By HOnSide (V1.2)



Generic Psionics

Young children in testing chambers, reading symbols from cards they can't possibly see. Strange fortune tellers traveling the land selling ominous messages, and trained operatives with unusual abilities.
There are many stories of individuals who draw mysterious power from their own mind, and the world you are entering now is one where such individuals take center stage.

+1000 CP (Choice Points)

Locations
You may choose any of the following locations, or roll randomly. Alternatively, you can choose another setting, original or otherwise, that prominently features psionic powers.

1. An occult medieval setting.
2. A modern day setting with psychics.
3. A cyberpunk world with psionic operatives.
4. Psionic Portal World: This is a world filled with portals to various other worlds filled with psychic people and artifacts.

Origins
This jump does not have individual origins. You may choose to either be a drop-in or someone with a history in this world matching your purchases.
You may choose any gender or biologically possible age for this jump.

Perks

You get 5 Psionic Tokens. You can exchange one for any given purchase in this jump, but you can only exchange one for a 300 CP perk twice at most.

Psionic Potential (Free): You have a gift. Psychic powers. You can channel your mental energies to manifest supernatural effects. This is tiring to do, but with practice, you will be able to manifest stronger effects more often, with less strain. You already have minor proficiency in a common psychic discipline, such as telekinesis or telepathy, and can develop new psychic disciplines or techniques from those disciplines with effort and study.

Willpower (100 CP): You have an extraordinarily strong will. You can still change your mind when you realize there is a flaw in your current course of action, but if you need to do something, you can do it without hesitation, even if it's unpleasant. This force of will also helps fuel your psychic abilities, increasing their raw power.

Creativity (100 CP): You have a powerful imagination and significant skill in art. Your thoughts are vivid and detailed, and you can pick a single visual art form (such as painting, or sculpting) and instrument to be skilled at, about 5 years of experience each. This creativity enhances your powers as well, as you have an easier time developing new powers and new uses for powers you already have. This won't do much to help you become a master, but even if it won't help with depth, it will expand your breadth.

Patience (100 CP): You have limitless patience. You could, if necessary, spend a thousand years in silent contemplation without getting bored. This also makes it easier for you to focus for extended periods. Your introspective nature has also influenced your powers, as psychic abilities you use that only affect yourself are a decent bit better across the board.

Intellect (100 CP): Psychic power and mental acuity aren't necessarily directly related, but they can still help. You are observant, with a good eye for details. You find it easier to make logical connections and think of solutions for problems, and you understand

new ideas and concepts more easily. This precise way of thought also improves your control over your psychic powers, making them more receptive to your desires and slightly less straining.

Social (100 CP): You have a way of connecting with people easily. You find it easy to understand them on an emotional level, and your countenance and way of talking makes other people enjoy hanging out with you more. This outgoing nature also shows in your psychic powers, as you have an easier time using your powers at long distances.

Covert Operative (100 CP): It is by no means universal, but psychics are rather suited to a particular kind of life. Whether you're a secret agent or a professional thief, you have a versatile set of skills from your profession. You know how to read faces for emotion and lies, how to move silently and hide or disguise yourself, and have experience with a variety of tools and miscellaneous skill sets that are useful in subterf uge.

Psychic Knacks (100 CP): As your proficiency increases with specific psychic discipline, your ability to manifest it's weaker effects ramps up exponentially. Normally, even a master telekinetic would be tired after levitating small objects all day, but even moderate experience with telekinesis would let you do so without any strain whatsoever.

Stable Mind (100 CP): Your mind is well-protected against degradation. Mundane trauma will never cause you permanent or long-term issues, and even supernatural sources of madness will not affect you as heavily, and are easier to recover from. Interestingly, this stability even extends to natural loss of memories. You never forget something you've learned due to the passage of time, and supernatural methods of memory erasure have far less effect, and eventually unravel on their own.

Specialization (100 CP): You have a particular aptitude for a certain subset of psionics, granting you an increase to the pace at which you learn it that increases the more specific it is. This could be anything from a minor affinity towards a general category (such as energy manipulation), to a real and noticeable talent in a specific discipline (such as biokinesis), to a savant-like, meteoric connection to a single technique (such as projecting bolts of lightning from your body).

Restraint (100 CP): Supernatural powers can be hard to control, or just downright annoying to have to account for all the time. This perk can help alleviate that problem. Any perk, ability, power or other trait you possess, you are capable of dialing down to whatever extent you please, up to and including disabling it entirely. This can include

only removing specific aspects of the perk, though you cannot use this to disable a downside to a power without also disabling that power.

This self-control extends even through effects that would otherwise influence your actions against your will. You cannot be mind-controlled by an enemy into letting down your protective powers, for instance, but could choose to lower your own super-strength if you would be forced to attack an ally, if you would want to were you in your right mind.

Therapist (100 CP): A more conventional sort of psychic influence. You know how to identify problems other people are dealing with in their life, and are trained in helping them work through such problems in a healthy way. You also have a pretty detailed knowledge of various theories on how the mind functions, and why it acts the way it does, which may prove useful in both helping people deal with self-destructive behaviours, and in applying certain psychic powers.

Accepted (100 CP): Psychic powers can be unpredictable, and as such, a psion may at times find themselves persecuted under the assumption that they are dangerous or uncontrolled. This problem will not strike you, however. Others will never take an inherent trait of yours as evidence that you are somehow flawed, judging you for your actions and merits instead. You may still be seen as evil or reckless for taking actions that are actually evil or reckless, but not because of your powers, nor things like your gender or race.

Strainless Steel (100 CP): Strain caused by your psychic powers normally won't inflict permanent harm on the user, but it can still be troublesome, and your own powers aren't the only source of mental damage in existence either.

Now, mental pain is much less damaging to you in the long term. This perk does nothing to mitigate the effects of strain or mental damage, but you now recover from such things in a fraction of the time, and more importantly, you always recover perfectly. Your mental restoration for psychic power strain is now about four or five times as fast, and otherwise permanent mental damage isn't. A concussion lasts a few days at most, typically only hours. If you were rendered comatose by brain damage, you would regain consciousness in about month, and even a psychically enforced curse on your mind that keeps you effectively brain-dead would be worn away in a year or so.

Unbreakable Focus (100 CP): Many psychic techniques require focus and concentration to manifest and maintain. Somehow, yours is never broken. Even if you are shot through the gut, you can maintain the psychic hold that keeps the building you're in from collapsing, and being caught off guard is never enough to end your

perception filter. This also makes you extremely good at things like studying, as you simply won't get distracted unless you genuinely think you should.

Synchronicity (100 CP): This almost seems like it must be a passive psychic talent, some form of intuition or probability bending. And yet, no true sign of supernatural interference can be found. You swim through the world cleanly, always seeming to be in the right place at the right time. You are never stuck in traffic, you happen upon the tools you need to solve your problems just lying around and so on.

When you lean into this, and follow your gut, the effects seem to increase even further. See the light reflect off a puddle in a way that catches your eye? Head into the alley, and you might find just what you wanted, if you had known you wanted it.

This effect always keeps your true desires in mind. It will for instance lead you away from danger, unless that danger is something you would want to interfere in. That said, you can still toggle this effect whenever you desire.

Enigmatic Presence (100 CP): You stand out. When you walk into the room, the air all but thrums with invisible power, giving you an aura of mystery and power. The way this influences others depends on your behaviour and surroundings. Someone charismatic deliberately making themselves the center of attention will seem impressive and interesting, while looming over a person may make you seem intimidating and strong. This effect becomes more potent as you gain psychic power, but it can be dialed back as desired when you wish to go under the radar.

The Sight (100 CP): A common enough gift among the psychic community, though by no means universal, you have opened your third eye, metaphorically speaking. You can perceive psychic phenomena as though they were visible to your senses, and can much more easily pierce illusions, glamours and similar effects. You can learn to detect the presence of other psychics, and not only find it easier to learn psychic disciplines that reveal information (such as psychometry, precognition and more) but can also easily integrate these with your senses, making them almost effortless to maintain and manifest instinctively.

