Psychic Academy

Jump by dragonjek
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Welcome to Earth! You may be familiar with it. But the one you might know probably didn't have a planetary psychic awakening that imbued a number of people (and a few animals) with the power known as "Aura", which allowed them to wield a variety of psychic powers.

Well, a lot of stuff happened, and this guy called the Dark Overlord showed up and caused a lot of havoc until he was vanquished by this guy called Zerodyme, but that's years in the past by this point. No, what more is that you'll be going to school again!

In the wake of the awakening event, and as more and more children were born with psychic potential, a number of schools were set up to teach children who had the power of Aura, to ensure that they didn't misuse their power or release it by accident. Now, normally the testing would pick it up as soon as a kid gained the power due to regular testing for psychic powers, and then they'd be shipped off to a special boarding school so they didn't hurt normal kids while experimenting with their powers. But you won't have to worry about attending elementary school for superpowered kiddos—you'll be going straight to the Japanese high school known as Psychic Academy, where Zerodyme is soon to become a teacher to watch over his younger brother. A brother who has newly discovered that he isn't an ordinary kid after all like he thought he was, and currently isn't too happy about that.

All while the Aura Development Center prepares to exploit the power of Aura for its own gain, experimenting on children while hiding its dirty deeds behind a

façade of normality. But honestly, that stuff isn't really going to matter until about a year from now; until then, you'll have to put up with this mediocre love story surrounding Ai Shiomi, Orina, and a girl called Mew.

Take **1,000 CP** to make your stay more interesting.

Location

You arrive a week before Ai transfers to Psychic Academy, and are yourself already signed up with the school. You arrive in your room—although whether that's a dorm room or an apartment room depends on your age. The year is 2023, more than 24 years after the discovery of psychic powers.

Origins

What are you in this world? Know that any origin can be taken as a drop-in, and you may freely choose both your age and gender within the range appropriate to your origin.

Student (Free):
You're a student at the Psychic Academy. It's up to you if you discovered your psychic power later in life (earning yourself a spot in Class B) or if you were born able to use your psychic powers (which warrants a spot in Class A). Neither are inherently better, but as a member of Class A you'll be less involved with the plot, such as it were… although maybe having more experience with your powers is worth it? Either way, outside of your position as a student, your background is free to pick. Perhaps you're a former A.D.C. test subject such as Fafa or Mew, or just someone like Orina who wanted to live a normal life?

Teacher (-100 CP):
You're a teacher at the Psychic Academy. You can pick which subject you teach, but know that you are responsible for ensuring that these students grow up to be productive members of society… so maybe find a way to keep a lid on those assholes in Class A, would you? You have the experience of having a lifetime to master your psychic abilities, which really helps deal with a bunch of hormone-driven, superpowered brats.

A.D.C. (-100 CP):
You're associated with the Aura Development Center. It could be that you're an escaped test subject, or maybe you're still with the A.D.C.; either way, you're still going to the Psychic Academy. If you aren't an escapee, you could be trying to infiltrate the school, or you might have a job as a teacher, which allows you to also watch for interesting and unique Aura Codes the Center might like to study… with or without the permission of the child in question.

Perks

Perks associated with a specific Origin are discounted to that origin. Discounts are 50%, except for 100 CP perks; when discounted, those are instead free.

Student

Casual Destruction (-100 CP):
These kids manage to destroy an awful lot of windows, but barely ever suffer any punishment for their misdeeds. Even when it comes to directly attacking students, or even staff, there aren't really any consequences for misbehavior. Well, now you get to take that nifty little feature along with you on your jumpchain; as long as your actions result in no permanent damage to people, any of your misdeeds will be written off as "mischief", and never given any serious punishment or require significant compensation on your part. At worst, you might be expected to help clean up.

The Polycule Option (-200 CP):
You know, this story would have been a lot simpler if someone had suggested this to them. From now on, as long as everyone involved is on at least friendly terms with one another, and romantically interested in at least one member of the potential polycule, nobody will object to being in a poly relationship with you. Jealousy just won't come into play, and the other members of the polycule are bound to begin developing romantic feelings for one another as well.

We'll Meet Again (-400 CP):
When you meet someone important to you, they won't just disappear from your life once you say your goodbyes. Even in a world as wide as this one, you are

guaranteed to run into them again. Even if they were but one child that you didn't even know the name of… even if it took years, you will always be reunited with those dear to your heart.

