PSYCHO-PASS

サイコパス

A JUMPCHAIN CYOA

The 22nd century. Most of the world is more or less in a state of continuous upheaval – local warlords rise and fall, and the major concern of most humans is just staying alive.

The only bastion of civilization as modern society would recognize it is now the nation of Japan, which in many ways is an ideal society. Its citizens are largely happy and safe, supported by higher levels of automation and technology, governed by the Sybil System.

This miraculous 'oracle' computer controls Japan, from its high-density cities to the uninhabited automated farms, and guides its citizens into the jobs and lives they are most suited for. Its most grave task, however, is determining who will become a danger to themselves and others through reading their "psycho pass", a measurement of the vital force field which humans project.

Those with too high a value are deemed latent criminals, and offered therapy and treatment. But those who refuse treatment, or manage to carry out criminal acts before the system detects them, must be arrested or eliminated as a danger to society by the Ministry of Welfare's Public Safety Bureau.

It is November 5, 2112. Today, Akane Tsunemori will begin her first day in Division 1 of the MWPSB's Criminal Investigation Department.

You have **1000 CYMATIC POINTS** to spend.

BACKGROUNDS

Your age is either 17+3d8, or you may choose to start at 20 – if you are from Japan, you have just graduated from your higher education and are about to start in a new job. Your gender is as it was; or pay 50cp to choose the age and gender of your choice.

All backgrounds will start in Tokyo, Japan (since nearly all of Japan's citizens live in the interconnected cities, 'Tokyo' and 'Japan' are colloquially synonymous), except for Foreigners, who will start in any location outside its borders like the SEAUn (South East Asia Union).

CITIZEN (DROP IN)

You are a citizen of Japan. One of millions; and thanks to the Sybil system, your nation has been good for you. In fact, your main health concerns are all caused by too much of a good thing, like putting on too much weight or even a lack of exercise since you can work from the comfort of your own home thanks to VR.

FOREIGNER (ALTERNATE DROP IN)

The other so-called nations of the world are little more than junta-controlled territories, with the balance of power and networks of allegiances shifting on a weekly or monthly basis as new warlords and self-proclaimed dictators seize power and are overthrown.
Daily life is the struggle to survive and get enough food, water and shelter to keep going, yet this existence is routine to one like yourself.

INSPECTOR

With incredibly high test results, you were cleared for any career you could choose – and you chose to serve the Public Security Bureau. You can't even drink yet, but your job is to investigate crime and arrest or even execute criminals. It can often feel like you're just a dog handler - in the field, the actions of your team's Enforcers is your responsibility, as is hunting them down if they try to go astray.
Better hit the ground running, or you'll be late for your first day on the job.

ENFORCER

You are a latent criminal judged able to contribute to society by acting in the PSB as an Enforcer; set loose with a Dominator to hunt down other latent criminals and arrest or execute them in order to reduce the mental contamination Inspectors suffer from dealing with murderers on a continuing basis.
You'll live perpetually under house arrest in the PSB headquarters, and if you ever try to disobey or run, your Inspector will bring you down. I suppose you get more fresh air than in a cell, though.
You will start with a psycho pass >100.

LATENT CRIMINAL

You are one whose crime coefficient warrants mandatory treatment, arrest or execution. You know your psycho pass is over the limit, but freedom has never felt so sweet.
So far you haven't been detected, but a glance at your phone tells you that your options are stay hidden from the authorities, surrender yourself for treatment, or go on the run and be hunted down by the Public Safety Bureau.
You will start with a psycho pass >100.

INVISIBLE

(Must purchase either Criminally Asymptomatic or Collective)
You are incredibly rare; a glitch in the Sybil system. Someone whose psycho pass is unable to be measured by the system, and therefore free to do anything you put your mind to without being automatically detected. The nature of your separation from the normal divisions of humanity – discovering that you can do or think things without repercussions from the Sybil system – has likely had irreversible effects on your psyche.

SPECIALTY

You may have been assigned your specialty by the Sybil System to ensure you have the perfect life, or perhaps this is skill hard won over and above what you've been told to achieve. You may teach your specialty to other people.
Select one specialty. You gain the 200cp level for free and a discount on the 400cp level. You must have the 200cp level to buy the 400cp level.

ART

(Select a sub-specialty like painting, a musical instrument, story writing, etc.)

AMATEUR – 200CP

At this level of skill, you could be making a reasonable amount of money from your artwork or performances. Your name is likely obscure outside of fans of your genre/art type but within that circle it is well known. You are likely involved with a community of similar artists, lending you connections within the subculture.

MAESTRO – 400CP

The style and execution of your art is both distinctive and popular. Your works can become well known beyond a cult of fans, potentially launching you towards the stardom, fame and fortune that can open many doors. Your message and intent can also reach and influence the broader public with through your art, creating fans out of those you've never met, even years after you stopped producing.