Mutagenic Resilience (100 CP): Were your powers induced by some radiation or chemical influence, perhaps? Your body has had its makeup slightly altered. It is no longer negatively affected by certain forces that would ordinarily degrade it, such as radiation, poisons, and even disease. Interestingly, the positive benefits these things might have are slightly amplified as well. This means power-boosting drugs will boost your powers a little more than normal, and won't induce pesky side-effects like liver failure, for instance. Even when these things wouldn't have any positive effects, you'll

notice minor temporary benefits to them, such as even normal radiation energizing you very slightly, or boosting your powers a bit.

Stable Madness (100 CP): Some psychic powers can induce instability in the mental state of its users, and even those that don't might reveal knowledge that could have adverse effects on the mind. You won't suffer from this problem. You will never be rendered insane, even temporarily. Even exposed to the visage of psychic entities that could swallow worlds in chaos, you could act with your full and undivided mental faculties. More than that, you safely integrate the knock-on effects of this madness with your mind, such that if you would otherwise gain a beneficial effect from something prevented by this perk, you still gain and retain it. Exposure to the visage of the things beneath won't drive you into frenzied worship, but it can still teach you their dark tongue, and when the abyss gazes back and pierces your mind, all it will do is deepen your understanding of your psychic powers over darkness.

Training (100 CP): You have been formally trained in the use of your powers. You know a few more techniques in your preferred discipline, and have a solid grounding on how psychic powers operate which make it easier to adapt to other people's use of them and ensure you know how to apply your powers in a practical situation, even when you are stressed by danger or short on time. In future jumps, you have a similar practical grasp and formal understanding of any supernatural abilities you obtain.

Emotional Empowerment (100 CP/200 CP): Your powers are strengthened by your emotions, making them more powerful and easier to use the more intense your current state of mind is.

For an additional 100 CP, you gain a potent connection to a specific state of mind, such as hope, stress, mental instability, or any other emotional state. While you experience this emotion, your powers are boosted far more than by other emotions, become less straining, and even the rate at which you develop and improve powers increases noticeably.

Mental Barrier (100 CP/200 CP): Your mind is a fortress (and yes, it's gates are both barred and guarded). You have potent psychic defenses which passively and strainlessly draw on your psychic power to harden your mind against intrusion. Any effect that attempts to reach your mind for any reason, whether to influence it, read it, or do something else, is halted by this barrier. This barrier is not unbreakable, but it cannot be circumvented entirely, and you are aware of any force that interacts with it. Even someone powerful enough to break past it will be taken note of, however subtle their attempts are, giving you the chance to react. This awareness also means you can identify what effect such powers are attempting to induce by analyzing it, and you can

voluntarily let it through, such as when someone is simply trying to send you a telepathic message.

For an additional 100 CP, this effect has expanded into a full psychic field across your body. A field like this can, in addition to the perks normal functions, also defend against and detect attempts to affect your body in any supernatural way. If someone wishes to telekinetically throw you across the room, they must first break through your barrier. Because of this, you are also aware of any attempts to affect your body in the same way you are aware of attempts to affect your mind.

Development Type (200 CP): There are several different ways in which one might develop their psychic powers, but you have a particular talent in a specific one. You might excel at improving your powers through research for instance, rapidly advancing them the better your understanding of how they work. Or you could develop them more quickly by stressing them, causing them to improve at an exceptional pace when you push them to their limits in life and death situations.

Whenever you improve other supernatural abilities in a manner consistent with your development type, the results of that improvement are similarly increased.

Method of Loci (200 CP): More of a mnemonic technique than an actual location, your psychic powers have perfected what would otherwise be a simple trick, the so-called 'mind palace'. Your visualization is effectively perfect, allowing you to not only imagine things so vividly they feel entirely real, either visualized only in the mind's eye or imposed onto your true senses, but also to visualize anything you have previously visualized or experienced in the exact same way, down to the last detail. This way of visualizing also takes into account every piece of information you know that you want it to, allowing you to simulate anything you have sufficient understanding of. This allows you to, among other things, create 'blueprints' for how you channel your powers, making them more reliable and allowing you to analyze the faults in your techniques and correct them more effectively.

Mindscape (200 CP): Less of a mnemonic technique and more of an actual location, you have learned to treat minds as actual places, both your own mind and those of others. You know a technique that allows you to project a solid image of yourself into your own mindscape, and can potentially use other psychic techniques to interact with the mindscapes of others. These mindscapes are quasi-real locations whose contents reflect the minds they correspond to. Due to this, analyzing the mindscape can grant great insight into the mind of its owner, and interacting with the environment could feasibly change the way they think. Helping the inhabitants of the mindscape kill a

monster that represents a trauma, for instance, might help the real world person overcome that trauma.

There are near infinite ways in which this power can be interacted with and developed upon, but try to be careful. These are still minds you are operating in, and a reckless interaction could have devastating consequences even if you do not intend them.

Occultism (200 CP): Psychic powers are versatile, but they tend to be more rooted in the material than other supernatural powers. You are different. From manipulating Orgone energy, to summoning otherworldly beings, to treating shadows as if they were living things, you can now learn occult and mystical psychic disciplines for your psychic powers from this jump in the same way you would learn normal psychic disciplines, and easily adapt to more esoteric facets of your powers. In short, where other psychic powers might be limited to materialistic concepts, yours can interact with magical and esoteric forces as well.

Additionally, your psychic powers are now considered occult whenever you desire, being treated as both psychic and magical in nature simultaneously. This allows them to benefit from anything that enhances magical powers in addition to psychic ones, such as magical focuses, ley lines, enhancement rituals and so on. Psychic disciplines that interact with mystical forces are always considered occult. If you have the **Unified Practice** perk, you can also treat magical powers you possess as occult, allowing them to benefit from anything that enhances psionics, such as psi-tech and psychic foci.

Subtle Psionics (200 CP): You have a knack for keeping your powers under the radar. You do not passively register as a psychic to means of detecting them as long as you do not want to, and your powers emit almost no noticeable sign of psychic influence. Even at its most basic level, this perk means that a person skilled in detecting psychic phenomena would need to stare directly at you while you make significant use of your powers to detect you as psychic.

You also have a talent for finding ways to apply your psychic powers with greater subtlety. This can be anything from making people you mind control believe your compulsions are their own idea, to manifesting pyrokinesis as only heat, without the light of the flame. This isn't effortless, but learning these tricks is much easier for you.

This perk also affects any abilities you acquire in the future, making it harder to recognize you as a power user and helping you find ways to veil your power use.

Flamboyant Display (200 CP): Psionics are well suited to subtle displays of power, but that isn't always what you want. You can, at will, produce visual indicators of your

power, such as glowing eyes, hair billowing in unseen force, and other such manifestations, chosen when you select this perk. You can also add such indicators to your powers themselves, including powers other than psionics, such as causing telekinesis to emit a visible glow around objects. Both kinds of visual indicators will cause your powers to strengthen when active, though only slightly, about 10% for one type, or 15% for both.

If your powers are already visible, you can use this to alter how they look on an aesthetic level. Pyrokinetic flames could turn blue, psychic constructs could have RGB color fluctuations, and so on. You cannot use this to make a power less noticeable unless you also have the Subtle Psionics perk.

Psychic Infusion (200 CP): You can channel psionic energy into objects to grant them paranormal properties. This allows them to replicate the effects of psychic abilities you already possess, or could enhance powers that match the kind imbued in the object, letting it serve as a focus. With time and practice, you might be able to learn new ways to apply this talent, learning to do things like imbuing objects with psychic talents you haven't learned yet, or increasingly powerful versions of those you already know, as well as imbuing greater amounts of power into a single object and more.

Anti-Psionics (200 CP): If psionics is born from an elevated mind, what happens to a mind that descends instead of rising? Using psionics to counter other psionics is not unheard of, but you have something deeper, a rare power that forms the inverted mirror of psionics.

To begin with, this power can be used to cancel out the effects of the psychic powers of others by pitting your will and power against them. Much like psionics, however, this power can be trained and developed. At first, you will only develop new ways to cancel out foreign psychic powers, but in time, you might find deeper applications, unnerving thinking creatures, inducing madness, and draining away other forms of supernatural power.

Ordinarily, this power is not one available to psychics, as it requires an inversion of the mental structures psionics relies on. For you an exception is made, as both powers will coexist safely within you.