Awaken the World's Aura (-600 CP):
You have a precious talent: the ability to awaken the power of others… even if people have no power to awaken in the first place. By touching someone's head (or equivalent body part) and concentrating your power, you can awaken in them the power of Aura, even in worlds that don't have psychic powers. In worlds that have their own manner of inborn power (such as sorcery in Pathfinder, mutant abilities in Marvel, or psyker powers in Warhammer 40,000), you have the ability to grant people their local powers instead, or in addition to Aura. You can only activate a single power per person per setting; so if you go to Dungeons & Dragons, don't expect to be able to give someone both sorcery *and* psionics; you have to pick one.

Awaken enough people to the same energy, and you may well awaken the Aura of the world itself, creating a flood of empowered people across the globe.

100% Aura Compatibility (-600 CP):
Aura compatibility refers to how much two people's souls match up with one another; at one hundred percent, each of your souls is a perfect copy of the other, and you may periodically receive visions of one another. Note that Aura compatibility and romantic compatibility are two very different things… even if they often intersect.

You may select any one individual to have a 100% aura compatibility with (if you pick a character with a shared soul, such as Fafa and Ren, or who already have maximum compatibility, like Ai and Mew, you will bond with both of them). Time you spend with someone you have a hundred percent compatibility with will slowly make both of your special powers grow stronger; in addition to the possibility of unlocking new uses for your abilities, there doesn't seem to be any sort of cap on how strong either of you can become via this method.

You may change who you have 100% compatibility with once per jump, as well as at the start of each jump.

Teacher

A Good Teacher (-100 CP):
You have the equivalent of 10 years of experience in using your powers from this jump, as well as Master's degrees in teaching and another subject of your choice. In every future jump, you will begin with having 10 years of experience in your abilities from that jump, and the equivalent of a Master's degree in two other subjects of your choice. This will include the relevant documentation for your degrees.

The Nature of Aura (-200 CP):
It's a peculiar trait of Aura in this world that attacks composed of it aren't actually capable of damaging human beings, although they're as destructive to the environment as you'd imagine them being. This is because when an Aura construct hits a person, it interacts with their life energy to convert it into "Aura damage", affecting the inherent aura that all things have. Now, Aura damage recovers with a bit of rest, so it's perfectly safe… unless you keep going past the point they fall unconscious, and you use up every scrap of life force they have. At that point, they die.

You can now apply this principle to any of your attacks, letting you turn normally-dangerous techniques into a nonlethal form. It would still affect objects the same way, but that explosion you detonated in the middle of a crowd only knocks everyone unconscious. This doesn't just apply to whatever powers you use, but any form of attack you employ. Only have a gun, but need to take a target alive? Congratulations, now you can make it nonlethal.

Prioritizing the Students (-400 CP):
When you are protecting, taking care of, or otherwise responsible for another living being, people with aggressive intentions towards your charge won't directly attack them/kidnap them/etc. Instead, they'll view you as an obstacle that has to be taken care of before they can take action against your charge. You, at least, won't have to worry about your brother getting kidnapped from under your nose.

Vanquisher of the Dark Overlord (-600 CP):
Like Zerodyme, your Aura power is exceptionally strong. You're tied with him as the world's strongest Aura user, and your psychic powers are a match for him. All of the psychic abilities that you purchase below are greatly increased in scale, your

raw power and processing ability equal to any seven talented psychics. But you're more than just brute power; you wield your abilities with finesse and precision representative of your great skill. Also note that your strength also means your Aura Code name is going to be longer.

World's Greatest (Rabbit) Teacher (-600 CP):
That's a title you could rightfully claim (although perhaps not the "rabbit" part?), because now your ability to instruct others is unparalleled. You can always tell how each individual student you have will learn the best, and can customize your teaching strategies to best appeal to how the student learns.

What's more, your teaching is just flat-out more effective, leading your protégés to progress at 10 times the expected rate for how much effort they put in, and anyone you teach for at least a week will benefit from greatly enhanced memory. This doesn't only apply to book learning, but also to the rate at which their body gains muscle, and how quickly their supernatural powers grow.

A.D.C.

Make Me Stronger (-100 CP):
Who stands in the way of your path to power? Well, now you'll know—you will always have a clear understanding of what you need to do to become more powerful in any avenue you care to name. You know who your biggest political opponents are, those who stand in the way of your climb to power; you know who poses the most risk to your organization's growth; you know that the only thing stopping you from deadlifting more is that you need to get to the gym; you know that there is a person whose Aura Code you need to integrate with your own to become more powerful. Note that this doesn't explicitly show you the path to take to acquire power, it just provides you a general direction.