BIOLOGY

(Select one biological field, such as medicine or genetic engineering.)

GRADUATE – 200CP

You are a capable professional with experience in your field; either a Medical Doctor or a PhD. Your contributions to science and medicine are likely to be valued and respected across those familiar with your field.

MASTER OF SCIENCE – 400CP

Your skill in a biological field is groundbreaking – the ability to perform a transplant of over one hundred donor parts into a single person (eliminating the possibility of rejection) or creation of genetically engineered crops that feed the nation without human intervention. Such achievements are likely to have lucrative applications and ensure a comfortable retirement.

COUNSELLING & TREATMENT

THERAPIST – 200CP

Under your guidance, you can help others keep their mind happy and healthy, maintaining clear Hues or restoring darkened Hues with ongoing treatment and support. You are able to help people recover from stress and difficult times, such as being witness to a murder or surviving a traumatic accident, and may even be able to treat borderline latent criminals and help them rejoin society. Of course, they have to want your help.

TRAUMA RESTRUCTURING – 400CP

Under your care, those who would normally be deemed untreatable have the hope of recovery. Barring some inherent defect in their neurology, even those deemed irredeemable by the Sybil System can be restored to low Criminal Coefficient scores and clear Hues under your therapies.
In rebuilding a truly shattered mind, you exert considerable influence over the personality as it heals itself, shaping it according to your designs: one accurate to their pre-break stage, or perhaps one more devoted to your ideals...

ANALYTICAL PSYCHOLOGY

STUDENT – 200CP

Profiling is an outdated method, but sometimes you can't rely on having access to someone's records and psycho pass rating, especially if you don't have a suspect yet. With enough evidence on the way they act and think, you can narrow down their likely demographic and psychology, which can help you produce a lead.

PROFESSOR – 400CP

For someone of your expertise, reading the major life events in someone's history with a glance and a few words of conversation is possible. Simply from the way they move, speak and carry themselves you can tell they have a concealed firearm, whether their family was rich or poor, and how close they are with their relations.

CYBER OPS

SCRIPT KIDDIE – 200CP

With a computer and a few minutes, you are quite able to seize control of other's holographic costumes or personal devices, trace a network user's location, or subvert simple civilian systems like traffic lights or a mall's CCTV system. Extremely security-conscious users are likely beyond your reach without focused effort over time or a one-off slip of their guard.

BLACK HAT – 400CP

At this level of cyber-skill, back-tracing someone through multiple proxies or hacking into military infrastructure and government agency databases is possible with the right tools, opportunity and preparation. If there was anyone who could hack military drones and hand over the controls to video game players, it would be you.

MARTIAL ARTS

BRAWLER – 200CP

Your hand-to-hand skill is well above the average citizen – you could easily evade or control a fight with the usual latent criminal lunging at you with a knife, leaving you the option of disarming them, beating them down remorselessly or even killing them with your bare hands.

BLACK BELT – 400CP

You spar with training dummies on maximum skill mode, and could hold off a pair of cybernetically enhanced, elite soldiers in hand-to-hand combat for a short time with only skill and bodily strength. If the odds are fairer, say a one-on-one confrontation, you could likely take them down, using your skill to negate their advantage of superior raw strength and durability.

TECHNOLOGY

TECHNICIAN – 200CP

The knowledge and skill to design and construct the standard technology of 22nd Century Japan is packed into your head by rote. With a workshop and raw materials you will be able to build the usual police or military drones (with tazers or normal firearms), holographic projectors, advanced camera and computer systems, basic cybernetic prosthetics and other technology.

SYSTEMS ENGINEER – 400CP

At this level, the more exclusive technology is yours to construct. You'll have to work from first principles, but with enough time and the infrastructure to support your inventions, you could eventually work your way up to producing military-grade cybernetics, handgun-sized energy weapons, cymatic scanners, and the very technology that the Sybil System uses to serve the needs of its citizens.

INFILTRATION

SHADOW – 200CP

In a city packed with surveillance cameras and cymatic scanners, it takes considerable skill to move about without showing up on a screen somewhere. This is apparently something you possess: the ability to avoid the cameras every day of your life and stay ahead of regular drone and guard patrols.

GHOST – 400CP

With near-silent footsteps, you are easily able to slip through a heavily-guarded perimeter like some kind of ninja. You could run up behind someone and push a knife into them before they even heard or sensed your presence, and even once an enemy is alerted, you could use light, darkness and terrain to slip out of their sights and make your escape…or move in for the kill.

BACKGROUND PERKS

Discount 50% to matching background. The matching 100cp perk is free.

