

Psyren

By Gauntlet AKA Waddle

You find your feet cracking, thankfully not literally, onto dark tarmac and as you get your bearings you find you're in some remote part of Tokyo.

A phone is ringing somewhere...

It doesn't take you long to figure out that this isn't exactly your world. There something about the broadcasts on the TVs at some of the shops some minor detail that you know never happened in your world. This is Earth, but different.

The ringing grows louder...

You figure out that there are a lot more psychics and mediums and the like. And they seem fairly reputable for some reason.

The clack of a phone. No words are exchanged, but that which is without time meets that which is beyond all things of this world. A plea goes out, there's a *smile*.

However, just as you've come to full grasp with these facts, however fast or slow, a card lands at your feet.

Hey, this looks fun.

Welcome to Tokyo, seems you've been given a very special opportunity. You've been invited by yet another being to go to Psyren, a wasteland of mysteries and monsters that one access through phone cards. This strange and deadly place unlocks the power of the mind and... well that would be telling.

Here's 1000 CP:

Good luck.

Origin:

True Outsider [+50]: Strange, usually you'd get options but it seems that such things are not valid here. There's no extra memories here, no implanted past, no reincarnation or any such frivolous nonsense. This is the real world, but I guess since you aren't getting a leg up in any other way, here are a few more points.

Perks

[Due to the lack of Origins, you will be allowed to pick three Tier 0 for free, one Tier 1 perk for free, and you may apply a discount on one perk of your choice from each Tier above Tier 1. Discounts are 50% off of the full price. All other perks besides your selected free and discounted ones may still be purchased for their full price.]

General:

Psyren Drifter [Free]: You hold a crimson card which will send you into the strange wasteland filled with monsters and starkly desolate, yet eerily familiar, known as Psyren. Your kind are called 'Drifters' by the more experienced among your first group. Each card has a time balance written upon it, which decreases as you spend time in Psyren, as you drift from Psyren to this familiar modern world your time will go down until it finally runs down and you'll never have to drift back to Psyren again.

Due to the whole, monsters filled desolate wasteland aspect of things you can expect to run into trouble. Thankfully, some combination of factors makes it so after your first run through that place, or perhaps just your first twelve hours if you overstay your welcome, the fetters that limit the amount of mental energy that you can produce release and you can gain access to your PSI, the power of a human mind without certain limiters.

PSI [One Free, 100 each thereafter]: At its most basic, PSI is the ability to manifest thought in real events. It is the power of thought, released. This power allows a person to, at the least, gain nearly superhuman bodily and sensory coordination, to the level of sprinting hundreds of meters at a go, hearing something burrowing underground, and tracking a bullet's trajectory after only one or two shots.

Still, using the brain in such a way isn't something a normal human can endure so you can expect the body to have horrible reactions if pushed beyond limits. On the light side nose bleeds and fevers as your mind overclocks your body in flawed ways or breaks something because of a lack of limiters, on the worse you could completely lose sections of your memories or die from burning out your brain.

Beyond that PSI can be then broken down into four major categories of natural talent, a purchase of this Perk grants you a genius level of talent in one of these fields. Picking up tricks and growing in your talented field(s) is as easy as learning to burp the ABC's, not hard to pick up and easy to refine. To be a genius of all categories is to be one of the very few Almighty, in which case you get that Perk for a discount.

- 1. Burst:** This is the ability to manipulate the world around yourself. In essence, you'll be able to channel and manipulate energy, or matter, in the surrounding environment. Burst covers everything from generic telekinesis and pyrokinesis to stuff like summoning forth dragons from your imagination. Powerful Burst users are capable of unleashing devastation, destroying or altering the local landscape as easily as they throw a punch. However, due to being a fully external form of PSI Burst it has an enormous load for the mind and strain of Burst type PSI is always expensive to make and maintain.
- 2. Trance:** This is the ability to affect the minds of oneself and others. Everything from reading minds, generic 'radio' telepathy, diving into the memories of others, creating multiple trains of thoughts like you have two minds, and even creating illusions in other

people's minds all get lumped here. Trance has few weaknesses due to it being a generally 'gentle' category, but you shouldn't turn your nose up to them. Properly trained Trance users are the bane of a Burst user because the concentration that a Burst user needs can easily be destroyed at the speed of thought by a Trance user.

3. **Rise:** The most basic use of PSI manifests itself in the form of every PSI user being generally healthier, more durable, stronger, and generally better in every physical way. This is due to the mind being unshackled and performing very minor Rise on the PSI user naturally. Rise as a practice takes that to eleven. A properly trained Rise user can move faster than bullets, be virtually immune to any force that can't instantly level entire cities, be strong enough to punch holes through reinforced concrete that you could drive a van through, or heal themselves of near fatal wounds between breaths. Virtually anything that can be done internally by biology can be cracked to monstrous levels with proper use of Rise.
4. **Hybrid:** The talent of a Hybrid is in their ability to mix the various features of the previous three categories together. A Rise user able to use Trance to automatically act even as he focuses on getting information, a Rise user inducing their own healing Rise in others through a manifestation of Burst, and a Trance user automating a Burst construct are all examples of Hybrids. While you don't start with the genius talent in any of the three categories, unless you purchase them too, you will be a genius at mixing the three types of 'normal' PSI together to get your desired results.

Almighty [400]: One of the three peaks of PSI power. The Almighty is the one who makes the rules of their PSI. They are virtual gods when uncontested and even when contested by another PSI user they have a stark advantage. Among the three advanced forms of PSI power, the Almighty becomes a master of their own PSI to the point they are uncontested in the use of their personal PSI, virtually hard countering any kind of interference out of hand and completely nullifying the natural weaknesses of their basic PSI powers completely.