Lure Him Out (-200 CP):
Sometimes you want someone, and their protective older brother happens to be keeping them away from you. What's a girl to do? Well, in canon the answer was to stage a kidnapping, then lure Ai out to go save the "kidnapped girlfriend". That might not be your method, but you're always able to find a method of luring people out of whatever cover or protection they might have. This isn't guaranteed to be *effective*, mind you; people still have their own minds, and can resist the

urge to expose themselves. But get clever enough about the bait you set out, and you might find people opening the doors to their own castle for you.

Aura Code Reading (-400 CP):
Aura Codes are the conversion of an individual's unique Aura signature into a mathematical format, which is then translated into a verbal expression. In the psychic community, it is standard to use a portion of one's Aura Code in place of their birth name.

But although used as a name, at heart an Aura Code is just the representation of what someone's Aura is capable of and its signature traits. You are now able to see the raw "Aura Code" of anyone you meet, even people who aren't psychics. This will give you a rough understanding of their abilities and skills. But for people with supernatural powers, this will give you an in-depth analysis of what powers they possess. You also know how to convert the Aura Code that you see into mathematical or verbal terms.

Aura Code Manipulation (-600 CP):
You have made an extensive study of Aura, and have learned how to manipulate someone's Aura Code. You can't give or take away Aura abilities, but you do know how to alter them. Given time and the right equipment, you can edit someone's Aura Code to make them weaker or stronger. You can make it easier for people to control their abilities, or more difficult. You can even alter someone's Aura Signature, changing them to have a different element, or replace the inorganic or energy-based Aura Signatures that naturally occur with an organic one, such as Meat or Plant. You can even combine multiple Aura Signatures into one person's Aura Code, enabling them to use different elements.

After this jump, you'll be able to make this sort of alteration to any sort of supernatural powers that someone possesses, although a given individual can only handle so many changes, putting a limit on how much stronger you can make someone. You have the blueprints to make the machines you need for this perk encoded into your head.

Aura Shutdown (-600 CP):
The ultimate goal of the A.D.C. is to control Aura users; believing their powers will make humanity obsolete, but not quite inhuman enough to demand they all die,

they instead perform inhumane experiments on psychic children to figure out how to gain the ability to control whether or not psychics can even use Aura in the first place.

You have now achieved this. You gain the ability to produce something like an anti-power field, creating a zone where it is completely impossible for supernatural abilities to operate—even your own. You can leave these fields in a location, or attach them to follow an object. You can even individually "depower" singular people, creating a zone localized within their own body. If you were provided an outside source of power, you could even create a null-power field that covers the entire planet.

You can remove or reshape these fields at any time.

Psychic Abilities

This is probably the part you've been waiting for—now we get to establish what your Aura is! First is choosing your element, of course, but not everyone is able to do the same thing with their power, even if they both have the same Aura Signature.

You gain **1000 Psychic Points** to spend on Psychic Abilities, and may **convert CP to PP at a 1 CP:2 PP ratio**. Do note that, regardless of what Aura powers you obtain here, you won't have to deal with any drawbacks to using your powers (unless you take certain drawbacks).

Aura Signature (Free, Mandatory):
There are certain psychic abilities that are common across many different people's Auras, but every individual has their own Aura Signature—that is, a specific element through which their Aura presents itself. This can be a basic element (such as Fire, Wind, Earth, or Water), or something more advanced and esoteric (like Crystal, Lightning, Steel, Acid, or Sound). There are even Auras that don't have any immediately obvious combat potential (such as String, Mist, or Perfume)… until you realize that psychic attacks convert into Aura damage rather than physical damage against people, so a seemingly weak attack can actually be quite strong.

Especially exotic and powerful Aura Signatures (such as Light/Time or Gravity/Darkness) are not free, and instead cost **200 PP**.

All Aura Signatures have a few things in common. Firstly, unless your Aura has been manipulated by someone with the knowledge of how to do so, all Aura Signatures are either inorganic, or a form of energy. Secondly, Aura powers can be boosted or weakened by the environment they are used in, by up to 50%; a Fire Aura user standing in a river would be 30% weaker than normal, while being completely submerged would half the power of their fire, even if due to their psychic abilities it doesn't behave like normal flames at all.

