



CHIEF TUSK

Huh. When I got the memo that access to our database was granted to someone new, I assumed you would look smarter than a garden-variety Pakled. My mistake.

My name is SCPO Tuskin gar Pen, but people call me "Chief Tusk." I am the head communications specialist for Division XII, and its keeper of records. I will be your guide to our database. Do not think about venturing outside of your access. I have been doing this for over fifty years and I have seen every trick in the book. I have the temper of a Tarcassian razor beast, and the patience of a Nausicaan that has lost at Dom-jot. Do not try me.

I see you have chosen to learn more about Anaphasic Life-Forms, or "Anaphs" as we call them. Creepy. The thing you need to know about them is they are not ghosts, even though they look and act like them. We have a member of their species in Division XII. He delights in appearing out of thin air to scare me and smells like ozone. I do not like him.

Anaphasic Life-Forms, also referred to as Anaphasic Entities, are a mystery, even to themselves. Much of what we know comes from the work of two Starfleet physicians, Drs. Crusher and Horseberry. It is believed these entities have been present on worlds such as Piskes IX and Earth since their recorded histories began. Folklore from those worlds are full of examples of ghostly figures using paranormal activities, including incorporeality and possession.

However, these life-forms are not ghosts as the term is defined. They are beings made up of complex patterns of anaphasic energy. As Dr. Crusher once explained, *"Anaphasic energy is extremely unstable. [It] needs a compatible organic host to maintain molecular cohesion."* They also need an energy source that serves as an *"anchor."*

Earth has a colorful history with these entities. Powerful Anaphs such as the infamous Ronin were parasitic in nature, using their abilities to manipulate members of entire biochemically-compatible family lines to surrender their consent and become hosts. Fortunately, entities like Ronin are not representative of the species as a whole.

One benign Anaphasic Life-Form, known as "Clem," has been instrumental in broadening the Federation's understanding of his species. Dr. Harrison Horseberry, the station physician for Starbase 80, has worked with Clem for several years. Their collaboration has led to innovations and initiatives that allow Anaphs greater interaction with corporeal beings. This includes the discovery of how to treat injured Anaphs, and the creation of the *Geist-Frame*, a containment suit that allows them to interact with corporeals.

Horseberry helped set up a controversial project: the *Physical Host Allocation Network or Transference of Ossified Matter*, or P.H.A.N.T.O.M., a database of consenting individuals willing to become hosts, or donate some of their remains for similar purposes. Learn more about P.H.A.N.T.O.M. from Dr. Winston on page 4.

ARWYN BLAIR

ANAPHASIC LIFE-FORM

Anaphasic Life-Forms (Anaphs) are an incorporeal species composed of anaphasic energy. They are inherently unstable in our universe. They gain stability through connection with a constant source of compatible energy, referred to as an 'anchor,' (see the 'What is an Anchor' sidebar, p. 5). They are able to take a sustained corporeal form if they find a compatible vertebrate, usually a humanoid, with whom to bond.

No one knows from where they originate, not even the Anaphs. They appear spontaneously on certain worlds, like Earth. Thanks to the efforts of Dr. Horseberry, the Federation has made peaceful contact with these unique aliens. His work has led to the creation of technologies and a database of consenting hosts (or their remains) that give Anaphs what they need to act with more autonomy.

EXAMPLE CHARACTERS: Clem (Lower Decks), Ronin (ST: TNG), Winston (Division XII)



SIBYLLE HELL

SAMPLE VALUES:

- Do not judge me by my species
- An entirely new existence to explore
- I owe a debt of service to my donor
- Loyalty to my host over all others

ATTRIBUTES:

+1 Daring, +1 Presence, +1 Reason

TRAITS:

You start with two traits: Anaphasic Life-Form and Anchor.

Anaphasic Life-Form: An incorporeal, sapient consciousness made up of complex patterns of unstable anaphasic energy. They are ageless and immune to most things that adversely affect corporeal beings. In their natural state, they may observe corporeal beings, but cannot communicate or interact without an anchor.

Anchor: A stable energy source that is compatible with an Anaph's matrix. An anchor allows them to communicate and

use most talents or the abilities they have chosen from the *Paranormal Manifestation List* (p. 4). If their anchor is destroyed or they travel farther than Long range from it, they lose all access to its benefits.

PARANORMAL MANIFESTATIONS

(SPECIES ABILITY): As an Anaph, you have no physical form, and are difficult to detect, except by mammals in the family *Felidae*. When incorporeal, you have Protection 3 from physical attacks, but energy attacks affect you normally. You are eligible to choose Esoteric Talents, as well as 1, 2, or 3 abilities from the *Paranormal Manifestation List* (p. 4). For each choice, you reduce your Stress bar total by 1.

