

## Aeon Trinity Organization

Aeon Trinity is an organization with a long history. It is seen mostly as a public service organization like the Knights of Columbus, Free Masons, or the Red Cross. In reality it has been on the cusp of the fight for truth and justice, promoting the helpful involvement of specially adaptive and trained individuals. It started with Daredevils and Adventurers, progressed to super heroes and now works with psions. It is one of the few organizations that tries to go beyond mere politics and look at the bigger picture. It also has the size and membership to do something about the future. Trinity works with most governments behind the scenes, except for Nippon, and it has difficulties with the FSA and China. It is feared that all support from these two major nations may collapse if the Aberrant problem is ever solved. Aeon Trinity recognizes and honors the sovereignty of all nations, but it is able to operate across border, one of the few organizations that do. Thanks to Aeon Trinity's wide spread organization and vast holdings it is able to operate on par with the meta-corporations, in fact many meta-corporations seek their aid. There is an unpleasant habit of some corporations engaging industrial sabotage and blaming Aeon Trinity. Twelve percent of Aeon Trinity are psions, one of the highest ratios in any group outside of the Psionic Orders.

To the public Trinity is seen as a service organization. It has a high public image, but not an impressive Q-rating. Meaning they tend to fly below the radar, keeping their major activates secret. Joe Hologram, the average man on the street, can tell you that Aeon Trinity helps the UN, other governments and does public service projects. He knows little else. Trinity likes letting someone else take the credit/blame for their deeds that the public might object to. Trinity has the best relations with the Legion, then Clears, AEscuplians, Ogotek, the Norca and the Teleporters. Aeon Trinity was one of the organizations that that the Teleporters suspected were out to capture and control their members. Aeon Trinity's most public project is the fleet of Jump ships that they staff and control. The ships were built with biotechnics by Orgotek under the watchful eye of the UN, but it took Trinity's deep pockets to fund the research and the ships. When the Space Brigade (Aberrant organization) attacked the moon they destroyed the major assembly buildings for the Jump Ships. When the Space Brigade was finally defeated and driven off the moon Ogotek revealed its second assembly base. This base was built without Trinity knowing it. If they were able to hide that, Trinity worries what else Ogotek is hiding.

Orgotek built the Jumpships, and the UN raised the funds for it, but Trinity supplies the pilots and most of the crews. It is behind the reconnection with our extrasolar colonies. Trinity doesn't have access to many military ships, but they do have good relations with all the Psionic Orders.

Trinity is organized in three divisions: Neptune; which handles public relations, relations with other nations, liaison with the other organizations, administration and asset management. Triton; information acquisition and management, logistics and Aberrant tracking. Proteus; operations and training.

In Proteus there are several sections including; Apollo--crew and pilots, Athena--espionage and counter espionage, Hera--logistics, Mars--heavy combat, Titan--armored infantry, and Zeus--operations.

## Positions in Trinity

Status	Proteus	Access Level	Rank	Color
X	Trainee	Alpha	Recruits	White
•	Field Operative	Beta	Basic	Orange
••	Special Agent	Gamma	Guards	Red/Maroon
•••	Lieutenant	Epsilon	Operator	Purple
••••	Captain	Theta	Heavy Operator	Blue/Navy
•••••	Commander	Omega	Special Director	Green/Jade
••••• •	Director	Unlimited	Director	Black on White

**Alpha:** Basic access given to all members and associates of the Aeon Trinity. You have access to Aeon’s public databases and any item of commonly available equipment. You typically work out of the branch office or local chapter-house and handle the society’s routine assignments.

**Beta:** You have completed your basic training, and are considered an asset with some potential for growth. You may be a Proteus guard in a chapter-house or regional office, a messenger who delivers low priority information between various Aeon locations, a listening post operator or entry level analyst in one of Triton’s data centers or a management or diplomatic trainee in Neptune. Your access to information is somewhat increased in your direct area of Focus while your access to Aeon resources remains limited to basic equipment and training (i.e., no military-grade weapons or bioapps). You can apply for placement in the personnel pool for field ops but your chances of drawing an assignment are limited to situations in which more experienced choices are not available.

**Gamma:** You have access to the gamut of basic postings and assignments. You can serve as a local chapter-house coordinator, guard a shipment of weapons headed For Luna, perform surveillance tasks or learn encryption codes for sending data. As a ranking member of a specific department within your division, you have the opportunity for specialized training in that field. You’re typically posted to a regional office and may have contact with groups from other regional offices or Aeon central HQ. You are still commonly working with basic equipment and skills but now have a sense of the variety of tasks that Aeon Trinity is involved in, and can apply to join some of these groups. About 10% of all Field operations are assigned to Gamma level teams, and you can also get to work on other more dangerous assignments where you might sneak in as the low man on the organizational totem pole.