Thirdly, Aura can be directly converted into the element of your Aura Signature, creating temporary elemental constructs that can be used for a multitude of purposes depending on your initial purchases. Fourthly, everyone only has a single Aura Signature.

Except, that's not quite the case for you. By spending an extra **100 PP** each, you may purchase additional Aura Signatures to give you access to more elements.

Aura Code (Free, Mandatory):
As someone with the powers of Aura, you also have an Aura Code, which is a verbal representation of your psychic powers and potential. But this isn't just a meaningless name; by repeating parts of your Aura Code out loud, you can increase the power of your psychic abilities temporarily. Specific parts of your Aura Code correspond to different abilities you have, and repeating those parts makes that specific psychic power more effective and energy-efficient. However, repeating your entire Aura Code will give a bigger power up… but unless you're weak and have a short Aura Code, that could use up vital combat time.

Attack (Free):
You've learned a basic method to attack with your Aura Signature; by default, this takes the form of streamers of your element coalescing a few inches from your skin and rocketing towards your target. Do take note that even if the Aura attack itself is converted into Aura damage upon hitting a living target, the force of the attack is still transferred, so taking a powerful enough hit may send you flying.

As you train more, you may develop more complex and powerful methods of attacking, but each individual attack will have its own set ranking of power that you can't increase or decrease.

Guard (Free):
You've learned the effectively-universal "Guard" technique, which can block 50% of Aura-based damage (or damage from supernatural sources in future jumps). With time and training, you can increase this to as much as a 90% reduction in damage.

However, if you pay **150 PP**, then your Guard will also work against all sources of incoming damage, including physical objects and mundane attacks.

A separate **50 PP** purchase will allow you to merge your Aura Signature with Guard when you so desire, letting you create a barrier of your element that is capable of Guarding you.

Jump (-50 PP):
Jump is a technique that comes in multiple different levels. On the first level, it simply allows you to jump much further than a normal human, and land safely from tall heights.

By spending an additional **150 PP**, then you gain the ability to use Jump to perform full-on teleportation, although going further than a few blocks is going to be exhausting for you until you train it up. Put more work into it, and eventually you'll be able to teleport while holding another person, or teleport a person instead of yourself.

If you spend another **100 PP** on top of that, you'll be able to use Jump to create orb-shaped portals, allowing those who walk into it to reappear at a different location. Although you need to know both places where you're creating the portals, you don't need to actually be there yourself. Note that it takes about a short while to create a portal, so it isn't something with many direct combat applications.

Back to ordinary mobility, you may spend **100 PP** in order to gain the power to fly with your psychic powers.

Telepathy (-50 PP):
You can communicate mentally by using telepathy to convey your thoughts to someone else, bypassing language barriers to put meaning directly into their head… although you can limit yourself to language if you want to. You can't receive thoughts unless they also know telepathy, however.

Aura Detection (-50 PP):
Using a small technique to trick your mind, you can see the Aura of other people. Although only psychics can use Aura, everyone possesses one, and its color can tell you a lot about what a person is feeling at the moment. Some particularly powerful or successful people can even have a unique shape to their Aura, which can give you hints as to their personality.

By paying an additional **50 PP**, you are permanently capable of seeing the Auras of other people. Be aware that this is different from **Aura Code Reading**, as you don't get an understanding of the Aura Code of those you perceive, just the outermost "visible" layer of their Aura. Likewise, that perk sees the inner workings of the Aura Code, and not the direct appearance of it.

Extrasensory Perception (-50 PP):
You can project your awareness outside of your body, and can learn to detect the Aura of all living things. Sapient beings have a stronger Aura, and psychically active beings have particularly notable ones. You can cover an area of a few blocks, and by focusing in this area, you are able to shift your perception to see and hear events in a different location from you.

Cough up another **100 PP**, though, and you'll outright have the power to astral project, sending your consciousness anywhere in the world and perceiving through its senses. You can only be detected by psychics, and can only communicate if you have **Telepathy**; apart from this, you are otherwise both invisible and unable to affect the world.

Hypnosis (-150 PP):
You are able to take over the minds of people of weaker will than you, compelling them to follow your direction as their desires reorient to be what you want them to be. This isn't permanent, and being knocked out will free someone from your

control pretty quick. The controlled aren't aware of what they're doing, and don't particularly act like themselves.

Mental Illusion (-150 PP):
Closely related to **Hypnosis**, instead of controlling minds you insert images into it. You can create mental illusions that can affect sight, hearing, and scent, with enough reality, detail, and vividness to them that unless someone touches the illusion, it's impossible for that person to realize that it isn't reality.