OCCUPATIONAL APTITUDE – 100CP, CITIZEN

Under the Sybil system, that which must be done is done by those who can do it. All citizens are tested for their aptitudes for every job, from the highest government position to the lowest garbage collector. At any point, you can assess your capabilities for a given career or occupation, and know how proficient – or deficient – your skills are for the job. If you are lacking, you will know exactly in what areas you need to improve.

COMMUFIELD CELEBRITY – 200CP, CITIZEN

If you had the option to earn your living from the comfort of your own home, why not do so? You have all the traits and talent of a popular Commufield avatar – an internet celebrity, the equivalent of a professional YouTuber in this day and age, but with an emphasis on interaction with your viewers; the present world's VR has come a long way from just videos. A gift for conversation and roleplaying your avatar, for designing and cultivating a persona, tailoring your virtual set, grabbing attention and generally just being someone others are interested, intrigued and entertained by.
Affiliates are more than willing to pay for your endorsements.

SACRIFICIAL FRIENDS – 400CP, CITIZEN

The serial killer's gaze lingers on you, but it's your friend he abducts and kills first as a warm-up. The sniper has been instructed to bring you down, but you coworker steps in the way of the shot. Whether through conscious choice on the assailant's part or coincidence to the point of synchronicity, your friends bear the brunt of murderous intent that is aimed at you.
The less aware you are of a given threat, in the fact of its presence or the general nature of the danger it poses to you, the more likely your life is saved, though your friends will pay the price for your ignorance.
That is assuming you have any friends left.

FORGE YOUR OWN DESTINY – 100CP, FOREIGNER

Some of Japan's citizens live so carefree and divorced from the need to make choices or the hassles of life that their mind loses its purpose for living and shuts down in a catatonic state. Your mind could never do such a thing; it always finds a reason to keep striving, to keep existing, and is always reaching for 'the next thing'. It pushes forever onwards, unable to just give up until the body that supports it finally dies.

HOME-GROWN INSURGENT– 200CP, FOREIGNER

The reality of life in nations like SEAUn is a constant struggle for basic rights. One month, the dictator of the hour is tolerable and you have to stamp out some rebels who oppose them; the next month they're overthrown and it's you who have become the rebels. As a result, the basics of fighting a resistance against better-armed and numerically-superior forces have become ingrained in your bones. Squad tactics, asymmetric warfare strategies, signals, the basics of weapon handling and blending in with the general populace are second nature, as are the skills to produce IEDs and other explosives, if you can get the supplies.

INTERIM GOVERNANCE – 400CP, FOREIGNER

There's no doubt that the Sybil system works in Japan, but the infrastructure needed makes it problematic at best to maintain across the world. When you have to take control of fresh, new territory over the bodies of those who ruled it last, effective rule rests at your fingers.
More effective than relying on charisma, you can manage the logistics and governance of a nation through the troubled times after a coup or other takeover with the minimum of casualties…both among your own forces, and among those of the citizens of your new nation. That 'minimum' number will depend just how much they liked their former ruler compared to you.

SYBIL'S GIFT – 600CP, CITIZEN

The Ministry of Welfare doesn't only use its vast processing network for cymatic scans and hunting latent criminals. The bulk of its duties are making sure everyone has a happy life – an ability you have learned to replicate. You can take gathered information about someone and use it to plan out the rest of their life for maximum happiness, comfort and quality of living, as well as where their best use to the rest of society might be found.
The more info you have on someone, the more detailed and seemingly prescient your guidance is. If there's only a little bit of information on hand, you might tell what industry ("something in software writing") or some aspects of a partner who will make them happy ("a man with an outgoing personality"), but with enough information, you could chart out their future life to determine exactly what company and position they should work in, who exactly they should marry and when, what to wear and which music to listen to, and how they should live their life in every way, all in order to maximize their happiness and contentment with their life and their productivity in society. You may even apply this perk to yourself, but your advice, self-given or not, has no room for hair-raising adventures and makes no account for disasters out of a blue sky.

CITY'S FINEST – 100CP, INSPECTOR

If you can hunt a serial killer through the sewers you should be able to do any kind of job, right? You have the nature and great potential to learn and be good at just about any kind of job or career. You could be a satisfactory office manager, trash collector, mechanic, counsellor, programmer, or Inspector and all you would need is someone to teach you the specifics. You're still entering at entry level, but at least you can start your career anywhere you like and make what you want out of life.

SINK OR SWIM – 200CP, INSPECTOR

Turns out you actually pick things up better when you're thrown in the deep end; your ability to learn on the job is vastly improved. Your instructor might just hand you a Dominator and point you towards a criminal or a crime scene, but you'll flourish and grow in your ability to do your job properly, like actually manage an investigative unit and solve crimes well, just as if they had carefully nurtured and tutored you.