Nova [400]: One of the three peaks of PSI power. The Nova is the one who becomes an 'existence' instead of a 'human', in truth this is merely the act of fusing oneself to your own PSI in an act of dangerous release. This act releases the few limiters the mind has, blurring the line between power and person to the point where you become an anthropomorphic representation of your power. This is a potent tool, granting the kind of exponential increase to power that one sees in natural talents of PSI in your personal power. Among the three peaks of PSI power, the Nova becomes one with their PSI to the point that they intuitively know more about their power than ever before.

Zone [300]: One of the three peaks of PSI power. Among the three advanced forms of PSI the Zone is the most esoteric and convoluted form of PSI manifestation, but the skill seems to be hedged upon the fusion of one's personal manifestation of PSI and a facet of the environment, such as the air, the earth, or even space, to the point of no strain. This may not seem like much, but Zone types are not to be underestimated

Tier 0:

Childlike Innovation [50]: The saying goes, 'God ordains wisdom from the mouths of babes and sucklings' and the truth of the matter is that like a small child your mind can take something and spin it on its head. This simple approach can help you in a number of ways, but mostly this just allows you to keep a childlike sense of wonder and innovation no matter how dull things get.

Anything for ¥10,000 [50]: Maybe it's just your face, but people tend to think you're reliable enough to lay all kinds of stuff at your feet. You give off a sense that if they compensated you enough, you'd beat up their ex or retrieve their cat for them. In general, the average normal people treat you as more reliable and trustworthy the more capable you are at fixing their issues, up to a point this isn't magic just a really good first impression after all.

'Dragon' [50]: It was never a nickname, never an insult, it was more like a label that people used for you. Other than your name, which you tell your friends, people tend to know about you if they happen to run in the same circles you do, though only by a label you earned while running in said circles. Heck the people from Kansai to Tokyo know about the Dragon, so your nickname will have such an impact as well, not much but with a wide footprint.

The One Percent [50]: No, this isn't about money. It's about talent. You are the fundamental definition of the highest amount of talent. In what? Well... learning really, just about everything that can be learned, any skill that doesn't take some nebulous spirituality to completely capture is something that you'll find you have a drab hand in. This doesn't so much stop the need for practice, but for the double an average person's work you'll need about half the effort.

A Vital Piece [50]: Call it instinct, call it intuition, call it magic foreknowledge, whatever it may be called you have an extra sense that tells you when a person, place, or thing is a part of your life and if you need to keep it safe. The sense is vague, but it's stunningly good at figuring out things that only make sense in hindsight, like saving the savior of your world when he was just starting out levels of good. Though trusting this sense without fail could put you in more danger than just doing things smartly, like nearly dying... or actually dying for said savior.

Tier 1:

Natural [100]: Your mental limiters were released as if you were born to it. This will have a knock-on effect of taking you to even higher heights with your natural PSI talent and grant you the ability to spread PSI to others through a trick of PSI that no one seems to have ever developed before. Grants a discount to the purchase of Nova **OR** Zone.

A Good Fight [100]: You're not any wilting lily. You've got all the combat experience of a hardened member of the Yakuza with none of the psychological hang-ups. You don't seize up in the face of combat, you tend to be the first to take the initiative and you know your way around a good fight now. Your mind may or may not be talented in Rise, but you have an uncanny ability to squeeze the very best benefits out of any form of performance enhancement nonetheless. Grants a discount to the Rise purchase of PSI.

Mental Monster [100]: You've gained a little trick of the mind. After a little mental gymnastics you could talk to a 'friend' in your head and they could say things back. Perhaps in the modern world it'd just be a psychological hang-up but in Pysren this little quirk has evolved into you having a truly monstrous amount of mental weight to throw around. This is the mental endurance equivalent of an entire lifetime of stamina training, you don't get bored and with some PSI you might find even more uses for this 'friend'. Grants a Discount to the Burst purchase of PSI.

Ice Princess [100]: As if you've been suppressing a side of yourself your entire life you have a mastery of controlling your external reactions that lies somewhere in the uncanny side. You can easily keep from running your mouth even when high and in the midst of an emotional breakdown, while you don't have enormous reserves of mental endurance you have the sort of natural flexibility and control that comes from thinking circles around the average human at all times and not lording it over them. Grants a Discount to the Trance purchase of PSI.

Buddha is a Superstar [100]: You're looking really good, Jumper. Like superstar and idol levels of looking good, but more than that you've gained a gentle air that projects a simple likability to others. Basically, you make yourself much more likeable subconsciously and generally have the very best first impressions you can manage. Beyond simply making you look good and act well in a social environment. This also grants a Discount to the Hybrid purchase of PSI.

Tier 2:

The Foundation is Built Every Day [200]: When using PSI there are three keystones to using the powers of the mind successfully; Concentration, Visualization, and Projection. So when using PSI one needs to focus his/her concentration, visualize a picture of what he/she was trying to accomplish, then use the energy of PSI to project what was in his/her mind in the real world. This turns the thoughts into reality. Thankfully, when you have any kind of downtime you have the talent to keep practicing the first two steps even when you're doing complex tasks or training some other skills. In essence you can mentally chip away the time it takes to get to the end-step of your PSI any time you have time to breath.

Superhuman Training Course [200]: Unlike everyone else who just uses the powers they've got you're different. Your powers have allowed you to break human limits so why not train your body and mind up? It's a simple pattern of thought but the ability to train a person's base state, bereft of powers interfering by using those very powers is a complex task. You've figured it out though, if Rise can uplift your body then you can train your body in that state to get stronger without Rise, extensive use of Trance can be used to train your raw willpower, and Burst can slowly help you gain greater and greater skill at three-dimensional arts and crafts for example.