Healing (-150 PP):
You are able to use your Aura Signature as a vessel to heal others. And don't think that just because you have a dangerous Aura Signature, that it can't be used for healing; Zerodyme was able to create a cocoon with his Steel Aura that healed him from being impaled in the torso. You can choose to either be able to heal yourself, or to heal others; you must spend another **100 PP** in order to do both.

Aura Fortune Telling (-200 PP):
You can vaguely predict the future by using your Aura, and examining the Aura of others. This generally only reveals the future in vague terms, but it can be helpful to know that you're going to have love troubles soon or that you'll lose something dear to you. You can also determine the Aura or romantic compatibility between two people.

Construct Creation (-200 PP):
You are able to create moving, semi-lifelike constructs out of your Aura Signature. These constructs can be used as a medium for your other psychic abilities. For instance, if you created a bunch of ice pixies, you could use them with **Extrasensory Perception** to see through their eyes even far away from you, you could create water fairies that convey your **Healing** to those they touch, or you could make large golem of Earth to use like a suit of armor to attack others in relative safety. At the highest level of skill, this could be used to make a perfect simulacrum of a living being that believed that it actually was that person.

Telekinesis (-300 PP):
You have the power to grab and move objects with your mind. To start with you can only lift as much as you can carry, and can only exert as much force as your body can, but you can grow from there. Notably, objects you hit people with via

telekinesis will do their full physical damage, allowing a method of actually harming people via psychic powers.

Aura Radiation (-500 PP):
You know how to induce an Aura radiation phenomenon inside someone you are touching, which causes their Aura to start materializing inside of their own body. This is almost universally fatal, because using their own Aura to attack themselves bypasses the "Aura damage" phenomenon, and not many people can survive acid, crystals, vines, or fire spontaneously coming into existence inside their own flesh.

In future worlds, you can cause similar effects to people with some sort of inborn supernatural ability.

Items

Items are discounted by 50% for the respective backgrounds, and discounted 100 CP items are instead free. If an item is lost or destroyed, it will be returned to your Warehouse after 1 week. If you have a similar item to any of these already, then at your discretion you may import that item into this one, gaining its appearance as an alt form and gaining all of the abilities of the item from this jump while retaining its previous features.

Student

Training Clothes (-100 CP):
This strange set of clothing has a number of studs poking out of it, designed to interface with special machinery to examine the information it records. It keeps track of Aura levels, tracks your ability usage, and is overall used to help determine just what your Aura Code is (and is also useful for post-exercise analysis). This clothing will resize to fit anyone who wears it, and in future worlds you can make it record information on magic, psyker powers, gamma radiation levels, or any other "special" energy or power type.

Comes with a machine to access the information the clothing records and transfer it to a computer.

Childhood Memento (-200 CP):

What is it? Perhaps a spiraled, red seashell? Whatever it is, this is a precious gift from your childhood… but one you seem to have lost somewhere. Ah well, you know you had it, and the memory of this gift is something that keeps you warm when things go bad, and that gives you courage when things get frightening. So long as you remember this gift, you will have the ability to like yourself, even if no one else likes you or you worry that you may be unlovable.

Earrings (-400 CP):
Right now, this is a pair of earrings, but when you put it in a box and wrap it up like a gift, it will transform into the object best suited as a present to the next person you give it to. These earrings do not work on yourself. You are resupplied with a pair of earrings a month after you use these.

Small Nation Near India (-600 CP):
Well, in this world it's near India. In another world, that may not be the case, as it will import wherever you feel it would be most appropriate (or you can keep it in your Warehouse as an attachment if you prefer). This nation is tiny, with an area of only 100 km^2, and an appropriately small populace. Still, the people adore you and hail you as their king… even though you really don't have all that much to do. Honestly, you could bail all your duties on your second-in-command and run off to attend psychic school, and they'd still love you.

Teacher

Lesson Plan (-100 CP):
Preparing an actual lesson plan is hard work, so here's something to waive that for you; when you sit down to prepare a lesson plan for any students of yours (in any subject), then whatever plan you're working on will reformat itself into the best version of a lesson plan that you would have created, taking into account the combined and individual needs of all your students, as well as your own teaching abilities, to create the perfect teaching schedule.