Unified Practice (200 CP): It is not unheard of for psychic individuals to dabble with other supernatural forces they can get their hands on, but this doesn't always end well, and some powers cannot be harnessed by regular psychics at all. More than that, even within psionics itself powers will sometimes clash or conflict, as certain disciplines cannot be harnessed simultaneously.

You will not suffer this problem. Not only will you never suffer ill effects from hosting powers that would normally conflict with one another, but you can unify, synergize and mix these powers, combining their effects together into the cohesive tapestry that, somewhere deep down, they may have been part of all along. And not only can you bind such things into one cohesive whole, whether by mixing individual powers or entire systems, but when you combine such disparate abilities, you can learn to use them to achieve greater effects that neither of the components would even be capable of separately.

Well of Power (200 CP): Psychic power is often channeled directly from the mind. 'Psionic energy' does exist, but is less a source of power and more an effect, with blasts and constructs of psionic energy being more common. For you, it's different. You have a pool of psionic energy you can use to fuel your powers, which can be filled by incurring strain beforehand, or passively attracting psychic energy at a slower pace.

You can consume this pool to replace the usual strain of your psychic powers, allowing you to use your powers for much longer, and without incurring the usual headaches, exhaustion and other consequences of strain until this well runs dry, as well as to increase the raw power of your gifts. With training, the size of this pool, and the rate at which it regenerates can be improved, and you can find new uses for it.

This psionic energy is particularly suited for fueling powers that channel it more directly, such as the aforementioned psychic constructs.

Multithreading (200 CP): Your mind is ever expanding, too vast to be contained within one train of thought. Up front, this perk grants you a second train of thought, which can do everything your mind normally can, up to and including manifesting and concentrating on psychic power, though the strain you incur and the power you can bring to bear at any given time is not increased by this.

But that second train of thought is only the start, as you can permanently develop more and more mental threads with sufficient effort. Such threads are easier to manifest if they are designed to focus only on a single specific task, such as monitoring the thoughts of those around you, thinking of potential new uses for your powers, or analyzing your surroundings for signs of danger and hostility. These more specialized threads can also be improved into more general ones later, if you desire it. Such threads can communicate with one another effortlessly and can coordinate well enough to ensure they don't simply all repeat the same thoughts, even when they are working on the same problem.

In case you are concerned about being overwhelmed by these trains of thoughts, or you simply don't need certain ones to remain active at all times, you can toggle any of these threads on and off whenever desired, though the first one, representing your own core thought processes, must always remain active.

Power Overwhelming (200 CP): In moments of desperation, some psychic can dig deep into their resolve to manifest more power than they are ordinarily capable of. Now, you can not only employ this talent in your psychic powers, but also in any other power you may possess. By expending far more power than you ordinarily would to employ a given technique, it becomes overcharged, making it far more powerful, albeit also harder to control. Channeling this much power is damaging however. In the case of psychic powers, you will typically incur so much strain as to be rendered unconscious, and make it more straining to manifest psychic power for a few days afterwards, until you finish recovering. Other powers will leave you with similar aftereffects, with the overcharging of magic circuits from TYPE-MOON, for instance, being able to leave you with burnt out nerve endings and an inability to fully harness your magic.

Fateless (200 CP): The schemes of precognitives and the manipulations of probability benders might be less noticeable than overt mind control, but they force others into dancing to their tune all the same. You, however, remain in step with the beating of your own drums. You cannot be predicted by others, and are invisible to not only precognition, but also clairvoyance, postcognition and any other unnatural means of perceiving your physical passage through the world, or otherwise deriving information about you supernaturally. Not only that, but you find it dreadfully easy to break down the long-standing, sophisticated plans of schemers, and to deny the whims of prophecy. Similarly, any deliberate attempt to bar your path with bad luck is doomed to fail, and even mundane schemes to invisibly hinder you are much less likely to come to fruition. To stop you, a more straightforward approach is all but mandatory. This is a kind of freedom few can truly lay claim to, use it as you wish.

Trance (200 CP): Another mental technique made more potent by your psionics, you can, when desired, enter a trance. When you do so, you will block out distractions, think and react faster, and generally operate with machine-like efficiency.

In time, this trance can expand to allow you hours of planning in seconds, calculate future events with frightening precision, and focus your will into your psionics more effectively, boosting your control and power both. As this is a (slightly supernatural) mental technique separate from your psychic powers, you could potentially also discover other ways to improve it.

Thoughtform (300 CP): As long as you desire it, your body remains indistinguishable from a mundane biological body, but in truth, it is a stable psychic projection. This extends several benefits.

Firstly, the form of your body is influenced by your self-image, which grants you both very minor shapeshifting (as your body adapts slowly to match your idea of what you should be) and enhanced healing (as your body steadily returns to its intact shape). If desired, you may lock your body, partially or wholly, into a coherent shape, preventing your self-image shapeshifting from taking effect. Useful for those with an unstable self-image, such as the mentally unstable.

Secondly, while your body's functions still depend on your mind, the opposite is now less true. So long as you retain a certain amount of body mass, you can retain function. Destruction of your heart would not prevent your body from functioning, and destruction of the brain would not end your thought processes. In addition, your body sustains itself from your mental energy, so you no longer require food or drink to live, though you can still indulge if desired.

Finally, the psychoreactive nature of your body makes it much more responsive to your powers. Powers that improve your body or change the way it works are much easier to develop, making it easier to learn skills like phasing, shapeshifting and other powers of that type.

Heritage (300 CP): Perhaps this explains the source of your psychic potential? Either way, you have something special higher in your ancestry. Choose a supernatural being, be it a demon, alien, or extra dimensional horror. You descended from such a creature, granting you several benefits.

Firstly, you are not perceived as entirely human by supernatural creatures, and they see you as one of them. For most supernatural creatures, this does not grant you any truly special privileges, but they are more willing to treat you as a neutral equal, and those that instinctively despise humans will not feel that same impulse towards you. To creatures that share a general type with your chosen ancestor, this effect is increased. Such creatures will treat you as one of theirs, with the more personable of them going so far as to treat you like family. Don’t count on this affection to be universally helpful, however. It isn’t always unconditional, and even when it is, some creatures have a strange idea of how to treat family. The effect will always be broadly helpful, however.

Secondly, your body inherits some minor beneficial properties from your ancestor, including some appearance changes if desired. Vampiric heritage may make you pale and grant pointed fangs, as well as removing your need to breath, while a devilish

heritage may grant horns and a sinuous tail, as well as some resistance to fire. Any changes to appearance or body shape granted here can be toggled as desired post-jump. A fully monstrous shape matching your heritage can also be chosen instead, though it will not grant more raw power than you would already possess. It can still hold utility benefits however, such as granting several tentacles to manipulate objects with. A full transformation of this kind will become an alt-form after this jump.

And finally, you also have access to a special discipline related to your ancestor. A demon descendant might have something like contract sealing, or infernal pyrokinesis. Such disciplines are always powerful, often highly versatile, hold powers regular psionics aren't always capable of, and you are naturally talented at them, developing them easily.

Corruptive Influence (300 CP): Applying psychic powers to permanent effect isn't always easy. That's less true for you. Your psychic influence is permanently corruptive. When you choose to apply this effect, everything exposed to your powers, be it objects, creatures or locations, is left beneath your influence. This influence visibly changes the subject's appearance, in a manner you choose now, which you can learn to adjust or alter with practice. If you have the **Subtle Psionics** perk, or take the time to practice it, you can cause this corruption to become imperceptible as well, should you desire it. You are aware of anything your influence is on when you are near it, and find anything so corrupted is easier to affect with any of your powers. When desired, such corruption might also reaffirm powers channeled through it, meaning that a telepathic compulsion to do your bidding might return even after it is dispelled by another, so long as the corruption itself is not also dispelled.

This influence is not detectable by conventional means, but those with attuned senses might be able to detect it if they know what to look for. In time, you may find ways to make it even more subtle, as well as developing it in other ways, allowing you to detect and affect it from further away, and more.