Dragon Means Strength [200]: A key to making a more powerful form of PSI is to unlock a personal manifestation beyond the basic three. This thing, whatever it may be, is simply a personalized form of the basic PSI for most people, but for you it is something more. The thing you've chosen has a strong association with some form of pride or sense of strength and by channeling that ideal into your PSI your power blooms in potency. Perhaps it's a favored nickname manifested as a reality, perhaps it's an image you cling to or a feature you favor, but whatever it is invoking that thing in your PSI always has better results than anything else.

Darkening [200]: You have the skill and mental acumen to completely compartmentalize sections of your personality. Packing away any sort of negative thought you wish into a space in your head to distance yourself from it, this doesn't make you the nice side it just deadens the negative thoughts. This goes to the point that without PSI you could form and nurture a completely different persona in your mind, and if you were to get access to PSI you could completely have a split personality able to think and manifest your PSI differently from the 'lighter' you. Only one of you can be 'out' as it were at any one time, but when your negative side is out they're almost another person, to the point that your skin seems to darken slightly.

Synchronization [200]: There's a means of figuring out mental blind spots through biological processes. Not only do you know it and have the skill to do it, but your knowledge of biology and how the various systems of the body work is nothing short of amazing. Even completely alien beings' bodies make more sense to you, to the point that you can easily learn and develop skills like the above on the fly just with a bit of observation. Or you could simply use that observation to figure out the weak points of the being you're studying and hit them where it'll hurt the absolute worst. Either way it's a good skill to have.

Tier 3

PSI++ [400]: A little known skill is the ability to create pre-implemented orders in your PSI just before it manifests. In the hands of normal people this would be enough to shoot out seeking attacks, bury in systematic attack patterns, and generally make their PSI do simple tasks. You, on the other hand, can do so much more. Given enough time your PSI can become like an autonomous robot with very basic decision making skills. Continuous updates from you could advance the PSI to the point where it'd be almost human in its autonomy and yet still tied to you.

Training with the Ogre [400]: Sometimes they need to learn it and lessons made over broken bones and bleeding flesh have a world more impact than just a few bruises. You have an ability to take absolutely anything you could already teach and beat it into a person in a tenth of the time it would usually take. The strange thing is the method and whatever you're teaching can have virtually no relationship to the level you could be beating a guy up and they'd spontaneously get better at telekinesis in order to stop you if that was your objective. Strange that.

Burst Stream [400]: At it's core it's the ability to 'stream' Burst energy into the air around you and circulate it back into your body at no loss of energy. This allows a person to have greater control over the manifestations of your Burst, due to having a larger starting and controlling point. This is a quantitative difference, on the scale of having gone from a small wheel to going to a much larger wheel. In other words what once would have taken you spinning the wheel rapidly now takes a small adjustment at worst. Beyond this is what you could do with this once master, cycling your power like this could make manifesting your PSI faster, improve the effectiveness of any PSI used 'inside' the stream, and even act as a core for a living breathing manifestation of your Burst with a high level of control and feedback.

Not Lacking 'Vision' [400]: The mind is constantly taking in information to process from every sense, and yet people always seem surprised that you seem to know where they are. Without PSI you have the knack for perception based skills and could easily go on to be a detective with how good you are at finding things, but with PSI you have stepped into a new realm of perception entirely. Now where before you picked up twitches of the eyes and saw danger you see the 'killing intent' manifest like heat haze where the attacks are going and you can vividly track other users of PSI simply by divining their locations based on their PSI itself. Were you to focus this Vision, sharpening it somehow, you'd be able to do things like actually see possible futures... maybe even change them.

To Be W.I.S.E [400]: You have a functional knowledge of the various PSI-Tech marvels developed by the W.I.S.E.. This is enough for you, given time to develop the infrastructure, functionally replicate the various feats attributed to the PSI-Tech including but not limited to the creation of the Taboo monsters, the creation and surgical implantation of PSI boosting Cores into a human body, creating PSI energy storage, communication with otherworldly eldritch beings from the depths of space.

Tier 4:

The Toll of Emotion [600]: Emotion is the highest form of mental activity. It is only in the highest heights of emotion that a person can break through the limit after limit. Even the meanest human can move masses far in excess to their personal best when at the heights of fear and desperation. Just like a person can go through an adrenal high for more strength than is normal a user of PSI can channel their emotions into their PSI to have it effectively overclock to simply astounding levels, pouring the desire to JUST touch someone could punch a hole the size of a person in a wall for example. Emotion can be used in such a way, but the cost is high levels of mental fatigue as a sort of recoil for the power, you have very little recoil and can outperform pretty much anyone who could call themselves your equal in a field with a trickle of desire and competitiveness. With a heart full of wrath powering your PSI you could easily go from punching holes through walls with a 'touch' to leveling buildings.

Rogue Immortal [600]: Bones can break, flesh can split, atoms can be rent apart, and still you'd get back up. You are the living embodiment of the word 'survivor' and it shows. Firstly, your natural body shouldn't even exist. Muscles are too strong, bones too dense, nerves too close together, and more. What most people use Rise to attempt your body now does naturally, and when you apply to this new frame your results are something just this side of unkillable. Attacks that would have slain you merely hurt, what once were crippling blows are reduced to bruising or shallow cuts, even microwaving your entire body won't keep you down. In addition to this you also epitomise the phrase 'what doesn't kill me, makes me stronger' as any instance in which you take damage will never be quite as effective on repeated use, in fact your adaptive defense permanently grows stronger it seems.

Birth of Dreams [600]: Something major has... not necessarily changed, so much has been opened to you. Personal Manifestations of PSI are the most intuitive and potent forms of PSI, with just about every other form merely building of Personal Manifestation or simply being applications of Personal Manifestations, however the fundamental purpose of PSI is to 'Turn Thought into Reality' so you just took theirs. When faced with a Unique form of a power you already possess you can slowly, with study, break down the way the Unique thing functions just by observing it at work. After a time inversely proportional to your own comprehension of the ability and skills needed you can produce copies of those Unique instances yourself, effectively producing another instance of that power, though things that stock energy of course won't have that energy unless you give it to them.