Zero's Special Drink (-200 CP):
It's alcohol. It's just flat-out alcohol. You have a perpetually-replenishing supply of a sweet alcoholic drink. If you set it out at a party, people will have a tendency to drink it without realizing it's inebriating, even if word spreads around that it is.

Aura Mountain (-400 CP):

This is a mountain in the nearby range, although you may have it be in your Warehouse instead as you may prefer. The world's Aura on this mountain is especially potent, and collects in the great and ancient trees that grow on it. Now, normally Aura can't be made more powerful than what you start with, but if you spend time meditating on this mountain, then over the course of long, long months, your Aura will start to grow more powerful, bit by bit.

Ψchic Academy (-600 CP):
Once your jump is over, you can bring the entire Psychic Academy along with you! Although all the teachers will be replaced with competent "NPCs". At each future world you go to, this becomes a special school dedicated to teaching how to use local superpowers, and will always have the best staff available to do so. In the event that you go to a world without superpowered abilities, it will instead become a school for geniuses, catering to their unique educational needs to keep them challenged.

No matter how strong, knowledgeable, or intelligent you become, the teachers at this school will always be able to present you with problems and assignments that you will have to put in real effort to complete correctly.

A.D.C.

Taser (-100 CP):
For when you need to collect an escaped test subject, accept no substitutes. This taser is guaranteed to knock anyone it hits unconscious, and will never run out of charge. Nobody hit by this taser will ever suffer long-term consequences from being electrocuted.

Aura Device (-200 CP):
A machine that allows you to examine and even make alterations to the Aura Code of those placed inside it. Reading is simple, if time consuming, but as the Aura Code is related to a person's genes, making alterations will require extensive chemical treatments and sometimes surgeries. If you have **Aura Code Manipulation**, however, it is much faster and safer, to the point that you could complete someone's alterations within a single day.

Memory Manipulator (-400 CP):

This is a machine that can manipulate a target's mind, altering and editing their memories with lifelike precision. Using this device, you can easily search through their memories using keywords, and within 20 minutes are guaranteed to find any single memory you're looking for. Your edits are always realistic. If you wanted to, you could also simply remove memories and personality traits, even reducing someone from being a teenager to a mere child… mentally, at least.

Aura Development Center (-600 CP):
With this purchase, you… don't actually bring the entire A.D.C. with you. But you do get an organization equal in size to the Japanese branch that was constructed in the bay outside of the Psychic Academy. This includes the building and the research materials within, as well as competent scientists who will follow your moral guidelines… or lack thereof. Although it has a number of Aura-wielding security guards, it's primary focus is the research of supernatural phenomena, and in each new jump the staff will gain the knowledge equivalent to experts in the field of whatever local magic or supernatural effects may exist.

Companions

Imported/Created Companions (-100 CP):
You can import an existing companion or create a brand-new companion with this choice. Companions receive 600 CP and 700 PP with which to customize themselves, as well as an origin of your choice (which they do pay for). If killed, Companions will be returned to life in your Warehouse after one week. Although individual companions cost the above price, you can import a full set of 8 for only **300 CP** instead.

Canon Companions (Free):
If you can find a canon character willing to come with you on your jumpchain, you can take them along. You may optionally ask Fafa or Ren to come individually, or together; in either case, Ren is restored to his own original body, adjusted for how he should have grown since childhood.

Lovey-Dovey Couple (-200 CP):
This pair of lovers occupies only a single companion slot. Their Auras are 100% compatible, and they are just waiting until high school ends to mutually propose to one another. They're the sort of cheerful, happy pair that seem to upset lonely

and bitter people just by existing. One is fond of working with machines and has a Wind Aura Signature, while the other dabbles in using their Aura for fortune telling and their Aura Signature is Bronze.

Energetic Genius (-100 CP):
This student probably should have completed high school years ago, but their parents decided it would be best for them to proceed through school at the same rate as the other kids so they were properly socialized. They're honestly too smart for this school, but are nonetheless thrilled to attend—because for all of their academic brilliance, they're no better than anyone else in terms of Aura, and are excited to really have someplace to compete. Their Aura Signature is Slime, which they aren't too happy about, but they put up with it.

Algebraic Kickboxer (-100 CP):
This is a teacher at the Psychic Academy, who does their best to teach their oft-unappreciative students about numbers. Over the course of the week they build up a lot of stress, which they let out by secretly moonlighting in illegal fighting rings. They don't even use their Aura (except to heal themselves up once they get home), so it's never impacted their teaching, but it isn't a hobby they're interested in having spread around. Their Aura Signature is Fire.