Spiritual Healing (300 CP): From getting mind-controlled or being rendered comatose by a telepathic attack, to eldritch madness and possession by ghosts, there are many terrible things that can happen to those involved with psychic and supernatural phenomena. Now, you have the ability to help with this. You can use your powers to cleanse any form of corruption or psychic damage, allowing you to restore lost memories, banish mind control, and even undo unwanted transformations.

You can be selective about the way you apply this, allowing you to clear away the influence causing a mutated person to lash out at their surroundings, and straightening

their twisted limbs, but maintaining the strengthened muscles they now possess, for instance.

This also gives you a slight knack for applying your psychic powers to other kinds of restoration, from using biokinesis to mend wounds to using telekinesis to repair and clean broken objects.

Networking (300 CP): Connections are important. You are clearly aware of this, as you are quite capable of connecting to others. You can establish a bond with a willing being to bind yourself together with them. When you are bonded in this way, you are able to share mental data with one another, from senses, to thoughts, to memories and more. Transfers like this only work when both parties are willing to engage in them. When both parties open themselves up to this bond, it eases their communication and coordination, making it easy for both parties to cooperate and ensuring that any misunderstandings are easily resolved. Either member of the bond can annul it when desired.

More than just this, the bond also permits the sharing of your psychic powers. You could use this to help telekinetically protect your bond member, for instance, or to manipulate probabilities around them for the better. If they are also psychic, they can use this to aid you in the same way, and you could even pool your powers together to manifest effects you couldn't produce on your own. With time, you might learn to share other powers this way as well.

When you have more than one person bonded to you at a time, you can also help facilitate bonds between them, allowing them to share in the benefits of this perk with each other in addition to you.

That said, this connection can also be established more forcefully, if desired. When a target is helpless, unconscious or otherwise not capable of overcoming your power, you can establish a bond with them which they are incapable of annuling. You have full control over what this bond transfers on both ends, allowing you to read the mind and emotions of your target, affect them with your powers from anywhere, and even draw on their powers to boost your own, or force them to accept strain on your behalf.

Immortal Soul (300 CP): Your mind can now persist past the outright destruction of your body. In the event that your body dies, your mind will take on an astral form. This form is intangible and invisible, and while you are in this state, you will find it far harder to use powers that affect the physical world, such as telekinesis, though purely mental or spiritual powers like telepathy retain their usual effects. If you incur too much

mental strain or damage while within this astral state, it will discorporate, killing you fully.

In time, you could feasibly reconstruct your body using psychic power. This is extremely straining to your mind, and risks discorporating your astral self if you are not careful. The process will likely also take months, or even years. If you also have the Thoughtform perk, this could be reduced to weeks, but is still exceptionally straining.

Traveler (300 CP): You are not limited to merely this layer of existence. You can access mysterious other planes of existence, both strange mental realms like the astral plane, the far realms and the dreamlands, and alternate realities, which can be anything from near indistinguishable mirrors of the world you are in to fully different and fantastical worlds. By default, you can travel to other planes in this way by meditating with great focus for several minutes, but in time you can learn to use other psychic powers that transport you in some way to facilitate this form of travel.

You are also immune to the detrimental reality-wide effects of traveling to such foreign planes. You aren't immune to breathing in a toxic atmosphere or falling into a volcano, but in the event that physical matter would normally be dissolved by an entirely mental realm, you would prove the exception.

This perk also guarantees that other such realms will exist in future worlds. There will always be several esoteric mental planes, some bound to the minds of that world's populations, and some entirely separate from them, and there will always be several alternate realities, though those will often mirror the world they are connected to quite closely, and those with significant departures will still be recognizably connected (From a modern world filled with superheroes for instance, you might reach a medieval world, in which alternate versions of those heroes rule over common folk like demigods.

That said, you might not always want your transit to other worlds to feature changes like this, and this talent for traveling helps you with that too. If you have any perks that alter the nature of a jump you are traveling to, you can use this perk to instead look for a version of that world that does not harbor these changes, or only harbors a certain aspect of them. Which includes the presence of dimensions guaranteed by this perk. Effectively, you can toggle all perks that affect a jumps setting, partially or completely.

Psychotechnician (300 CP): While genius is by no means universal among psychics, psychic power does open up avenues for technological development that otherwise might not be available. You exemplify this fact. You are fully trained in several fields of technology, some of which may even exceed modern understanding of technology slightly, like basic genetic engineering or highly sophisticated robotics. This perk's area

of specialty, however, is integrating your work with the functionings of psychic power. Scanners that can detect psychic power, generators that generate large amounts of power from a small amount of psychic strain and more are all possible.

Paragon (300 CP): Where there are wizards, there will come archmages. Where monk cultivate their ki, great sages shall arise. And where psychics channel their minds, there is you. You are very near the absolute pinnacle of what psychic power can reasonably be expected to achieve. You hold a master's level of control over three different disciplines of psychic power, and have a decent grounding in several more. Your raw psychic power is sufficient to tear a skyscraper asunder in moments, and your control is impeccable. You can sustain enough strain, and incur little enough of it using your powers, that you can keep up high level power use all day without more than a dull ache. This perk grants you no benefits you couldn't normally attain with time and effort, but the amount of effort that would normally be involved is immense to say the least.

You cannot use a Psionic Token to acquire this perk.

Attunement (300 CP): As you use your psychic powers, or to a lesser extent with the mere passing of time, a charge builds up within you. This charge builds especially fast in moments of great danger, or when you experience a breakthrough, be it related to your psychic powers or otherwise. When this charge reaches a certain threshold, it crystallizes into a mote of pure potential, which you can only maintain a few of at any given time. Such motes can be used in several ways.

A mote can be harnessed for a temporary benefit. Benefits include boosting a single use of your powers in a specific way, like increasing its raw power, highly extending its range, or granting you effortless precision and control with it. It can also be used to achieve effects you normally couldn't, such as being able to apply a discipline you already know at a much more advanced level, gaining access to a moderate level of power in a discipline you otherwise know nothing about, or manifesting a single advanced technique from even a discipline you've never used before. Such temporary uses of a mote will last only a few minutes at most (assuming they do not simply impart a one time boost to a single technique) but do not consume it entirely, though they do leave it drained for a day or two, leaving you unable to access its effects.

Motes can also be fully consumed, allowing you to permanently acquire a boon from them. This can include access to new techniques in a known discipline, basic aptitude for a new discipline, or boosting the general power of a technique you already know. Consuming a mote in this way is permanent, and loses you some of the versatility of

having an unconsumed mote on hand, but the permanent nature of these benefits can often make it worthwhile.

With practice, this power will improve in its own right, letting you maintain more motes, gain them slightly faster, and use them in more ways, potentially even using them on other power systems.

You cannot use a Psionic Token to acquire this perk.

Items

You can use Psionic Tokens on items from this section as desired. You may import items you possess to items of the same general type acquired here. (weapons to weapons, hats to crowns, etc.)
Any items that are lost, damaged or destroyed will reappear or be fully repaired after a week unless stated otherwise.

Circlet of Power (100 CP): This headwear takes an appearance of your choice, from a technological amplifier, to an ostentatious crown, to a series of floating crystals hovering slightly off of the surface of your head. However it appears, wearing this headpiece boosts your psychic abilities somewhat in all respects, and also projects a low level telekinetic forcefield that passively protects you from anything that would cause you injury.

Divination Focus (100 CP): A deck of tarot cards, a crystal ball, or something stranger still. Whatever form this object takes, it somehow serves as a potent focus for all powers intended to gather or process information. The results of such powers can be filtered through to object when you have it on hand, allowing you to get clearer results that more easily bypass defenses against divinatory methods, and allows these powers to reach further than normal. If you have the Occultism perk, you might notice that this focus is even more effective at reaching out to otherworldly forces, enabling you to easily commune with the deceased, or make contact with inhuman entities that may possess information or power you do not.

Survival Kit (100 CP): From runaway lab experiments living on the streets, to mutants roaming the nuclear wasteland, not all psychics have ready access to living accommodations. These psionically infused tools will at least help you weather the elements. You have an MRE pack that refills with a new meal every day, and is sufficient to sustain you even as your only source of food. You have a raincoat, either safety bright or camouflaged, that is fully hydrophobic, moderates your body temperature psionically to ward off cold and heat, and is lined with soft fabric that renders it usable as a blanket, and finally, you have a flask or water bottle that purifies its contents so well that radioactive swamp water would become pure drinking water. When one drinks regularly from the flask, its purifying effect also reduces the effect of diseases and poison already in the drinker's body.