Stare Into the Abyss [600]: You have a mental counterpart, if you already didn't have one, and that 'other side of you' is at their core 'you'. Neither one of you is better or worse than the other, but when one of you controls your body it has certain effects. Your powers seem to shift or mutate along different lines, as if they were always different in one way or another. This 'Abyssal Jumper' can never leave your mind unless you were to figure out how to project them into the world via Burst or something crazy like that. But for all intents and purposes a different form of you within your mind is able to do mental actions at the same time you're doing things.

This Abyssal Jumper acts as a Companion with 1000 CP in this Jump, if imported in later Jumps they gain no body and can only manifest non-mental features when they're 'out'.

Speaking with 'God' [600]: PSI is not just a power of humanity. There are other... beings out there that have unlocked the powers of PSI. You personally have a connection through your PSI to one such being. Through this bond you can learn more alien or inhumane methods of using and wielding PSI as well as draw upon the immense vitality of the being in order to regrow and restructure your own body with the biology of such a being. Not only is the bond a thing which you can tap into, but you also know what the young planet eater is up to out there in the far reaches of space, or perhaps it is much closer than you're led to believe. The being itself acts as a Follower, trailing after you as you Jump from universe to universe.

Items:

[Due to the lack of Origins, you will be allowed to pick three Tier 0 and one Tier 1 item for free, and you may apply a discount on one perk of your choice from each Tier above Tier 1. Discounts are 50% off of the full price. All other items, besides your selected free and discounted ones, may still be purchased for their full price.]

General:

Jumper Plus, Drifter Card [100]: Unlike a normal Psyren card, your own has been upgraded to allow you to enter the wasteland realm like Psyren. This place is basically a post-apocalyptic version of whatever world you happen to be in that doesn't carry over changes from world to world. It's full of monsters, insanity, and generally as bad as Psyren is to Earth. However, you may import properties as part of this card to allow yourself little spots of safety and change in the otherwise bleak landscape. While changes to the greater wastelands isn't really feasible due to you moving from one Jump to another, any changes to your imported properties stick. A little note, importing properties imports them in the same space in both the Wasteland and the world your using the Drifter Card upon.

The Village that Believes in Jumper [100]: A following has occurred around you that has resulted in a sort of cult of personality where a bunch of people believe you're one of the greatest hopes for the future. This is a small rural area stuck off the beaten path and generally ignored by the rest of the world, but here there are all the various pieces of a very backwater village at the fringes of living in a first world nation, like say Japan. Most people have running water, housing, and electricity and those few that don't are more likely mountain hermits than hobos. You're their leader and if you wish companions are welcome to stay around should you not need them. Changes to the town as time goes by stay from Jump to Jump, but the area is about the size of a rural village with one or two farmers to its name.

Tier 0:

Q-T [50]: A small, about one foot tall, follower who tends to float around and look cute. If you are talented in a form of PSI the Q-T will also gain scaled down PSI it can use, though its power seems to peak at the level needed to make a room a mess. While not necessarily a strong being, Q-T is like an AI capable of machine learning in that it will, given time and enough attempts, learn how to do just about any task it's able to. Though its bumbling and learning curve should take a few minutes at least and should be amusing if nothing else.

Classy Clothes [50]: A suit of clothes that seem to share your bodies defenses somewhat. It can be a favored hoodie, a suit and tie, or just about any common clothes you'd have in the world. However, now these simple outfits seem to take on your personal defenses and while they're able to be torn before you would usually give out they're only a little less durable than you are to the various dangers of the world.

The Crew [50]: Not exactly a gang, they're more like mundane hangers-on. Either way they know when to shut the fuck up and listen to you and with twenty strong backs between them they can get things done. Just remember to toss 'em a beer every once and while and they'll laugh off even the weirdest requests like good friends and family always do. They're Followers by the way, and if they somehow gained PSI they'd likely be of the unlucky bunch with no real Personal Manifestation.

Duffel [50]: This strange item is most definitely not touched by PSI, but for some reason people tend to completely space on it like it's coated in a perception filter of some sort. People won't ask any questions about why it looks like you toting around a weapon of some sort in the bag even in the middle of the night in Tokyo's seedier sections. Comes stuffed with a katana, though the plain steel isn't anything special beyond the fact that its live steel.

Motorbike [50]: The actual model doesn't matter, as this one will have been tricked out with such a high-end kit that it might as well be a custom job from start to finish, but you've got a motorbike with an infinite tank of fuel that can take hairpin turns at 240 Kmph, though no guarantee the rider could do that without some sort of help.

Tier 1:

ESP For Idiots Who Will Die Otherwise [100]: Teaching those capable of PSI how to use their powers properly is difficult at the best of times, but this little manual can help with combat visualization and battlefield meditation, albeit not much else. It may take a few hours, but with this manual and access to actual PSI energy a person can at least perform the most average manifestations of PSI, such as Telepathy, Telekinesis, and a sensory based RIse.

Can of Air [100]: For those that would not ever breathe the air of Psyren this is a spray can full of pressurized Psyren atmosphere. Spraying it directly in someone's face is enough to make them go down in a sputtering fit and, over the course of hours, unlock access to their PSI. Won't help them a lick to learn how to use the powers, but the can refills infinitely!

Perfectly Legal Arms [100]: Holy shit! Who the hell do you know that could get you access to these things!? While a few dinky thirty eight six shooters and a shotgun may not sound like much, these things are highly controlled in Japan for anyone not in either the Police or the Military. The fact that you not only have these, but also have their papers has saved you literal years of hassle and paperwork! In fact this acts as a small store of harder to gain arms in the future, nothing illegal mind just things that usually take a massive headache and talking with the government about.