Silent Servant (-100 CP):
When they were very young, the Silent Servant's body was rendered quadriplegic. The A.D.C. experimented on her to determine the effect that it would have on her psychic powers, and in the process accidentally healed her, although her tongue was destroyed in the process. Nonetheless, she credits the A.D.C. with her being able to move at all, and is almost fully on board with whatever they want her to do. And when their loyalty wavers… well, suggestions have been made that the organization still wants to complete that study on quadriplegic Aura users, and wouldn't be averse to making more. They have been modified to have a Bone Aura Signature.

Having Second Thoughts (-100 CP):
This is a scientist working for the A.D.C., who has had an obsessive interest in psychic powers ever since they were proven to exist. Having none of their own, they've spent years studying Aura, and after making a good deal of progress on the science of the supernatural, has been introduced to the darker side of the

organization. And now they are no longer sure that all knowledge is worth the price of discovery, and are deathly afraid to find out what the company's policy on "retirement" is after you've learned too much. They are a normal person, without any Aura of their own… but given a few more decades to study psychic phenomenon, they might be able to change that.

Drawbacks

Of course, if you need more power, you can always acquire it here by taking Drawbacks.

Aura Code Name (+100 CP):
It is standard for those who possess Aura to discard their given name in favor of a name taken from a segment of their Aura Code. You have lost your original name—completely forgotten it—and the only name you will answer to now is one based on your Aura Code. And those can sound… pretty weird.

You can expect ridiculous names like "Buu Belga Rashpuda Alpa", "Mew Baara Ruru Arapa Doul", "Zerodyme Kyupra Pa Azarak Bile Rua Darog", "Telda Janal Gega", "Fafa Damudi", or "Yuv Gyado Braff". Fortunately, you don't have to use your entire Aura Code as a name, but your name does have to be a segment of the Code.

Time of the Dark Overlord (+100 CP):
You don't start in the modern day, and instead insert at an unknown date within the past 15 years. It is the height of the Dark Overlord's power, a tremendously mighty psychic who engulfed the entire world in terror. Now, normally Zerodyme could be trusted to take him out… but if you pay another **+200 CP**, the Dark Overlord is rendered even more powerful, and he won't be able to beat the Overlord without your help.

Auranappers/Class A (+100 CP):
You will be periodically targeted by gangs of Auranappers throughout your stay here. Auranappers form groups that mask themselves, take up whatever weapons they can find, and then take out psychics through ambush tactics. They do this in resentment over the "elite" treatment of the Aura wielders, and in protestation against the idea that normal humans are going to become obsolete. Although

called Aura*nappers*, they don't seem to do anything apart from beating up their targets.

Alternatively, you can be repeatedly challenged by individual members of Class A from the Psychic Academy, who are full of themselves for having had their powers all their life and tend to act like self-entitled brats. They'll only fight you one at a time, but will have the advantage of having an Aura power.

You may take this twice to receive both aspects of the drawback.

The Better Brother (+100 CP):
You have an older sibling who has all the same powers that you do, both from this jump and from past jumps. Except they're even stronger than you. And also smarter, and better looking, and in every measurable category they outperform you. They love you dearly, but you'll never be able to get over your feelings of inferiority towards them, or the nagging suspicion that people who like you actually like them more. After this jump is over, you can take the Better Brother with you as a companion, although their superiority over you is no longer fiat-backed and they will not learn further abilities that you do not purchase for them.

The Precious Brother (+100 CP):
You have a younger sibling who you adore with every fiber of your being. You need to keep them alive throughout the jump, or you fail the jump… unfortunately, they have a tendency to throw themselves into danger, and are a little resentful of you for your success in life. They are unlikely to listen to you when it's important. You can't just lock them away in your Warehouse or anything like that; if you try to imprison them, they will find a way to get free, and just hate you for it. At the end of the jump, you can take them along with you as a companion, and their resentfulness of you will fade away… although they'll still have a reckless streak.

Runaway Reputation (+100 CP):
Events will align so that you'll quickly develop a reputation for being powerful… but in the worst way. People will always think you're holding back when you don't exhibit great power, and you'll be constantly challenged by people looking to take down someone as powerful as you're rumored to be. You get all the downsides, but none of the benefits, for your impressive status.