Training Room (100 CP): This seemingly mundane, large empty training room, holds several properties that help it serve to train your powers, or even just your body. The room is completely inured to forces from inside it, and extends that effect to its

contents and inhabitants, as long as the source of those forces does not intend to cause damage. You could use your powers to produce a nuclear detonation inside of this room, and neither you nor the room would be left with even a scratch. By default, this property functions as a warehouse attachment, but once per jump, it may be attached to or placed in any in-jump location you have some form of valid ownership over.

Resonant Trinket (100 CP): This seemingly mundane object is tinged with psychic energy from a specific source, granting a psychic using it access to and advantages in a particular discipline of psychic power. It may for instance be the camera of a man obsessed with preserving the past, granting an affinity for postcognition, or the knife of a serial killer, whose victims fear and hate give it an affinity for empathic assault. Either way, while using this trinket, you can channel powers from this discipline even if you do not know it yet, and can manifest more advanced effects in the discipline if you do know it. The strong connection to that discipline also causes you to learn and improve faster in it.

Cognitohazardous Pigment (100 CP): You have several bottles of a translucent liquid that, on its own, appears nearly indistinguishable from water (though you probably shouldn't drink it straight). Every week, you gain a new set of bottles, unless no more are desired for that week.

When you mix this liquid into another substance, be it paint, food, or something else entirely, it does not alter the appearance of the liquid at all, but leaves the mixture receptive to psychic concepts for a few minutes afterwards. This allows you to imbue it, either with an idea from your mind or a psychic power, and causes the end product to induce that idea or effect to those that perceive it.

You could, for instance, imbue food with the idea 'delicious' so that people think it tastes, looks and even feels much more delicious than it is on a physical level. Alternatively, you might imbue paint with the idea of 'not there' and paint a house with it, so that others cannot perceive that it exists.

When you imbue it with a power instead of an idea, it produces the effect of that power when perceived. For instance, you might imbue the ink in a pen with memory manipulation power, and cause it to erase the memory of whatever you write about with that pen in anyone that reads the writing. Such pigments take on the properties of more physical powers with much less effectiveness however, such that a banner infused with pyrokinesis will, at best, uncomfortably warm whoever sees it unless the maker is already a master pyrokinetic.

While the idea is infused, you can also infuse conditions or restrictions, ensuring that a given effect might not work on you, only targets psychics, or anything else you come up with.

To do any of this, the other substance must be liquid enough to mix with, though it need not remain so. Molten metal, for instance, will retain the effect even after cooling.

Symbiotic Entity (200 CP): In your mind exists a psychic entity that shares your headspace. They have a personality of your choice, an intelligence level anywhere from an animal to a full, separate person, and they are fully loyal to you, unless you desire otherwise for some reason.

Within your mind, the entity is capable of helping you ward off psychic effects, and can give you counsel you might not have come up with yourself. They can also control your senses, and use this ability to communicate with or assist you.

More notable, however, is the fact that the entity possesses their own psychic powers, and are capable of using them at your behest. To start with, they only have power on par with the Psychic Potential perk, but that includes its ability to learn new skills.

Eventually, they can also learn to manifest a body for themselves, with all the traits of the Thoughtform perk, and they can also learn how to produce effects similar to those from a willing bond in the Networking perk, though they can only do so with you.

By default, the Symbiotic Entity is considered a follower, but it will become a companion if imported in a later jump.

Drug Lab (200 CP): This chemistry lab contains everything you could possibly need to produce both mundane chemical products and psychically active chemicals. It has a full set of all the tools and equipment necessary, a replenishing source of basic chemical compounds to work with (including some more esoteric slightly supernatural chemicals, though these are few in number and only refill every week or so) and comes with a decently sized collection of books on chemistry, with a particular focus on producing drugs related to psychic powers. Some of these contain recipes you can follow, and others teach you the underlying theory necessary to devise your own.

With the assistance of the lab, you could learn to produce compounds that grant supernatural power, let the consumer peer into the astral plane, boost the psychic powers of those who already have them, and much more! Note, however, that these compounds are by no means certain to be free of side effects, and that careful moderation will need to be employed to ensure a safe consumer experience.

If you also have the Cognitohazardous Pigment item, this comes with a recipe to reproduce it using household chemicals, which does not come with negative side-effects or dangerous byproducts.

Ancient Shrine (200 CP): Somewhere out of sight, where no mortals still travel, is this shrine. Whether it's hidden in the forgotten reaches of the forest, or buried in a subterranean space beneath the collapsed floor of an abandoned building, it seems there is still something that has its eye on this place. Some powerful, nebulous entity holds a presence in this shrine, whether that's an old god, a still remaining egregore from a now dead collective, or the spirit of a psychic now deceased. Though its connection is too thin to interact with it directly, it can receive benefits from your offerings here, and is willing to offer boons in return. By tithing to it your time, prayers, and psychic power, it will help you advance your powers, grant you visions of things you wish to know about, and similar effects to that extent.

With greater sacrifices, such as material wealth or even the lifeblood of others, you can gain even greater advancements in your disciplines, earn temporary but large boosts in power, convince the entity to manifest psychic effects in the real world, and more.

As you tithe more to the entity, it will grow back into its former power somewhat, becoming more able to communicate with you directly, capable of granting greater boons, and giving you more opportunities to earn its favor by doing its bidding.

The entity will never betray you, even as its power grows, and will not take action in the world unless you request it as your boon. In future jumps, you can always find another shrine to this being somewhere in the forgotten reaches of that jump. You always know where to find it the moment you think about it.

Tabula Akasha (200 CP): There have been many theories that there may exist an akashic record, some form of information dimension that stores all that has ever been known. This object may be related, or it may not, but it certainly proves that it is possible.

This object, bound to your being, takes the form of some kind of non-supernatural physical information storage from any world you have been to, such as a book, phone, laptop, or even stone tablet. More than that, it can take the form of another such medium of storage whenever you desire, including changes to the fine details of its appearance.

The object is a perfect form of information storage. There is no limit to the type or amount of information it can contain, such that even in book form, it could contain countless libraries of information without changing weight or appearing to have more pages than it should until you start turning them. It can index its stored information perfectly, always retrieving the information you are looking for, and even combining unrelated documents coherently if they both contain information relevant to your desires. Even if the information should be incompatible with its current shape, it will still display properly as long as any mundane information device could display it. A phone app, for instance, may be rendered onto the page of a book, reacting to a touch of the pages as a phone would to a touch of its screen.

In addition to being able to absorb information manually, by writing, typing or even etching in it, it can automatically absorb any information you know, unless you desire otherwise, and can also obtain all information in any form of information storage it is touched to, from a computer to a strange magical data crystal. This does not include the knowledge of a living creature however, even if that creature may be a sapient AI or something of a similar nature. Any information stored in the item is inaccessible to others unless you desire it, such that they could not even read its contents directly without your permission.

If you also have the Divination Focus item, this objects connection with information will allow you to combine the two, granting the Tabula Akasha all the properties mentioned in Divination Focus.

Associates (200 CP): Psychic power is well suited to an existence outside the public eye, as its origins and uses are often clandestine. Due to this, the formation of secretive communities of psychics and their allies is not uncommon. You are now loosely affiliated with a handful of such communities, and will be similarly connected in future jumps. When necessary, you always know someone who has the psychic power and disposition you need, for the right price. This can be anything from psychometers and spirit mediums to gather information for you to telekinetic ex-military personnel willing to watch your back in the field. None of these people are truly mighty psychics, but you'll be glad for the help. In every jump, a small few of these individuals will have enough goodwill towards and general friendship with you to assist you free of charge, regardless of if that means employing their powers on your behalf or letting you crash at their place while the police are after you.

Psi-Weapon (300 CP): You gain a weapon of a type of your choice. This can be anything from a sword to a firearm, but must be an ordinarily mundane weapon that can be used by a single person.