ANAPHASIC LIFE-FORM NAMES:

Anaphs tend to have names considered old-fashioned, like Ronin or Clem. They have a sophisticated sense of gender and sexual identity, and use pronouns that are congruent with who they are.

SPECIES AND CULTURE TALENTS

The following talents are relevant to **Anaphasic Life-Form** characters.

GEIST-FRAME (ANAPHASIC LIFE-FORM TALENT)

REQUIREMENTS: Anaphasic Life-Form. Cannot be taken with the Compatible Host talent.

A Geist-Frame is a type of containment suit that allows an Anaph to interact with corporeal beings. It grants the following benefits:

- Your Geist-Frame becomes your Anchor. The Geist-Frame trait replaces your Anchor trait. This allows you unlimited range in your movement, in addition to the other benefits of the Anchor trait.
- You become merged with the Frame, and lose your incorporeal-related features while using the Frame.
- You no longer suffer the Stress penalties for your cap of three allotted *Paranormal Manifestations*. Injuries to your Geist-Frame affect your Stress bar.
- You may shape the appearance of the Geist-Frame to fit your character concept, but only two arms can be used at once.



SIBYLLE HELL

COMPATIBLE HOST (ANAPHASIC LIFE-FORM TALENT)

REQUIREMENTS: Anaphasic Life-Form trait. Cannot be taken with the Geist-Frame talent.

You are bonded with a vertebrate animal, most often a humanoid, which grants you the following abilities:

- You create a support character as your host. You do not need to use Crew Support to make them active.
- Your bond with your support character allows you to maintain a corporeal form at will (called a "Fetch Form"), so long as your support character remains within Long Range of your Anchor.
- When you take up to your cap of three *Paranormal Manifestations*, you no longer suffer a reduction in your Stress bar total.
- If you are injured in corporeal form, or your support character moves farther than Long Range from your Anchor, you become incorporeal. If you are not defeated, you may become corporeal again as a minor action.

ANAPHASIC HOST (GENERAL TALENT)

REQUIREMENT: You must be bonded with a willing character that has the Compatible Host talent.

Your character is bonded to willing character in your campaign who has chosen the Compatible Host talent. They do not make a support character. For purposes of range limitations, your character serves the function of their support character.

You gain a Value and a Trait. The value must be one shared with the entity with whom you are bonded, or a related one. You also add the Host trait to your character. When you use this Value to spend Determination, you may also use one of the *Paranormal Manifestations* chosen by the Anaphasic character. If either of you take Stress damage, the other may choose to take the damage instead by adding a Threat, as long you are both within Long range of each other.

ARWYN BLAIR

PARANORMAL MANIFESTATIONS LIST

*"Greetings, fellow sapient! I am Dr. Ellis Winston, scholar of occult folklore for Division XII. Chief Tusk asked me to explain the **P.H.A.N.T.O.M. Project**. The acronym stands for **Physical Host Allocation Network or Transference of Ossified Matter**, and it is a database spearheaded by Dr. Horseberry to allow Anaphs like myself a means to find either living compatible hosts... or their remains. I'm eternally grateful to any sapient being who consents to compatibility testing and either agrees to be a host or bequeath us a portion of their skeletal remains. I have heard some people call it 'macabre' or 'ghoulish.' My response to critics is simply, "You can't take it with you... and we'd love to have it!"*



◇ PARANORMAL MANIFESTATIONS

Anaphasic life-forms learn how to channel their energy-matrix to affect their immediate environments. These abilities are called Manifestations. You can change or add them at Milestone achievements.

