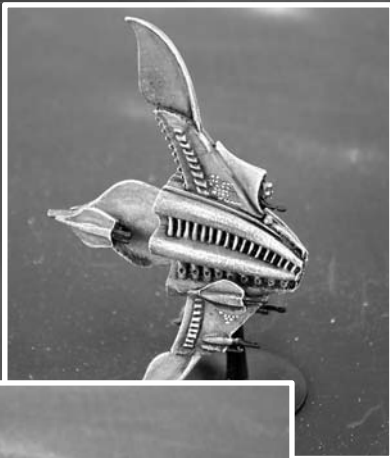
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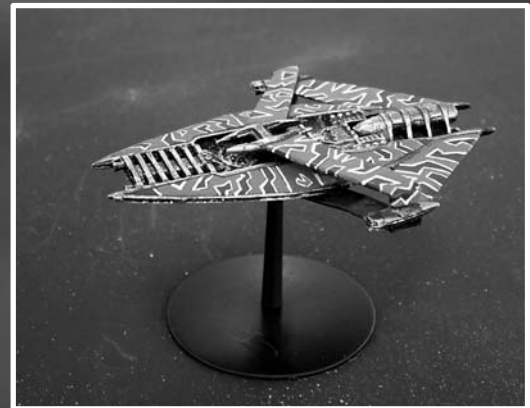
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The Lurker's Guide to Telepaths

One of the defining features of the Babylon 5 universe, the existence of telepathy is a source of consternation, conflict and power for all the sentient races of the galaxy. Humans legislate it, Minbari wrap it in religious rituals, the Brakiri sell it and the Harni want it with a desperate hunger. For all its subtlety, the one thing that no one can do is ignore it.

The Lurker's Guide to Telepaths covers every race from Abbai to Zanderian, looking at what it is like to be a telepath in each culture. It also contains a history of important telepathic events in the galaxy and a section on telepathic experiments, their effects and their side effects.

There are new feats, new telepathic abilities, new prestige classes and a few fan favourites updated for the second edition rules. Whether you are playing a manipulative Centauri Mindhawk or a blunt Drazi telekinetic, or if you are looking to create a dangerous telepathic adversary for your players, you will find the options you are looking for inside these covers. There is even a chapter covering what mundanes can do to protect themselves from telepathic threats.



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