This weapon is passively empowered by your psychic abilities, causing its base power to scale to your raw psychic ability, and making it more effective against supernatural entities or defenses. Even a middling psychic could likely cut through solid stone with a psi-sword, albeit with some effort. The effects of this weapon can also be improved by focusing specific psychic powers into it. A telekinetic might boost the power and speed of its attacks for instance, while a telepath might inflict the same amount of damage to a target's mind as their body with it. You can imbue multiple power types at once in this way, though each demands effort.

If the weapon uses some form of fuel or ammunition, you can fuel it with your psychic powers, and doing so incurs almost no strain. Optionally, if the weapon has a blade, head or similar end with which to strike enemies, it can be replaced with a blade of psionic energy, which requires some strain to manifest, but grants it additional power.

Being attuned to your will, the weapon is also receptive to any improvements you make to it, and will retain any you make.
The weapon can also dissolve into psychic energy and merge with you, allowing you to make it vanish and reappear as desired, and will quickly repair incurred damage while dissolved.

Mental Realm (300 CP): Located somewhere between the material world and a greater mental realm (such as the Collective Unconsciousness, the Astral Plane or the Realm of Dreams), This realm is a veritable font of psychic energies to which you are uniquely connected. You may travel to this realm from anywhere with a few seconds of focus, and can return to where you left in the same way. You can also bring a few willing people along when you do so.

The plane itself has a general design of your choice, whether a castle, forest, or complex of comfortable apartments, and can contain up to a city park in space. While you are in it, you can draw power from it to recover from strain and restore energy at a massively accelerated pace. Within the plane, your use of powers is also much enhanced, allowing you to accomplish far greater acts than you would normally be capable of.

Your unique connection to the realm can be developed, eventually enabling you to do things like bring unwilling targets into it, increase its size using your powers, draw on the plane's restorative energy even while outside it, or use it as an in-between to travel to the psychic realm it borders.

If you do not have a warehouse or warehouse alternative, you may designate this item as your warehouse alternative, granting it any benefits your warehouse would normally receive.

Notably, not only can you import any number of properties into this mental realm now to combine their effects as desired, but any properties you acquire later can also be imported into this item, regardless of whether they have their own import option. You can determine how these properties combine, from placing them somewhere within this plane, to applying their passive effects to the entire plane, to anything else you can imagine. If you change your mind on how to integrate something, you can change the way these imports take effect once per jump or every ten years, whichever comes sooner. Maybe with time, you could even learn to bring properties unrelated to your chain into this plane?

You cannot use a Psionic token to acquire this item.

The Origin (300 CP): This unusual segment of glowing crystal a little larger than a fist fills the area with an unusual buzzing feeling. When someone who does not possess psychic powers from this jump makes contact with the crystal, their psychic potential is awakened, granting them the effect of the Psionic Potential perk, and a smattering of psychic talents on par with the perks in this jump.

By crushing the otherwise nigh-indestructible crystal in your hand (something that is easy to do deliberately, as if the stone reacts to your will) it releases a wave of invisible energy that causes the same buzzing feeling as the crystals presence, and causes a portion of people across the world to awaken their psychic potential in the same way as touching the crystal.

You cannot use a Psionic token to acquire this item.

Companions

You can use Psionic Tokens on items from this section as desired.

Recruit Anyone (Free): Anyone who agrees to join you in future jumps may be brought along as a companion. This counts as a perk, and can be used in future jumps.

Create/Import Companion (50 CP): You can import one of your companions into this jump, which grants them 600 CP and 4 Psionic Tokens to spend. Alternatively, you can create a companion originating in this jump, who gains the same resources, and has a personality and appearance of your choice. They are guaranteed to get along well with you. You may purchase this option multiple times, and every purchase doubles the amount of companions you may import and/or create.

Drawbacks

Early Exit (+0 CP): You might not be planning to stick around for long. If you choose this toggle, you may, in the event that you resolve whatever the core conflict or canon plot of this world is, choose to leave early. However, this only applies if there are no unresolved drawbacks that conflict with your exit, otherwise those must also be resolved.

Supplement (+0 CP): Instead of treating this as an independent jump, you may use it as a supplement for another jump. When you do so, you may fill out both jumps, with a separate pool of cp and other resources for each, and you gain the benefits of both. Additionally, you may integrate any part of this jump's chosen setting to the other jump, as desired.

Extended Stay (+100 CP): You will be spending an additional 10 years here. This drawback can be taken multiple times, but you can only gain a maximum of 400 CP from it.

The Nosebleed (+100 CP): When you use your powers in any capacity, you suffer physical strain. At first, this will only cause mild headaches and nosebleeds, but heavy use of your powers can result in passing out, crippling migraines, agonizing pain and tears of blood. Not only will this make using your powers profoundly unpleasant, but the nosebleeds are an obvious giveaway that something is off to the observant, or those in the know.

Tactile (+100 CP): Your powers only work on things you have direct physical contact with. Telepaths could only read a person's mind with skin contact, and clairvoyance would, at most, allow for enhanced awareness of the room they're in by, say, detecting vibrations in the floor they're standing on.

Astronomical Presence (+100 CP): Your psychic powers are many things, but they are certainly not subtle. You practically radiate psychic power to any with the means to detect it, and any power you manifest will have a distinct and noticeable visual as per the Flamboyant Display perk, though without that perk this does not increase their power. While this psychic brightness does not equate to being more powerful, it will often be perceived as such, and others that notice it will be more likely to try and exploit it, whether that means recruiting you or hunting you down.

Dependency (+100 CP): Your powers won't work unless you consume a specific drug on a daily basis. The drug in question is highly expensive and will require illicit sources to obtain.

If you do not have any supernatural powers, you instead require a certain medicine to live. If you go more than a day or two without it, you will start to suffer from increasingly painful bouts of sickness, and after about a week, its absence will kill you.

In either version of this drawback, you start with a supply of a month for this drug.

The Gazing Abyss (+100 CP/+200 CP): The powers of the psychic have touched on something altogether darker, and that darkness has taken notice. All psychics in this setting, which specifically includes you even if you otherwise would not qualify, act as beacons for prevalent supernatural beings that can detect psychic powers, specifically ones that have reasons to kill the psychics in question. They may feed off of psychic minds, turn them inside out as gateways to another realm, or sacrifice them in incomprehensible rituals. Whatever the specifics are, such creatures hold a certain amount of specialized supernatural power, typically a lot more specialized than a psychic, but also capable of strange and unpredictable things within their niche.

For an additional +100 CP, some rare specimens from the supernatural world are powerful and versatile enough to match psychics, while retaining their unpredictability. You are guaranteed to come across at least one in your time here, and may encounter far more if you make yourself obvious enough as a target.

New Form (+100 CP/+200CP): Your power might hail from some mutation in your genetic code, or even have mutagenic properties of its own. The end result is the same: your body is changed in some noticeable way, leaving you recognizably other.

For 100 CP, this change marks you as strange, but does not detract from your form. Whether it's glowing eyes, and unusual skin color, or some other strange feature that will give you away as something supernaturally inclined, but won't necessarily garner reactions of disgust or negativity from those not already hateful towards the supernatural.

For 200 CP, Your features are not only alien, but distinctly unpleasant. Perhaps your skin is translucent, revealing musculature and organs, or your cranium is enlarged by several sizes, strange in shape and pulsating unpleasantly. Features like this will not only give you away as supernatural, but will garner an instinctive negative response from even the open-minded, and such features likely extend past sight alone, making you unpleasantly slimy to the touch, causing uncomfortable scents, or presenting

similar issues that will hinder you socially. Others may be able to overcome this reaction and see you for who you are and what you do rather than how you look, but you will be unpleasant to be around in many ways even then.

Emotional Backlash (+100 CP/+300 CP): Your powers are difficult to retain control of. When you experience any kind of strong emotion, you will manifest your psychic powers uncontrollably, lashing out at your environment.

At +100 CP this will at worst break objects and damage your surroundings, or cause discomfort and pain to you and others nearby.

With the +300 CP version, these uncontrolled powers are likely to cause casualties, inducing brain death, breaking bones and generally causing disasters wherever you go. You will have to keep a tight leash on your emotions, or avoid contact with polite society entirely, if you plan to get through this without harming and likely killing friends or innocents.