ENDLESS STRUGGLE – 600CP, FOREIGNER

The world is not a fair place. More often than not, the world throws you into the ring with someone way out of your weight class. Experience has taught you that fighting fair is a great way to get a mouthful of fist and bloody teeth, so you are always looking out for ways to swing the odds back into your favour.
You have the uncanny ability to identify the weaknesses of a stronger enemy and exploit what you discover to the fullest extent. Be it a poorly-armored fuel cell on a drone, a gap in the enemy's invasion strategy, or even a flaw in the very way society has structured and supported itself on a particular system of technology, you will surely find these chinks in their armor and devise a way to exploit them.
Furthermore, the more you become exposed to – or get beaten up by – your opponent, the more quickly you will learn where their weak points lie and the easier to becomes to hit them; after a handful of skirmishes with combat drones, you'll be able to hit those fuel cells nine times out of ten, and the more your opponent beats you with their fists, the more and more certain it becomes that your last desperate swing will get through their guard and land on their glass jaw.

HOUND'S NOSE – 100CP, ENFORCER

In other criminals, latent or otherwise, you recognize your kin. You know crime of all kinds quite personally, so your hunting dog's nose quickly sniffs it out where it hides. You don't need a Dominator to tell when someone else's psycho pass has crossed over into levels that require enforcement, and with just a glance at a body tell the difference between a horrible accident and a homicide, though the particulars of who, how and why may elude you for now.

BUFFER – 200CP, ENFORCER

An Enforcer's role is to act as a barrier to preserve the mental state of their Inspectors. As long as you are the one leading or performing the majority of the work, any contaminating mental effects from the subject of your attention fall squarely on your head and not those of your partners or coworkers. Any distortion of the psyche or soul becomes directed at you, to the exclusion of all others.

CSI: CYBERPUNK – 400CP, INSPECTOR

It's sad but true that the investigative abilities of the CID have fallen compared to their forebears – universal cymatic scans, forensic bots, comprehensive surveillance and the massive processing power of the Ministry of Welfare's computer system have made most investigative skills redundant. However, there are still some living fossils who don't need a drone to match a fingerprint for them or conduct an autopsy, and you're one of them. It's well within your abilities to conduct criminal investigations without high-tech tools and Sybil's support constantly holding your hand, but if you do have them, the analysis becomes far faster and more accurate.

CRYSTAL CLEAR – 600CP, INSPECTOR

The envy of everyone who stresses over their psycho pass, your crime coefficient and hue always stay in the clear because of your optimistic perspective and kind personality.

You are so resistant to outside influences on your personality and psychology that even continued exposure to the worst psycho-hazards, vile crime scenes or attacks on your sanity have barely any effect on who you are - you could say that your sanity and personality is rock solid, even to the point where 'getting in the head' of a deranged killer poses no more hazard to your psyche than having tea with your friends.

You can still be distressed, scared or rattled, but such temporary changes are mere blips on the meter, never disturbing your mind as much as another person, nor sticking around for long. Negative trauma like this never becomes an ingrained aspect of your 'self'.

As long as you don't willingly decide to take part in acts that would cloud your hue or raise your coefficient, your personality never becomes "evil" just by proximity to the horrible things that happen around you.

When purchasing this perk, you may opt to shift your personality closer to that of a kind and good person, even if you are a Drop In.

TOO TALENTED FOR A CELL – 400CP, ENFORCER

Your sentence might be life without parole, but it looks like someone still needs something you have – your skills, your experience, your knowledge. Other people - important people - believe that you can be bargained with, and rather than let you languish in confinement, some special agent or investigator will come to you with a deal for your assistance: Freedom.

The details of this bargain naturally varies by world, by necessity, and by your own traits and talents. The deal might let you serve your time as a vital part of some investigation or a special military penal unit, and maybe even get your sentence commuted, suspended, or erased from your record if you do a good enough job.

CRIMINAL MIND – 600CP, ENFORCER

Who better to catch a criminal than another criminal? It's one thing to be able to profile someone with their personal info, or read someone from what you can see of them. But to predict your foe's actions when you don't even know their name, age or gender takes a different kind of skill altogether.

All it takes to kick the process off is the vaguest, most basic of information about them – like "We assume the suspect killed the victim here and yet didn't raise a fuss or create a mess". That's enough to give you some good leads on how they'd move and dispose of the body, and give you a general sense of where the remains might be hidden, if they exist.

Once you've got an intimate sense of 'who they are as a person', you can almost predict the next words out of their mouth or the next punches they throw in a fight. This sense of their true self still doesn't require hard facts, but can be steadily accumulated from studying their works, their methods, and their actions as though you're soaking up background radiation. Should you come face to face with them, exchange words or blows, this reading of them is accelerated greatly. It is no exaggeration that by the end of your investigation you will understand the killer better than anyone else, and maybe even better than they know themselves.