A Silver Spoon [100]: You have a fund that could easily buy you your own house outright and keep it up and active for years without problems. The little card also auto loads with money every year, on your birthday, and with it you could easily live a very easy life in a modern world.

Made Man [100]: You're the real deal, well at least sort of, you have this briefcase and within it are the applications for any normal, completely mundane job in the world. You can choose one per Jump, and by filling it out you will retroactively gain approximately four years as being one of the foremost experts in that job and its component skills. Good for blending into society after suffering major PTSD at the hands of a careless monster throwing you into a hellish future as well as getting money.

Tier 2:

Classic Psychic Paraphernalia [200]: A gemstone on the end of a chain, utterly ancient looking ivory tarot cards, a big crystalline orb carved into a perfect sphere, incense burners, and more. These are the classic foci of the psychic of yore, and when used alongside the appropriate PSI power it marginalizes the amount of mental energy used significantly. Tarot cards unerringly predict the future in broad, philosophical strokes. A crystal ball will allow you to witness the past of a person, even their likely future should they give you permission. Incense burners allow for easier 'summoning' of otherworldly entities. The list goes on, but the general idea is that if you use one of these foci then acts of PSI that would have your nose pouring blood would merely manifest as a slight pressure behind your eyes. If a foci would be used up during its use, then a new set will be found in the next few days.

For Services Rendered [200]: You may not have any memories of a world but, for whatever reason, there's this thing. It's a little notebook of various promises, IOU, and contracts that can lead you to honorable people who have had the need to have never met their employees during their employ, for whatever reasons. Now you can call on these old payments to get a startling amount of favors and payments. For your loyal, and continued secrecy, services rendered of course. The favors themselves can't really be something outside the employers skillset, and can't be impossible for an organization of normal men and women to accomplish.

Vault-That-Survives [200]: This is one hell of a bunker. It's buried in a remote location of your choice and can survive anything that doesn't reduce the planet to floating chunks in space, even then it'd be only slightly damaged. It can be broken into, as it's meant to survive the apocalypse

not prevent people from getting in, but it has all the necessary devices to survive for a decade even if the entire planet were nuked to a glowing plain, taken over by aliens, and then repopulated by humans taken from the distant past. You know, just as an example.

Jumper's Late Night TV Show [200]: Basically, it's your generally moderate late night TV show that's always hosted by you, Jumper! Even though you'll never have to go to the 'haunted' TV studio, due to a copy or projection of yourself always being there ready to take the stage when you're not there. The show itself has a distinctive, almost conspiratorial, feel and likely gathers a small following in any world that has late night TV. Still, it seems to get guests who can contribute to your own journeys with information in one way or another. It can also be a classic radio station if you wish.

Classified Documentation [200]: You are now the owner of a selection of files that could make a local government want to do some things for you. It's not enough to break Japan into a civil war, but they'd have egg on their face for decades if you brought this kind of dirt to light, for example. In addition to being, really rather interesting and complicated research data on everything from magic to dimensional physics it's also a roadmap of some of the most risky experiments with morally, dark, gray implications. Again, nothing explicitly illegal, but files like this are redacted because of public reaction, not because they're illegal.

Tier 3:

The Black Tape [400]: A rough sequence of events between now and about a decade from the present time is burned onto this innocuous items film. The audio is shotty, the visuals are rough like a bad horror film, but this is information on events to come. Once per month the recording of the Black Tape changes to adapt to the path you've laid out and shows a key-notes future should nothing on your end change from watching the film.

Sable Skin [400]: An obsidian colored catsuit with strange crimson and white symbols written upon the back, arms, and legs. While this piece of equipment is of utterly unknown origin its uses are not, at least not to you. The cloth of this unique piece of clothing automatically reinforces the wearer with Rise Psi at no cost to themselves, making even an ordinary human able to tank multiple gunshots and even survive through many near fatal accidents with nary a scratch. In addition to this passive boost in protection, this item magnifies the enhancing effects of Rise to utterly ludicrous levels. Running for three days without rest, reacting to the adjustments a future seeing enemy has taken, dodging lightning fast attacks, and being able to swing blows that can turn small buildings into twisted wrecks are all things you could pull off with the same effort most people put into running their normal and most natural Rise enhancement.

Sword of the Soul [400]: A creation of the legendary 'Ghostman' who was a user of PSI long before the boom of the modern era. This katana acts as a 'mirror' for your PSI and integrates perfectly into every manifestation somehow granting it more potency and 'reality' than most other forms of PSI out there. It's almost like there are two of you willing things into happening.

Torture Island [400]: No, you read that right. You own a small island in a very big lake that has facilities built to train the lower stratum of your powers and abilities. Everything from combat applications to cooking applications are covered by the various things set up upon this island, but the training here is always especially grueling and grindy and once off the island no matter how strong you are you always would rather forget the entire thing and take your gains elsewhere. This island allows you to experience explosive, some would say even rushed, growth of your skills once a decade.

The Man With The Gun [400]: A piece of Tavoo tech that can be 'loaded' via pure PSI and allows a person to convert their mental energy over to a shot of potent Burst PSI. The manifestation of this Burst is a fairly mundane explosion, though one that could rip unarmored modern vehicles in half, and happens to be hit-scan, meaning the explosion just happens at the endpoint where you're pointing the gun. Has a very postmodern look, very future-soldier.

Tier 4:

Bootstrap Gordian Knot [600]: Time travel is all but impossible, but the passage of information backwards against the flow of spacetime is possible for a godlike expert of PSI beyond even those lauded natural talents. Thus, this thing is not 'yours' it is theirs, the you in the future has cut through the paradox and begun to change the world with this thing. At its core it is simply a projection of PSI via information your brain can't exactly readily process, still while the communication is virtually unintelligible it can act on the information it receives to change a possible future that you survived within, however they always report from a future that chose to 'stay'. Should you die, it can rescue you once, but then it will break apart due to loss of 'contact' with the future self who was sending it 'back'. You have no real control over the thing, it is just using you as the end address for a message sent back in time. It can be any shape you want it to be but it is a masterwork of PSI and thus a physical being manifested from your powers, yet outside your control.