Type-locked (+200 CP): Your psychic talent is fully geared towards a single specialization, rendering you completely incapable of acting outside of it, psychically. A telepath could never lift even a grain of sand telekinetically, and a biokinetic would be completely incapable of predicting the future.

Maddened (+200 CP): Your psychic awakening seems to have had some adverse effects on your mind. You suffer from a psychological problem that significantly impedes your ability to go about your daily life. This can be something like hollywood-style multiple personality disorder, chronic, vivid hallucinations, recurring terrible pain, or something else on that level. The problem is not insurmountable nor are its effects constant, but it makes things generally uncomfortable for you on a near daily basis.

Thou Shalt Not Suffer The Psychic (+200 CP): Two things are certainly true regarding psychics in this world. They are known, and they are hated. The existence of psychic powers is common knowledge amongst the population, and they feel great distrust and fear towards them. If it becomes known that you are a psychic, you should expect to be treated only with paranoia and disdain by normal people, who will try to banish you from their community the moment they are able.

This change in society has reflected in its means, as governmental, military, and similarly influential organisations have access to the means to detect psychic ability, and the training necessary to take them down should they step out of line. If it becomes known you have used psychic abilities in a criminal manner, you can expect to

deal with anything from trained task forces to, as hypocritical as it may be, government regulated psychics intent on bringing you in for rehabilitation.

That said, you are but one among many psychics here, and if you keep your head down and do as you are told, or find more illicit means to slip through the cracks, you can likely escape the gaze of the system well enough.

Warped Peril (+200 CP/+300 CP): The psychic powers of this world are not safe, and can hold great danger if not cautiously wielded. It becomes much easier to lose control of one's psychic powers, and whenever one does, it can result in an array of negative consequences, from tearing apart space to calling forth uncontrolled monsters to even worse results still, though the fortunate may only cause an ear-piercing screech or break a random bone. The more powerful the psychic, and the more potent the effect they are attempting to manifest, the worse this effect will be.

For an additional +100 CP, this becomes even more problematic. Even psychics that refrain from using their powers can trigger outbursts of chaos, and any other supernatural powers used in this world, including those you bring in from outside of this jump will result in similar unstable effects.

Full of Terrors (+200 CP) / +400 CP): There are many dread things in this world. Monsters may have existed before, but now, they are both diverse commonplace, filling every corner of the night with different types of horror. Demons from psychic realms of torment, cryptids born of mankind's fear and darkness, and many more such monsters now roam the world, and you are all but certain to encounter them relatively often should you attempt to do anything noteworthy. Even if you keep to yourself and avoid problems as best as you can, you will almost certainly encounter such monsters at least a few times while you are here.

For another +200 CP, they are legion, swarming not only night, but also day. Any masquerade is rendered impossible, as monsters openly swarm the world, and it is not unheard of for towns or even cities to be lost to ravenous beasts. Civilization is restructured to even permit survival against such an onslaught, and the world is a much more brutal place for it.

Nulled (+200 CP/+400 CP): You are mundane, losing the effects of all perks that grant abilities outside of human limits, from this jump or other jumps, though you can still purchase them normally. Interestingly, the single exception to this is the Anti-Psionics perk, whose effects you can still employ.

For another +200 CP, you cannot gain the effects of any extrahuman perks or items, including Anti-Psionics.

Tainted Power (+300 CP): Something dark rests in your mind now, and it is what provides you the powers you hold. From brain parasites to the corruption of elder gods, the details are irrelevant. What matters to you is that you are mildly tainted at all times, and that each time you use a supernatural ability, the taint within you grows. The more tainted you become, the harder it is to think straight, as you begin hallucinating and become more wicked and megalomaniacal in bearing, as well as more tempted to use your powers to solve your problems. Let this vileness build enough, and you will be consumed to release something else into this world, failing your chain in the process.

The taint will diminish when you refrain from using your powers, giving you a chance to recuperate, but this is not a fast process, and if you are forced to go all out for any reason, it may take you months to recover from the backslide into corruption.

Asset Recovery (+300 CP): Seems like someone out there considers you proprietary technology. There is an organization out there, perhaps one involved in your creation or simply one that wants to understand how you came about, that intends to retrieve you for study by any means necessary.

This organization is one with access to a truly ridiculous amount of funding and resources, and they are rather familiar with the function of psychic powers. While they don't know how to artificially produce psychics on your level yet, they can feasibly field anything from heavily armed hit squads of psychic drones to genetic monstrosities empowered with specific psychic techniques, and they have enough influence not to care about things like 'casualties' and 'war crimes', though they might not be able to arrange for an assault in a truly public location like a busy city square. Best to mind your manners. You are being watched.

Rival Psychic (+300 CP): It might be a psychic commando under orders, an old rival with a grudge, or some servant of darkness out for blood, but whatever the circumstances are, you now have a psychic of similar power to you out for your blood. The psychic in question has 1000 CP and 5 psionic tokens worth of purchases from this document. They don't necessarily hate you beyond reason, but they'll be working against you to some degree for your entire stay here.

For another +200 CP per psychic, you may, up to 4 times, add another rival psychic. Note that these psychics are likely to wind up working together to some extent to hinder you, even if they aren't part of the same faction, which they might be.

Drone (+300 CP): You have been psychically subjugated to the will of another. They may be the officer of your psychic task force, an underground slaver, or something else, but you are programmed to serve them utterly.

This individual is a relatively powerful psychic, and they have the benefits of a forceful connection with you, as per the Networking perk. They will not die during the events of this jump. They consider you a valuable investment, and will not recklessly put you in situations you cannot survive or degrade you unnecessarily, but they are willing to risk you if they believe the returns will be worthwhile.

Titanomachy (+300 CP/ +500 CP): Larger than a mountain and practically a god to normal men, this creature is a natural disaster unto itself. Somewhere in the world is a creature so powerful it regularly vanishes cities off the map overnight, and has not been killed by even the combined efforts of this world's psychics and military. Even beyond its tremendous physical power, the creature has psychic abilities of its own, powerful enough to put even its own physique to shame, though they are likely specialized in a particular discipline, a consequence of their nature as instinctive powers instead of practiced ones. And at least once during this jump, the creature will attack wherever it is you reside. It will not single you out necessarily, but it does not need to do so to bring ruin to the entire locale you reside in.

For another +200 CP, it is not this single being that holds such tremendous power. There are now several apocalyptic entities wreaking havoc across this world, all with their own specialties and priorities. And you will encounter each of them at least once.

Veteran of the Psychic Wars (+400 CP/ +600 CP): Tension has been building beneath the surface of the psychic communities for a long time now, and shortly after the start of your jump, that tension will boil over as the community features into several warfarin factions. It won't be impossible for you to escape the war efforts, but the chance of you laying low for your entire stay are miniscule at best.

For an additional +200 CP, you are guaranteed to find yourself embroiled in the war effort, dragged into open psychic combat and inter-faction politics both. There is little doubt that this will make your stay here both dangerous and stressful.

End Choices

At the end of your stay in this jump, the effects of all drawbacks you have taken will end, and you will be given a choice:

Stay. You have decided that you will remain in this jump, spending the rest of your time living whatever life you have carved out here. Try to make the most of it, eh?

Go Home. You have decided to return home, taking the power and treasure you have acquired on your journey back to the place from whence you hail. Your story may not be over, but this journey, at least, comes to an end.

Move On. You have decided to travel to another jump, not content to end your tale here. Onwards, then. To whatever may be next.

Notes

Disciplines and Techniques: In this jump, the terms discipline and technique are used repeatedly. A discipline is a category of psionic powers that all operate under the same general principle, such as Telekinesis, Telepathy, or Clairvoyance. There is no specific system that determines exactly which disciplines exist, and what power falls under which discipline. It is simply a shorthand to refer to a specific category of psychic power. Similarly, techniques are simply a term for a specific application of psychic power, such as telekinetically flinging something away from yourself or reading someone's surface thoughts.