- **ANAPHASIC LIGHTNING:** Add the following attack to your character sheet **Anaphasic Lightning: Melee/Ranged, 1H, Stun/Deadly 4, Area, Intense, Escalation 2**
- **APPORTATION:** When you spend a point of Stress, you may convert a portion of your energy matrix within the range of Reach to create simple matter (e.g. cover a grave with cut flowers or create cobwebs) or affect the energy in your immediate area (e.g. create a sudden drop in temperature around you, set torches alight, or add an ambient noise like whispers or footsteps). You may spend 3 total Stress to expand the area affected to Close range, or 6 total Stress to Medium range. The effect lasts until the end of the scene.
- **CREATE FETCH:** Even if you are not merged with a host, as long as your anchor is within at least Long range, you have learned how to temporarily manifest a corporeal form, called a 'fetch.' You may exist in corporeal form by spending a Stress. Your corporeal form ends at the end of the scene unless you spend 1 point of Stress per scene to extend it.
- **ECTOTELEGRAPHY:** You know how to use complex energy waves such as comm signals and power transfer beams to your advantage. You may move the point of origin of any of your known Manifestations that have a range to the receiving end of the signal or wave by adding 1 Threat per zone of distance. The effect lasts until the end of the scene unless you spend 1 additional Threat per scene to extend it. You may also travel along an energy wave at no cost, as long as your destination is within Long range of your Anchor or Host.
- **POSSESSION:** You know how to take over the senses and motor functions of a Minor NPC (creature or humanoid), living or deceased, within Close range by adding 1 point of Threat. You must add 3 total points of Threat to affect a second NPC, and 6 points of Threat to affect a third. A willing NPC may voluntarily undergo this effect for no Threat. If any of your controlled beings move farther than Long range from your Anchor, the effect ends. Your control ends at the end of a scene, unless you add 1 additional Threat per scene to extend it.
- **REMNANT URN:** *Requirement: Geist-Frame talent.* The skeletal remains of a compatible vertebrate creature donated to you are being kept viable by your Geist-Frame. This allows you to manifest a corporeal form outside of your Frame within the range of Close. You and the fetch form share the same Stress bar. If either takes any Stress damage, the fetch form disappears for the rest of the scene. You may reactivate it when you recover Stress damage.
- **SIPHON POWER:** If you have access to a ship or station that has a point of Reserve Power, as an Action you may spend its Reserve Power either to regain a point of Determination or recover up to 8 Stress.

ARWYN BLAIR

HOST AND ANCHOR SIDEBARS

WHAT IS AN ANCHOR?

An active anchor is an important aspect of an Anaphasic's existence among corporeal beings. Without it, they cannot produce a voice to speak, nor can they use any of the manifestations or talents they may know. Moreover, if anything happens to the anchor, the PCs lose their ability to interact with corporeal beings, and their active manifestations are disrupted until it is restored or replaced.

But what is considered an active anchor? For player character purposes, an anchor is a constant source of energy that is compatible with an Anaphasic Entity. Ideally, the energy source is moveable. In the *Star Trek: TNG* episode, "Sub Rosa," Ronin used an heirloom candle-holder passed down among Beverly Crusher's maternal family for centuries.

You do not need to limit yourself to this example for an anchor. Customize your

anchor to reflect your character's back story and personality. Consider the following examples for inspiration:

- **Light Sources from Ancient History:** Candles are not the only example of historical sources of light and energy. Oil lamps, lanterns, braziers, torches wrapped in rags and soaked in resinous materials are thematic as well.
- **Last 500 Years:** Gas lamps and early electric light bulbs evoke whimsy while flashlights and headlamps give a contemporary feel.
- **A Location Charged with Psychic Energy:** Many ghost stories revolve around the haunting of a home, ship, or battlefield. A memento that was present during a pivotal moment, or exposed to a lifetime of high emotion moments, may carry psychic energy as well, such as an ancient weapon, a treasured book, or stuffed toy.

THE ETHICS OF HAVING A HOST

One option for stable and long-term corporeality is for an Anaphasic Life-Form to find a compatible host. In the past, some of these individuals have, unfortunately, been manipulated into this bonding. A well-documented example is the Howard family line, which were bonded through coercion and gaslighting by the parasitic entity known as Ronin. Hosts unfortunate enough to be in this situation are known as "*Thralls*." Freedom and self-determination are central tenets of the Federation, as well as many other polities. Any Anaphasic Entity who bypasses the consent of a host through force, manipulation, or trickery is operating contrary to Federation values, and would not be eligible either for citizenship or admission to Starfleet.

There are a number of healthy reasons to volunteer as a host: Curiosity, friendship, service, and tradition among them. Some cultures, like the Trill, consider serving as a host to a long-lived being a sacred honor. Klingons will accept Anaphs that have proven themselves in battle into their Houses. Humanoids who voluntarily consent to be hosts for Anaphasic Entities are referred to as "*Hosts*" or by the more antiquated term, "*Mediums*."

Rarely, an Anaphasic Entity will find that it is compatible not with a humanoid, but with another vertebrate animal. As long as the entity ensures the animal is treated well and cared for, this can be considered consent. The most famous example was the entity from ancient Earth known as "The Headless Horseman," who was bonded to his warhorse. Non-sapient animals tend to be the most unreliable hosts, as they require consistent training to behave predictably. If an animal is treated poorly, it will break the connection and abandon the entity. Hosts in this arrangement are called "*Familiars*."

ARWYN BLAIR