COME INTO MY PARLOR – 100CP, LATENT CRIMINAL

Spiders are well known to take meticulous care cleaning their webs of previous meals. A clean web is an invisible web, and an invisible web both catches more flies and avoids the attention of anything that seeks to catch the spider.
Like the spider, you are especially mindful of the traces that you leave behind, and proficient in the ways to thoroughly clean or conceal them from annoying people who ask too many questions and snoop where they don't belong.

THRILL OF THE HUNT – 200CP, LATENT CRIMINAL

The tougher the prey and more even the playing field, the more you get out of your hunt. Whatever the reason you initiated your pursuit of the victim, the more of "it" you'll get in the end.
Chase your victim for the thrill of the hunt, and you'll find the thrill all the greater if you chose to hunt an armed Inspector instead of a civilian. Hunt them to perfect your killing method, and your improvements are the greater for picking a target who can fight back. If you decided to kill someone to acquire their wealth, then giving them a head start running somehow results in greater material gains for you than if you hadn't.

BLOW OFF SOME STEAM – 400CP, LATENT CRIMINAL

It's like you have some kind of pressure valve on your psyche: Your hue and crime coefficient drop back towards 'normal' when you inflict punishment on or kill someone, repairing any damage your psyche has sustained and expelling any polluting influences.
You could never kill your way back to having the healthy psyche of a truly good person, but it could keep your hue hanging in 'a bit murky, needs some therapy' and out of 'coal black, shoot to kill'.

WEEDS AMONG THE WHEAT – 100CP, INVISIBLE

Despite how civilized they act, humans are just a mask of civility over a savage nature. This brutal truth can be glimpsed by those like you, who have an insight into the inner natures of everyone around them.
You can sense how robust or fragile the psyche or soul of anyone you meet is, and with a little testing and observation, determine how you could strip away the mask of their civility and expose their true self, if such a thing is possible. Some might need to be tortured and broken; others take only the smallest of pushes like simply handing them a tool and the opportunity to use it.

NEW TOYS – 200CP, INVISIBLE

The nature of society is that anyone can be replaced, and nobody is exempt from this rule; not even the wonderful new killer you've sponsored to entertain you or your most devoted disciple.
Should you find yourself without a vital assistant or henchman, the issue of finding a replacement is practically moot. They may have held skills regarded as 'unique', but it seems they weren't as unique as they thought they were. It's only a matter of days before you have a new toy lined up, with the new one no less capable than the old one in whatever particular aspect you kept them around for.

THREE CHARISMAS – 400CP, INVISIBLE

They say there are three different facets to what we call 'charisma': the first being a nature that others associate with that of a hero or leader; the second being the ability to make others feel good just by being around you; and the third being the intelligence to eloquently talk and communicate with others no matter their social class, education or personality. You have all three of these aspects, while most people have only one or two. You will find that engaging, leading (or misleading) and directing (or misdirecting) others is criminally easy.

TURN BLACK – 600CP, LATENT CRIMINAL

Latent criminals are a disease on society, in quite a literal way. Carriers of a memetic effect known as a 'Psycho-Hazard' that spreads from their presence, disrupting the social order by infecting others' hues with darkness. The contamination, once it spreads to one person, is almost as contagious as a disease; those affected will soon be polluting the Hues of others around them, even as they start to turn towards crime themselves.

You have learned how to spread this effect deliberately, using nothing more than conversation and interaction. With time, you could turn an Inspector into a latent criminal, fit only to become a hunting dog for the new agent called in to be their replacement.

Your psycho-hazard can also be transmitted through indirect recordings, art and other expressive works that allow your twisted psyche to bleed through: you could leave a murder scene in a bloody state that subtly affects investigators, paint a portrait that disturbs viewers, or attempt to twist listeners through a recorded lecture or song.

As a rule, the more direct and intimate your contact with another, the greater and faster the psycho-hazard will start to affect their way of thinking and acting. The most potent effect is when you can directly interact with a captive audience without interruption.

There is no outward sign of this contamination; the person you are affecting has no indication that you are making anything other than normal interaction, nor do bystanders, yet the subliminal spread of the psycho-hazard can be tracked by monitoring the psycho pass of those you interact with.

Unlike some unfortunates, you have full control over whether to use this ability in a communication.

CRIMINALLY ASYMPTOMATIC – 600CP, INVISIBLE

With this perk you may not discount **COLLECTIVE**

You're one in two million; someone whose outward psycho pass and appearance is a bare-faced lie to their actions. There is no link between your actual behavior, inner psychology, or 'self', and the assessment which both artificial tests and the intuition of others returns – except that you can consciously choose how it reads to others.