Strain: One of the core assumptions of the Psychic Potential perk in this jump specifically is that without specific perks, the use of psychic powers incurs strain. Strain is generally just a term for the taxing of your mental energies, and can result in headaches, exhaustion and so on. With training, the amount of strain you incur, and the amount of strain you are capable of taking, both improve. If you want to gain a system of psychic power that doesn't demand strain to the same extent, look into the Psychic Knacks and Well of Power perks, and note that when you train with these perks, you can specialize more into them, such as relying almost entirely on techniques that do not strain you in the case of psychic knacks, or training your powers to run more efficiently on psychic power instead of strain in the case of Well of Power. Doing so reduces the rate at which you learn to process strain, but increases the level at which these perks take effect to compensate.

Development Types: While the Development Type perk grants several advantages that will help you develop your powers more quickly, it should be noted that most 'normal' methods of developing psychic powers are available to everyone with psychic potential. That said, without a development type they are far less effective individually, and progress will be much slower, likely requiring a psychic to cover several bases for training to develop their powers at a decent pace.
Here are some examples of development types that you could choose for the Development Type perk, though plenty of others are possible:

- Research: You develop your powers by learning more about how they, and psychic powers in general, work. Learning more about the things your powers interact with, such as fire for pyrokinesis, or psychology for telepathy, also works for this.
- Training: By pushing your powers to their limits, they improve like a muscle, becoming better and better as you strain them more and more.

- Meditation: By simply calming your mind and focusing on the power within you, you can become more closely connected to it, refining it and learning how to better apply it.
- Hyperfixation: By using one power to the exclusion of others, the rate at which you develop it increases exponentially. Trying to practice with, or even use, other techniques will quickly break this effect however. More specific uses will develop faster with this method, such as only practicing at hurling firebolts instead of fixating on pyrokinesis in general.
- Murder: By killing something using your psychic powers, they are improved. This might strengthen the specific power you killed them with, improve your general psychic power level, or improve powers related to the creature you killed. Stronger targets are generally better. This is not usually considered a 'normal' method of psychic development, and others likely cannot improve their powers in this way.

Anti-Psionics: Almost uniquely in this jump, Anti-psionics grants a power system that isn't actually born from psionics, though the two are obviously related. While the basic uses of anti-psionics are clear enough, the more advanced potential uses are a little more obscure, and so are expanded on here.

- Anti-psionics is well suited towards disruption and diminishment, allowing you to learn how to neutralize even non-psionic versions of effects that can be psionic with effort. For instance, in addition to putting out pyrokinetic fire, an anti-psion with a lot of experience countering pyrokinesis might learn to neutralize mundane fires too, or drain the heat from a room. One who has countered technopaths before might learn to disrupt, glitch out, or crash all technology.
- Anti-psionics forms from an inversion of normal mental structures, and so conflicts with the minds of regular thinking beings. Exposure to anti-psionics causes discomfort and unnerving, uncanny feelings, and when focused, this property can be used to induce fear or distort perceptions unpredictably. In sufficient amounts, the power can be used to render others unconscious, brain-dead, or insane.

Thoughform: This perk turns you into an entity comprised of psionic energy, but also comes with a certain additional benefit. Unlike most psychic entities you might normally encounter, you retain the benefits of being organic, meaning that you are not disrupted by anti-psionics, even your own, or recognizably supernatural unless you are actually using the powers your thoughtform nature grants you. Note that entities replicating the effects of the Thoughtform perk, such as the Symbiotic Entity and some of the monsters from this jump's drawbacks, do not gain the benefits of being organic. Because you aren't exclusively organic, however, most weaknesses of being organic are

absent. You are immune to mundane poisons and diseases (though supernatural ones may still affect you), you are immune to mundane radiation (though it might still disrupt your energy patterns causing some of the short term discomfort, but none of the long term effects) your body does not require food, drink or oxygen (though your mind still requires sleep, and the body still consumes some energy to function, so you don't gain limitless stamina). Your body does not age, as your mental image corrects for the flaws of aging automatically. You can still adjust your mental image of yourself to replicate the appearance of aging. Finally, the last benefit the perk grants, boosting powers that affect the body, is relatively versatile. As the body is now composed of psychic energy, it can not only be easily reshaped by your normal powers, but might also achieve certain results you normally couldn't or would at least require much more effort for. You might shapeshift into slightly impossible forms, or more easily ignore the conservation of mass to change size or density, you could use astral projection while bringing your body along, negating the weakness of leaving it unattended, and other such benefits. This malleability might also allow for similar benefits from other supernatural powers you learn that affect your form.

Traveler Toggle: While it's easy enough to understand what toggling a setting perk off entirely does, there may be some confusion on what happens when you toggle a perk partially. Taking the traveler perks dimensions as an example, it means that you could find a version of that jump which only features alternate timelines that you aren't in, or one one that doesn't have alternate timelines at all, but still has mental planes, though you cannot use this to bypass portions of jumps that already canonically have such timelines.

Trance: The trance power, foundationally, is simply a state of mind that allows you more control over your mental faculties. By default, this means you can just push your mind harder to think faster, but in addition to the listed benefits, you might also be able to learn things like encrypting your own thoughts on the fly to render them impossible to read, as well as well as hiding emotional tells and the like to hide better, replicating sleep's effects at a much more effective rate or without losing awareness of your surroundings, strengthening your willpower and resolve to ward off mental assault, letting your other senses cooperate to perform normally while blinded or fighting invisible targets, and other such feats of enhanced mental prowess. Any powers connected to or enhancing the mind are in turn able to be enhanced by trance, causing it to synergize well with perks like **Multithreading** and **Method of Loci**, in addition to being able to boost or incorporate psychic powers. This list is not exhaustive, but gives examples of the kind of advantages trance could develop into granting, though these would all take time and effort to gain.

Mental Realm: The mental realm, even if you do not use it as a warehouse, can be used to store objects between jumps.

The connection you have to your mental realm is very broad, and can perform several functions depending on how you decide to develop it. Note that training it to do something does not lock you out of any other developments, so eventually, you could learn to replicate all effects described here and more. Firstly, it would be relatively easy to develop your teleportation to and from the realm, letting you learn to open gates instead, teleport others instead of yourself, or summon items to and from the realm. You could learn to move your realm, partially or wholly, into another location, allowing you to do things like summon walls and terrain onto a battlefield, or just place your home down in the middle of the suburbs somewhere, as if it had always been present. This can be a temporary relocation, or you can just let it remain in its new location until you decide to move it again, or the jump ends, and you could even learn to use the realm as an in between to other dimensions in the same jump, or other locations in the same dimension, using it as a sort of fast travel system. You could also change the realm's layout, or learn to control or toggle the effects of properties imported into it. Access to other power sources would let you learn to synergize them with this realm as well. Perhaps you could use items and terrain here as templates for projection magic, or perform transmutation that would normally take great effort much more easily within the realm.

Changelog

V1.1

Expanded Traveler perk to encompass the toggling of setting alterations, including its own.
Expanded Heritage perk to include physical changes.
Added Mutagenic Resilience perk.
Added text declaring Symbiotic Entity to be a follower and possible companion.
Fix missing text in Unified Practice perk.
Added refills to Cognitohazardous Pigment.
Added the Survival Kit and Tabula Akasha items.
Added Early Exit and Supplement toggles.
Added the New Form, Astronomical Presence, The Gazing Abyss, Thou Shalt Not Suffer The Psychic, Asset Recovery and Warped Peril drawbacks.
Expanded the Rival Psychic drawback to allow multiple rivals.

V1.2

Small fixes.
Clarified multi-companion purchases.
Split the New Form drawback into levels for neutral and unpleasant features.
Ensured Restraint cannot be forced to activate or deactivate.

Clarified Training Room as warehouse attachment and possible in-jump location.
Slight clarification on how Method of Loci integrates with regular senses.
Added an aesthetic change to the Corruptive Influence perk.
Expanded on the Trance perk and its potential functions in the notes.
Added Mental Realm section to notes, made Mental Realm a viable warehouse alternative.
Added the Full of Terrors and Titanomachy drawbacks.
Changed Occultism's nebulous 'powers are considered magic' to a more specific effect.
Added notes on Thoughtform, to answer questions I have received and provide extra clarity on its functions.
Small adjustments to Unified Practice, for clarity.