School = Prison (+200 CP):
Although only a theory put out by Ren, in this case it's true; the real purpose of the Psychic Academy is to keep all the superpowered kids in one place so the government can keep eyes on them. You're going to be constantly monitored throughout your stay here, and attempts to avoid prying eyes—or leave campus grounds without permission—will be harshly punished. There will be armed guards "protecting" the school, with the understanding that anyone attempting to leave the school without permission is to be shot.

A.D.C. Experimentation (+200 CP):
You've been subject to Aura Code experimentation by the A.D.C., and it has had permanent effects on you. You may select one of the following effects. This drawback may be taken more than once.

- When you feel a certain emotion, you will start to lose control over your powers. This also disables any perks you may have had that would allow you to control your emotions.
- When you use your power too much, your heart will start to weaken. Forceful and continuous use could lead to unconsciousness or even death.
- You lose half of your eyes.
- You lose your senses of taste and scent.
- You lose your ability to speak.
- You lose your sense of hearing.
- You lose $1/4^{th}$ of your limbs.

Ombrophobia (+200 CP):
Maybe something traumatic happened to you that you mentally associate with the sound of it, but you're terrified of the rain. Just knowing it's there all but paralyzes you, and if you were caught outside in the rain then you'd be completely nonfunctional and barely responsive to interaction.

Psychic Pet (+200 CP):
You are not a human, but rather a small animal such as a tortoise or a rabbit, a pet kept at the school. You remain sentient, but you can't speak; instead, you'll have to rely on your psychic powers to communicate. Unfortunately, only people who are stronger than average can hear your mental "voice", which may make it hard for you to be taken seriously. When people find you, they'll somehow understand

that you are a pet, and try to return you to the school unless you are accompanied by a human.

“You don’t know the truth” (+200 CP):
Congratulations, you’re now burdened with the memory of your parents being dead. It isn’t too bad… but what you don’t know is that you’ve actually repressed your real memories, which are of your own powers killing your parents as a child. This *is* going to be revealed to you during the jump, and it *will* be traumatizing. If you took **Normal Person**, then it was instead some tragic accident that you caused. If you took **The Better Brother**, they love you unconditionally despite this. If you took **The Precious Brother**, they were too young to remember it.

“All of our memories […] are my treasures” (+300 CP):
Well, if *those* are your treasures, I suppose you don’t need *these*, right? All of your items from past jumps disappear until your time here is over, leaving only what you’ve purchased in this jump.

Normal Person (+300 CP):
You’re a regular human being trying to survive in a world of psychic might. And I do mean “regular”—not only have you lost all access to your abilities from your previous jumps, but you also do not receive the psychic powers you spent PP on until after this jump is over.

Super Gravity (+300 CP):
The use of your powers will slowly drain the life out of the person you are closest to emotionally. And then once they die, the next closest person. Once nobody is close to you emotionally, using your abilities will drain the life out of the closest living thing.

Heart Transplant (+300 CP):
You had a bad heart when you were younger, and were given a heart transplant from another Aura user (make their build using an origin of your choice, 400 CP, and 1000 PP). But the body can retain memories, too, at least when Aura is involved, and now their soul lives on inside of your heart. The two of you can switch control of the body between you—and you’ll have to, because the other person must be in control for at least 4 hours a day. At the end of the jump, you

can either bring this individual along with you like this, or give them a new body and take them along as a Companion.

Shadow of the Para-Dream (+300 CP):
At first, this drawback won't be evident. But partway through your first year here, the world will experience its third "Para-Dream", a specific dream shared by all psychics across the planet as they're affected by the Aura of the world itself. Not that they're inside the dream together—each person is alone in the dream, but it all contains the same features.

In reality, this dream is a depiction of the future the planet hopes for, and is entirely a construct of Aura—and the Aura from that dream can leak out of the dream into the real world, where it can cause devastation as it behaves wildly. Rather than immediately after the Para-Dream, however, you will experience these Aura fluctuations at least once every month, as they infect a place important to you and start to cause strange and harmful effects. The shadowy influence of the Para-Dream can be destroyed, but it requires a lot of Aura to get away with.

Ending

So, did you manage to save any lives? Did you end any? Did you fall in love? There's always so much to unpack at the end of these, but maybe that should wait until after you've made your choice of whether to

Stay Here?
Go Home?
Move On?

Notes

Changelog:

- Version 1.0
    - Spelling and grammar corrections
    - 100% Aura Compatibility can now change once per jump.

    - Awaken the World's Aura can now only awaken one power per person per setting.
- Version 0.5
    - Created Jump