To any exterior detection system, you may decide never to read as anything but the purest good, your soul's shade never darkening with your own actions, no matter how evil they may be, while you are also possessed of the ultimate poker face; your facial tics, heart rate, voice stress and body language displays only what you want it to display. You may radiate trustworthiness and harmlessness as a lie, in complete opposition to what might lurk in your heart or your head.

Only someone who both witnesses your actions and can judge them without resorting to soulless measurements or tests would be able to understand what evil could truly hide within you.

COLLECTIVE – 600CP, INVISIBLE

With this perk you may not discount **CRIMINALLY ASYMPTOMATIC**

Your existence is a complicated one. As a child, you were saved by experimental surgery that grafted on transplant organs from 184 other donors, including brain transplants. As a result, you are no longer defined as 'one' alive human being, but a collective of 185 separate fragments of life that together approximate a whole under your control.

Scans that would read you are now utterly bamboozled, as isolating a single reading from your collective nature is nigh impossible; each of the 'separate' 185 fragments tend to slip below the threshold of detection that anything looking for "one human" would search for. You may also bring forward the personalities of each of the other 184 donors individually, in order to further mask your true nature or to use their separate personality traits – their kindness, their aggression, their empathy. The fragmented nature of your existence has no negative consequences on your own identity, nature, or powers, unless you wish it.

GENERAL PERKS

MOEBLOB – 100CP

There's no denying your attractiveness – big, emotional eyes and a petite frame give you a cute figure. You may find that hardened criminals continuously underestimate you – there's no way a cute little thing like you would put up too much of a fight, right?

MY EYES ARE UP HERE – 100CP

God damn, you're like a walking stack of abs, stacked on a stack of more abs. Lean, defined muscles all over, and not a scrap of fat. The muscle isn't just for looks either: Your limbs are not quite as strong as steel cybernetics, but the difference is mostly academic.

INSTANT SWITCH – 100CP

While your gear might have some really sweet transformation sequences, there's no denying that gets in the way of a rapid-paced gunfight. With this perk, your equipment's transformations are more like a trick of perception; the world around you seems to slow down so that your gun's full ten-second mode swap animation can still be appreciated, but to the rest of the world it took less than a second.

TRACK 01 – FREE

Like the OST? Feel free to keep it as you go. It will play at appropriate times, though only you ever really notice it.

COMPANIONS

FREE COMPANIONS

CITIZENS may take another **CITIZEN** for free.
FOREIGNERS may take another **FOREIGNER** for free.
ENFORCERS may take an **INSPECTOR** for free, and vice versa.
LATENT CRIMINALS may take an **INVISIBLE** for free, and vice versa.
Free companions may be imported, original or canon, see **ADDITIONAL COMPANIONS** for details.

ADDITIONAL COMPANIONS – 50CP EACH

Import, create or take a canon character for 50cp each.

Original and imported companions have a background and specialty, with 800cp to spend on perks and items.
Canon characters will instead have their skills, abilities and equipment supported by your Benefactor.

ITEMS

Discount 50% to matching background. The matching 100cp item is free.

WRIST COM – 50CP, ONE FREE ALL EXCEPT FOREIGNERS

Appearing like a square wristwatch or a slim bracelet, this is a personal communications device with the capabilities of a smartphone. It has a holographic screen and can be linked to other devices or systems. If you already have a smartphone, you may import it as this device for free.

FIREARM – 50CP, ONE FREE FOREIGNERS

A single firearm of your specification. The most common in use are automatic rifles and handguns, but it can be anything from a submachinegun up to a .50 sniper rifle.
It comes with several spare magazines and a few boxes of ammo.

TOKYO APARTMENT – 50CP, ONE FREE ALL EXCEPT FOREIGNERS

A simple apartment but equipped with all the necessities of life in the modern day. It has a secretary AI for all your personal organizer and media needs, an automated kitchen, and a holographic layer so that you can make your interior look however you like. Enforcers' apartments are in the Ministry of Welfare's headquarters. For an extra 100cp, you can apply the benefits above to all the houses and living quarters you own.

FOREIGNER'S SHACK – 50CP, ONE FREE FOREIGNERS

Kind of a slum on the surface, but under the rusty corrugated iron roof it's a survivalist's dream. It's actually highly defendable, both in its position and structure, with stocks of food and tanks to collect and store rain water in a sturdy basement. The roof sports a solar cell for power – for the miracle of working lights, wall sockets and hot water - and a radio antenna.

ILLEGAL STIMULANTS – 50CP

Neuroactive drugs allow you to shrug off the 'stun' setting of a Dominator or a Taser and boosts your strength, endurance and vitality to unnatural levels – half a dozen guys couldn't hold you down and you could easily keep running with your arm blown off, until the blood loss killed you.