The Root of Resistance [600]: This is the foundation, the very root of humanity's rebirth in the eyes of those who are allowed to enter it. A bunker hidden hundreds of meters underground and earthquake proofed, this place has everything needed to not only keep up to a thousand humans alive for years, but also train them into a generation talented in survival skills tailored to the environment they fled from. It can be placed under any property but if used with The Village that Believes in Jumper it is capable of sustaining even the full bulk of the town with relative ease. This potent tool is made all the better by a guarantee that no matter what it will survive, even should an alien invasion take over the world this bunker will stay safe, until the people within it open the door to exit into the new environment.

The Old Watch [600]: The idea was to create gods and then leash them with science. This old island bunker is virtually a ruin now, but surprisingly all of the data gathering and storage equipment is in perfect working order even though it looks like the halls and some rooms were peeled apart by a demon, or perhaps an angry god. The information stored with the systems is nothing short of the entire historical research into applied PSI and how to create a hybrid of

technology that is based firmly on principles that only exist in the use of PSI. Everything from how to enhance a PSI user to how to cage them is all here along with defenses against the dangerous users of PSI. None of it is perfect, but science very rarely gets things right perfectly and this could even keep once-a-generation Natural Psi users under lock and key without strain, amazing.

The Window Through the World [600]: The fractured world of the future is always in motion and most psychics know better than to try to see all of the possibilities that the future holds. Instead they seek out the most likely future, however that is not what this tool allows. At its core this stained glass window allows one to see an utterly mind boggling set of futures and gain information from them all at speeds that are utterly insane. The futures you see are all likely to happen, but every single one of them changes as you observe and change the present allowing your plans to affect the futures you see in real time, a feature no other ability to date has managed. In addition to the utterly vast number of futures this window allows you to see, it also pushes your Trance and Rise up to enhance your perceptions to the point that gazing at the futures for what feels like years at a time only takes a few minutes of effort. This is a tiring tool to use, and quite bulky, but as a focus of future sight it is second to none.

That Which is Taboo [600]: The keystone of the bio-research that goes into the creation of monsters and empowered PSI users alike. This document, kept in a secure briefcase laptop able to act as a suitcase nuke, is always ten years ahead of your personal present level of research, not counting inspiration you get from the document itself of course, and as its foundation it has a means to create and surgically implant a core which could act as an additional brain dedicated to the use of PSI as well as dozens of designs for PSI towers, core implanted animal-monsters, and a series some horrifically immoral experiments that point towards a single word at the back, 'rebirth'. Whatever updated information only builds up off from this point and every improvement is kept as you travel the worlds. Should you, for some reason, break or lose this device it will appear at the beginning of the next Jump within a personal property of your choice, hidden discreetly and password locked.

Companions:

Drifters [100]: Rarely is it that Drifters go alone to Psyren. You may create or import Companions, up to eight, who can choose their Perks, Items, and Personal Manifestations as you do. They start out, like yourself, as Drifters. They each have 800 CP.

Canon Companions [100]: You may invite up to eight Canon characters to join your Jumpchain.

Personal Manifestation:

[Due to your nature as the Jumper, and the fact that you might not have all the CP for this. There is a bonus 200 CP to be used in this section only. Multiple Personal Manifestations can either be completely divorced from one another or combined together for a surcharge of 50CP]

Charles Atlas Superpower [50]: Train through the pain to get those gains! You are always active form of Rise aiding your body in recovering from strain in the most healthy way possible. This means that bearing large weights will always help your muscles and bones grow stronger, endurance running will always improve your stamina, muffling one of your senses will always let you train others up, and getting beat up toughens the body. This training is of course proportional to the gains you get, so the higher the bar the harder the challenge. At the very least this power means you'll improve any time you're physically challenged, permanently.

Scan [50]: Technically, this ability lets one analyze and comprehend things at a high level of ability all at once with but a glance or thought. Functionally, it allows you to understand a phenomenon, object, or concept as if you had a blueprint, however phenomenon and concepts are vague functions of your power and while you can understand their form and function there may be pitfalls not noted by your ability as it only grants you knowledge of how things are put together and your own knowledge must be used to make sure that said things are safe for you, do note that.

Psychometry [50]: A minor manifestation of PSI commonly seen in normal 'psychics' is the ability to learn information by touching things. This power works by using Trance thought waves in a highly receptive manner and by doing so they gain an understanding of a thing's history and inner workings via interacting with the object or person. Due to being a pure Trance Personal Manifestation this power is virtually always only 'touch' based.

Punch Ghost [50]: Is this a Jojo reference? Anyway you have a Burst construct that is mostly humanoid that can hit things really hard and has reactions independent of your own. It starts out as strong as you are when you're running Rise and you can make it virtually teleport by dismissing it from one spot and summoning it up in another, though that's exhausting for someone without insane mental endurance.

Elementalism [50-300]: This is the simplest form of Burst, but at its highest level this primal power is also said to be the most direct in mastery. You may choose any of the classic four elements; Fire, Water, Earth, or Air and manifest your burst as a form of that element. You may choose to purchase this multiple times to make your manifestation stronger and stronger, up to 300 CP whereas a manifestation of Fire would be more of an absolute control of temperature or strong enough to fire beams of pure thermal energy into *space from the surface of the Earth*. It would take a decade to train control of those powers, but they'd be terrifying to behold.

Menace Visions [100]: A form of Trance that allows the user to enjoy a form of Precognition that manifests as visions of an erased white slate aura which you know as the 'Threat of Death'. Through knowing of that aura ahead of time, usually seconds but sometimes years, this ability can allow you to avoid any place that would slay you... theoretically at least as this ability does not grant you greater reaction times.