**Epsilon:** This is typically the last point at which Aeon allows you to switch between divisions. You can select a posting at either the branch, regional, or central HQ levels and become exposed to even more of the “big picture.” Your first Epsilon assignments won’t seem that much different in complexity than those of Gamma level, but you’ll be learning to contribute more within your particular area of expertise. Your clearance qualifies you for inclusion in roughly 60% of the field assignments issued by Aeon.

**Theta:** Now you’re in line to work on the real interesting stuff, or “heavy assignments,” as they’re called. Depending on your area of specialization, you also have access to train on and work with the latest equipment, computers and weapons including bioapp and weapon prototypes. You’ll most likely be posted at either the regional or central level and probably have other operatives under your control. You have the experience to administer a regional office, serve as a liaison to the Qin embassy or serve as a commander on Epsilon field teams.

**Omega:** Depending on what department you work for, you’ve become an experienced VARG pilot, field operations commander, advanced computer security expert, master spy or senior diplomat. You now specialize in carrying out Aeon’s most sensitive assignments, often acting as an assistant director’s right-hand-man. Indeed, you’re

likely on a first-name basis with the directors themselves. You may wind up managing a large department, or working alone or with a small group in the deepest reaches of space. While Omega is the highest Access Level any operative can obtain, there are still at least two or three more access levels above it. If you've reached Accesses Level Omega, you might even hear about them, as they are associated with those who decide the overall policies and goals of Aeon Trinity.

The party will start with Beta Clearance, after completing four weeks of basic training. They hold the rank of Field Operatives and assigned to Zeus--Operations. Their first mission posting will be to provide security to AEscuplian recovery missions in Europe. They will be responsible for security and safety while the AEscuplian's either stage a temporary clinic or go into Europe to recover someone who has Alpha Care, and can't be reached by normal means. In the case of Alpha Care the AEscuplian's go to the patient, even making house calls. The Black Company does provide some security, but they have other more important missions. Trinity has made a deal with AEscuplian for treatment of Trinity personal, by providing extra security.

Aeon Trinity is organized by Chapter Houses with 6-12 members, with their headquarters under Lake Michigan. The Chicago HQ doubles as the regional office for North America; the other regional offices are presently located in Melbourne, New Delhi, Barcelona, Nairobi, Beijing, Vladivostok, São Paulo and Olympus. Each regional office monitors all activities within its jurisdiction, which generally covers a continent-wide territory. The party is based in Barcelona's region, Europe in Switzerland. There are several regional distribution offices that are working on encoding information for project rewrite--recovery of the OptiNet from all the text information that was lost in the Crash.

The game starts in 2120 right after the Huang-Marr incident; where members of the AEsculapian Order were working with Ogroteck on making new bioware that used Taint. Not only was this illegal, but the subjects weren't being told what was happening to them. The Psionic Orders are scrambling to recover ground and explain that this was done by renegade psions and does not represent the majority of the orders. Aeon Trinity is investigating and promises to route out the culprits. Needless to say psions are not exactly popular right now and the Aberrants are here. Not only have they started to invade Earth, but they have engaged the Chinese colony.

Aeon members wear a status pin that has their rank on it and includes a transponder with a 100 meter range. The players have Beta clearance and no access to milspec equipment. Standard issue scanners have a side band to track status pins if needed. If a cell phone connection is opened the status pin can be used to log into a Regional office to file a request for aid. In Europe cell phone networks are disjointed at best.

[Restrict this information to the start of the game, AFTER characters have been developed.](#)

[Pay for members of this rank are paid at the rate of Cr 15.00 per hour or Cr 2,000 to Cr 10,000 per month, with two weeks of paid vacation time after one year of service. They will be accorded a two week, paid leave, after completing the four week basic training \(the game will start after they come back from this leave\). They are eligible for Gamma level health coverage at the cost of Cr 42 per month with a Cr 50 co-pay. . If they are injured and returned to their base that coverage is increased to Beta and Aeon Trinity will pick up the tab. They can get their own apartment, house or stay in the Trinity provided dorms for Cr 200/month. Special Training courses are offered at Cr 250 for a](#)

three week course in Aeon Trinity's Ability Group. After graduation from a course the experience point cost for gaining abilities is halved for abilities in the Aeon Trinity Ability group (Academics, Investigation, Firearms, Resistance, Subterfuge, Brawl or Martial Arts or Melee combat with one style of weapon). They can expect to operate for a time as Field Operatives and depending on how their missions go they may be promoted to Gamma Clearance and eventually the rank of Special Agent. If the game goes on long enough they can reach Epsilon Clearance and the rank of Lieutenant. The party leader may even reach the rank of Captain.

Cliff will transfer from Titan after learning how to pilot a bioVARG. He will have an experimental bioVARG that can be collapsed into a suitcase.