Other

- Agency of Psionic Enforcement

Agency of Psionic Enforcement

The Agency of Psionic Enforcement hunts down and captures or removes dangerous psychic individuals; using their Hellcrawler and Hellcrawler Hammers to strike fear into their targets and rain brutal destruction on their foes.
The A.P.E. is an Autocratic Technocracy. The leaders are the best of the best, handpicked by a Military Artificial Intelligence based on their experience and skill within the group. Each Arbiter is directly connected to the AI or a hub of the AI if they are off world.
The A.P.E.s have three Fleet Cruiser class star ships that they use as secondary Hubs in their active systems.

History

When Psychics began emerging again, many gathered together to build psychic academies and make sure there were safe spaces for new psychics to learn to control there powers. Unfortunately, not all wanted to join. Some would rather focus on bettering themselves, others wished to try and ignore their powers completely. In both cases, nearly every one fell to their symptoms and became feral. A devastating wave of psychic attacks plagued the Sector for nearly a year until the Agency of Psionic Enforcement stepped in out of virtually no where and began systematically hunting them down. Within five years, all known feral psychics had been eliminated. The A.P.E.s however, continued to patrol the sector, providing security in places with high levels of psychic activity. Most governments are happy with the extra muscle to deal with psychic issues that they're not capable of confronting, but plenty of people hold healthy fear that an Arbiter may come knocking at their door one day.

Founding Date
3079
Alternative Names
Hellcrawlers, Apes
Demonym
Arbiter
Leader
Stjepan Juric
Location
Alo