Gaydar [100]: Not exactly, but this form of Trance let's you know the general placement of people around you as long as they're perceiving you. The range is really lacking but it can improve with time, and it's virtually always active, as long as you're conscious. Later on this will evolve to the point that you'll start acting as a sort of Trance Radio Tower that all communications have to go through and even later than that you'll be able to edit the messages and such that are being sent around.

Mythological Leanings [200]: A potent Burst form of Personal Manifestation that allows you to shape your Burst into a creature of myth and legend and thereby grant your Burst traits like that of the beast in question. A dragon would be unnaturally strong, breath fire more potent, and have greater defense than the amount of Burst energy used should allow while something like the Nemean Lion would be positively unbreakable to even the most potent destructive forces while you will it to exist. In addition to being potent constructs on their own you'll find that holding the pattern takes half the effort for double the results you'd get out of any other Burst construction.

Trick Room [200]: The ability to make up to two 'rooms' which you can control the placement of all objects, energy, and beings within. This can even teleport a person, object, or even energy from one 'room' to the other without crossing any intervening space and the rooms themselves are composed of six planes of force that are like strong telekinetic force fields that you control the permeability of.

'Immortal' [200]: A hyper focused form of Rise that can render the user utterly unkillable for as long as the Rise thoughtwave can be manifested. This seeming immortality is not a form of physical invulnerability but rather an enhancement of one's endurance to utterly insane levels. While you do take damage it takes utterly insane levels in comparison to your baseline self, to the point that normal damage like a building being dropped on you or being literally microwaved via radiation bombardment can be utterly ignored. This ability manifests instinctively and utterly automatically for brief instants when you are hit with an attack you weren't completely surprised by, but otherwise keeping this ability active is so draining that it could easily consume your entire mental energy in under a second. Though training can increase the moment of utter immortality to greater lengths, given time.

Smoke and Mirrors [400]: A manifestation of Trance that allows the user to create a form of thoughtwave 'smoke' that grants two major benefits. Firstly, the 'smoke' is considered a part of you and thus anything it is touching is something you can be considered to be touching with your own flesh and blood hands meaning that the range of all PSI abilities got much higher.

Secondly, anyone within the 'smoke' is subject to Trance visions of your choice and you can manifest fully autonomous illusions within this 'smoke' easily. Virtual control over the realm of Trance within the 'smoke' is yours to the point that those within it don't even know their minds have been subverted unless they are actively defending against the intrusion. Perhaps you can fool them into thinking the illusions are it and then tamper with their undefended minds?

Transfer [400]: The terrifying power to transfer matter from one point in space to another without having to pass through the intervening space in material form. There's a bit of down time, but the less than one second delay can be trained down even further. While this power may in some ways seem less than potent in comparison to other, more visually potent manifestations of PSI this ability could be used to push all physical matter down to a single point, tear hills of land up from the ground, act as personal transport to armies, and more. The keystone of PSI combat is versatility and this power is the King of such boasts. After all, how does one fight when you can change their location on a whim?

Life Harmony [400]: The talent for Hybrid PSI is a rare thing, but your talent has gone to an extreme yet to be seen. At the least it allows you to use Cure on others and heal all wounds, though in the case of instant death they may necessitate you restarting the body manually. However, this is at the very nether of your new power which can break down cell walls in biological creatures in a flash after a single touch of biological ruin and it can allow you to 'upgrade' your own body by integrating foreign material into your own physical composition, subsequently altering the component elements into a pleasing or appropriate combination through will alone. Without a firm understanding of the processes that are involved with each component element the chance of killing yourself goes up by an order of a magnitude but mastery of biology and other sciences will create a foundation with which one could perform surgical miracles, even among the experts who use PSI.

Heavenly Subjugation of All-Creation [600]: The ultimate form of Trance is the understanding and control over things as they exist. Burst thought waves redirected, sensing for miles around oneself, predicting the movements of PSI manifestation before can even happen, and more are all within the realm of this Trance ability. By becoming hypersensitive to the nature of PSI and thought waves the user of this power can predict any action that occurs via thought, be it PSI related or otherwise, and create the perfect counter for said action. This Trance ability doesn't, itself, grant the means to manifest said counters, but it does allow the user to understand virtually any planned action and counter it instantly within its many kilometer range. Given a talent for Psychometry one could even become Retrocognitive of all thought based actions in a truly massive area.

Melchsee's Door [800]: This was originally the Personal Manifestation of a man named Melchsee and he was the one that labeled it as a 'door to nothing', but this potent Burst manifestation can be said to consume every thought leaving nothing behind. It acts as a rending attack to all normal matter, but when in the presence of a PSI user of any form of excess PSI energy, even the user's own, it snaps towards the source and drains the PSI out of everything it

touches while tearing at matter like an orb of pure destruction. Often seen as the antithesis of PSI this door is not easy to use as a single wrong action could end with friends or even yourself targeted by it's inky depths.

Sephiroth [1000]: This is by far *the* most innately flexible, potentially powerful, and potent forms of PSI in the world. This ability starts off as Seeds of Light which can be planted in any point in space, or within a person, to 'take root'. Those people who have been sown with Seeds of Light can be subject to your Trance at any distance or you can instantly drain their Lifeforce. The Seeds can also be dropped into a surface to grow vines, which can then be used as a trap to entwine his opponent or as stepping stones to cross unwalkable areas, such as water or even air. They also have the power to grow into trees so as to use his many tree-like forms for attack and defense. This growth is explosive and as fast as lightning at its slowest with the ability to hit as many targets as the user is able to perceive. On top of this Seeds can store away all the Lifeforce for your use, and with enough of it you could easily enter a state like a Nova for as long as you had enough Lifeforce with no strain.