SPINEL CIGARETTES – 50CP

A fresh pack of Spinel brand cigarettes and a lighter whenever you're looking for them in your pocket. They have no negative health side effects and the packet is waterproof.

CYBERIZATION – 100CP+

Cyberization through artificial limb replacement is normally reserved for injuries; few choose to willingly give up their natural body. Each of these options is exclusive.

PARTIAL CYBERIZATION costs 100cp, and replaces up to all four limbs, but not your essential organs (stomach, circulatory system, lungs, etc.) or head. Cybernetic limbs are significantly stronger and more durable than flesh, allowing you to block gunshots with your palm (for example) at the expense of later repairs. The lack of pain receptors is also a net benefit.

WHOLE BODY CYBERIZATION costs 200cp, and applies the benefits of **PARTIAL CYBERIZATION** to your entire body, except for your brain. Note that the lethal mode on a Dominator or sustained gunfire is still going to wreck you. However, it is obvious to anyone that meets you face-to-face that this is a prosthetic body. You must also take the Uncanny Valley drawback (you keep the cp it provides).

A **SYBIL-GRADE CYBERIZED BODY** costs 300p, which is a special model of cyberized body that is not publicly available. It does not come packaged with the drawback and is indistinguishable from a normal human body unless you are subject to paranoid or prolonged scrutiny, while having all the benefits of **WHOLE BODY CYBERIZATION**.

CYBERNETIC UPGRADES – 200CP+

Purchasing either or both of these options requires a **CYBERIZATION** option, above.

For 200cp, an arm cybernetic can be upgraded to add a **SCOUT WIRE**; a metal cable and winch system that can be used like a grappling hook to ascend or descend rapidly, or disarm and trip opponents in combat. The end of the wire has a sensor probe, useful for mapping the area ahead.

COMBAT-GRADE CYBERIZATION costs 300cp, and requires that at least one arm and at least one leg to be cyberized. In return, your cybernetics are made of significantly tougher materials and have the speed and strength to let you keep up with cars and powered armor suits on the road, using directed bursts of compressed air to deliver superhuman power behind your strikes and movement. Either or both legs include a concealed holster for a knife or small handgun, as well as an explosive self-destruct that can be triggered through a biting motion or automatically on cessation of vital signs.

HYPER-OATS™ – 100CP, CITIZEN

99% of Japan's food comes from a single strain of genetically-enhanced oat, of which you now have a lifetime's supply. It provides all the nutrition a human needs, but they are admittedly a little bland on their own. The kitchen unit of the **TOKYO APARTMENT** (above) can turn Hyper-Oats™ into practically any meal, reproducing the flavor, texture and appearance of anything from a fried spring roll to a beef steak or ice cream.
There's a packet of seeds, too, if you fancy growing some, but they are susceptible to disease unless you have a system to manage that.

VR UNIT & COMMUFIELD SERVER – 200CP, CITIZEN

It's not at full-sensory immersion level yet, but VR is still a vital tool for engaging with others online. A VR unit consists of a headset and haptic interface gloves in your preferred color.
You'll also have a server in the Commufield (that's what kids call the internet these days) which is middlingly-popular simply for its ambiance – users will visit just to hang out here for a bit, so it wouldn't take too much effort to start making your name roleplaying an Avatar and earning affiliate sponsorship. In future worlds, this online location persists in similar digital networks, though the visitors may not be seeing your performance in VR.

DRONE FACTORY – 400CP, CITIZEN

This Cosmic Warehouse attachment or standalone building is a small-scale drone factory, able to produce fully-functional robots from raw materials.
It is currently set to produce industrial drones – each with cargo-lifting arms, a laser cutter, grab-handles so you can ride it (it keeps up with highway traffic) and durable construction – but it can be easily fed new schematics in order to make assistance, medical, police, and even military-grade drones.
It takes about an hour to produce a drone, and you don't even need to do QA testing, it's that good.

ECM & EMP – 100CP, FOREIGNER

Just a little something to even the playing field when the local dictator or some out-of-town mercs come calling. This briefcase-sized unit broadcasts a powerful jamming signal which stops virtually all radio communications within a couple of kilometers and plays merry hell with electronic sensors like cameras, smart targeting systems and radar. A second case contains half a dozen valuable EMP grenades which will reduce a drone or a suit of powered armor to a fizzling wreck.

INFILTRATION AR GLASSES – 200CP, FOREIGNER

Nine sets of augmented reality glasses. They have basic features like HUDs, a facial recognition database and software and video logging, but their primary use is taking data about a location and turning it into a mission plan. The glasses highlight areas covered by defenses and sensors to avoid and provide instructions on the path and actions you need to take in real time, to the point where you might as well be remote-controlled by some godlike being looking down on you from above; telling you exactly when to jump from an overpass onto a moving truck below, then roll off exactly into a moving blind spot between two patrolling drones.