Drawbacks:

[Take as many as you like.]

Anything For Money [+100]: Not really, but you've lost a lot of shame about asking for loans. Or asking for payment in general, in a tone that makes people doubt your sincerity every time you do anything and then open your mouth to ask after reparations. Also, you're broke and any appearance of wealth is from loans.

Violent Reunions [+100]: It's not your fault. You and a few of your fellows just happen to have gotten to know each other in the most rough-and-tumble fashion possible and because of that you and they have a habit of beating the shit out of one another to affirm that they're still 'strong enough'. This in no way shocks people, I kid most of your fights look like all out brawls and people might actually report you to the police if you don't explain yourselves to them.

'Everyone' [+100]: Good news? You're actually a vet of the Psyren system of time travel. Bad news? You have baggage to go with the slight bump in experience that the year and a half of average PSI use has given you. As in you've lost everyone of the people who you started with and have had to kill their resurrected corpses throughout your time in Psyren. If that was enough you're emotional control is kind of shot to hell on the subject so expect teary eyes anytime 'they' are mentioned. More bad news? You can't go to Psyren and need to rely on other means to find out what's happened in that realm since your departure. This nulls all forms of forward time travel of your person other than old fashioned hoofing it.

Where are Your Parents!?! [+100]: This is horrible. There's a ten year old among your Psyren group and you lot have had to adopt them and help them through the adaptation process of getting through Psyren. The horrors of the world aren't holding back for the munchkin either, so be careful where you let the little one go, eh? If you have taken **'Everyone'** your new memories were of you shepherding a class of twenty-odd such children and losing them... one by one.

It Wants to Kill All of Us [+200] (Personal Manifestation Only): Your Personal Manifestation that is. Like with the infamous Melchsee's Door your PSI natively takes on a dangerous and actively predatory nature. This makes it *much* better at killing your fellow humans and also insanely hard to keep from doing just that to *everyone* nearby. If taken with **'Everyone'** you'll be the cause of at least a few deaths in your new memories. This affects one form of Personal Manifestation, though if it affects a part of a combined Personal Manifestation it affects the entire combined Personal Manifestation, and you may take it multiple times for 'separate' Personal Manifestations.

Popping Thought Bubbles [+200]: A firmly established fact is that each of the basic forms of PSI can be used to break the others. A powerful Rise user can control his thoughts and null the influence of Trance, a strong Burst user can overcome the defenses of a Rise user, and a potent Trance user can pop unprepared Burst users Burst energy techniques like the bubbles of thought they are. In the canon world this is little more than a backdrop that isn't used, but now

this rock-paper-scissors tactic is a core concept that every thinking enemy keeps in mind when doing combat, forcing you to get better at all forms of PSI or getting hard countered.

I'll Walk to my Isekai! [+200]: Your decade in this world doesn't start until you have gone through ten years and are wandering the resulting future. You have no access to Nemesis Q's system or, if you do happen to get chosen post entry, you'll find that your own actions have a much lower impact on the timeline for some reason. Doesn't combine well with other Drawbacks.

Change the Future! [+300]: Explanations in this world are sorely lacking. It's like everyone and their friends only have the barest fragments of a massive puzzle that completely encompasses multiple conspiracies, cults, at least four different genres, and leaves everything in the same condition the start of a murder mystery does at the start. This confusing network of linked events and knowledge is a keystone to you, because in addition to the normal contingencies you will die if you don't change the future enough to see the end of the next ten years with no apocalypse. Good Luck!

Post-Apocalyptic Sci-Fi Eldritch High Fantasy [+300]: As if this world and its future wasn't confusing already there seems to be even more at work, you're in an almost fanfictional version of Psyren where W.I.S.E. wishes to gain more intimate ties with the giant eldritch god and in the past there were a few magical things in the world. Mentions of Hyperborea and things that break the mind to think of have also become common enough to take note of. You've just tossed out any contextual idea of the plot and have no idea how things are going to turn out now, things just went Lovecraftian.

Another Call [+300]: The future is in your hands! Truly, you're going in for the long haul here in taking this uncaps the amount of time you'll be here. A normal person could live an entire lifetime here and die of natural causes before you leave, and quite simply that exactly what you've got to do. Live life, have your rest after the end of the excitement and live as a person, who just happens to have powers, in the world molded by your actions till your life ends. Either than or in a hundred years fight off another 'God' that threatens the world even more than the Oroborus itself ever did and gain a discount on any one Personal Manifestation choice.

DELETED [+400]: You can remember much, a web of power, a man's chilling laugh and then getting away. You can't remember anything written in Jumpchain, you don't remember making the choice to Jump, you think this is your world now. You're homeless and alone, but you have a single clue of insight. In your handwriting a journal that merely holds the preface "Memories Lost: Find the Man whose hands makes spiders. Do what you can to get them back" and a strange sense of foreboding. In addition to the points that this grants you you may get **A Vital Piece** perk for Free.

Just a Decent Person [+400]: You have no PSI, you're a normal person who just so happens to be utterly immune to Trance waves. A PSI user could still boil you alive, but they can't get into your head. Other than that, you've got a standard Jumper body and no unnatural powers whatsoever. Even if you were to gain the ability to use PSI, via going to Psyren, you'd always be merely average at things that without this you'd be a genius at and you'll never manifest your Personal Manifestation. In general, you're mediocre and the dead average of humanity.

High Pressure Relationships [+400]: Good news, you've found a prospective significant other. Bad news, there will legit never be a good time to do anything beyond simply learning how to survive for the next decade. You'll find that most of the dangerous stuff everyone is ranting about is basically all falling into your lap with very minimal build up and everything for an entire decade is very rushed and stressful. However, if you manage to keep your prospective other half alive throughout the entire decade then you can take them on the Jumpchain as a proper Companion!