POWERED ARMOR – 400CP, FOREIGNER

A suit of advanced combat armor or a very small humanoid tank, depending on how you look at it. Heavily armed and protected from light to medium gunfire – it takes a heavy machine gun or anti-armor weaponry to blast through the armor, but the sensors are a bit more fragile. Capable of jumping several meters into the air, its feet also have wheels to allow it to keep up with moving cars on a road. For weaponry, it has a quad rocket pod on the left shoulder and grenade launcher on the right, while the left arm sports a GPMG and the right arm has a cutting blade and manipulator.

PARALLELIZATION SYSTEM – 600CP, CITIZEN

This is a large room that can be attached to your Cosmic Warehouse or another property, or simply be a freestanding building on its own. It holds nine huge, square pools of yellow fluid in a 50m x 50m grid, all of them empty, for now, as well as a surgical drone, for reasons that will become clear.

The parallelization system can massively enhance a digital network's processing speed and overall performance by removing people's brains, preserving them, and installing them into partitions in the pools. Hence the surgical drone.

Wow that, uh, got dark suddenly.

The performance boost increases by a multiple of every mind in the pools, and it can hold up to 2,601 brains, though surpassing 247 is as yet undreamt of. The minds can retain their individuality and personalities, and it's possible that the digital network this system is connected to gains its own 'personality', depending on what traits the incorporated minds possess. Incorporating the minds of those who are themselves lacking in empathy may result in an aloof but impartial network dedicated to the optimization of a common goal; the minds of parents may result in a motherly or fatherly network concerned with the wellbeing of its users.

BANANA REPUBLIC – 600CP, FOREIGNER

You've taken advantage of the seemingly-eternal conflict in the world to carve out your own little empire. It currently lags well behind Japan technologically, but there's no comparison in the personal freedoms it affords you, being its supreme dictator.

Your tinpot dictatorship has its own (presently loyal) military, just large and well-equipped enough with war-era vehicles and weapons to hold this territory against your neighboring rivals, as well as a large civilian population spread between several cities and the land between.

You may freely design the current governing, legal and economic systems in place, whether it is oppressive in how strictly the laws are policed, or basically anarcho-capitalism that seems to somehow hold together.

This nation can be inserted into future worlds, likely in or next to a center of conflict, with its own bloodied past.

It can be at most the size of the isle of Java, but most of it is likely to be forest, mountains or poorly developed agricultural land.

UNIFORM & DOMINATOR – 100CP, FREE & MANDATORY TO INSPECTORS & ENFORCERS

As members of the MWPSB, you are issued uniform attire and a Dominator. The normal uniform is a black suit, with optional attire including police jacket and a Kevlar vest for high-risk situations. The Dominator Portable Psychological Diagnosis and Suppression System is an energy-based handgun that scans the target's crime coefficient and then enables the appropriate firing mode: Safety on for <100; Paralyzer mode for valid targets with elevated coefficients (>100); Lethal mode for targets over 300; and Destroy Decomposer or Explosive Destroy Decomposer for highly dangerous targets like a hostile drone or a vehicle holding multiple armed targets. Other backgrounds may purchase a Dominator for 100cp, but not a MWPSB uniform.

See the Notes section for more information on the Dominator.

COVERT INVESTIGATION KIT – 200CP, INSPECTOR

On rare occasions, Inspectors might have to conduct investigations outside of Japan, so this slim case contains everything you'll need.

For your protection is an old-style handgun and a slim set of body armor that easily fits under civilian clothes or can be buckled over the top.

Your wrist com is upgraded to detect bugs and hidden cameras. Most useful of all are a dozen 'pillbugs'; small drones which can act as cameras, tap into wired or wireless data feeds and relay communications when the local network might be jammed or monitored.

A HOUSE IN THE COUNTRY – 200CP, ENFORCER

A large house outside the city limits that doesn't have a direct link to you – it belongs to a friend or is held by a business, but you've got the keys and nobody's going to stop you. It's spacious and well-furnished in the way an apartment never is, the garage has a car or motorbike registered in someone else's name, and the commufield connection is set up in such a way as to be able to access the rare overseas servers.

PADDY WAGON – 400CP, INSPECTOR

An armored, garbage-truck sized vehicle to bring your team where it is needed and take arrested criminals back to be treated. Seats ten in the rear. Holds a pair of cargo drones which hold five dominators each. A locker contains various police weaponry like stun batons and flashbangs and one Assault Dominator – the heavy sniper rifle version of the Dominator handguns, which can stun or kill through walls and at extreme range, assisted by a scope that can locate a person through said walls by their psycho pass. A large case even holds a dozen forensic drones.
The paddy wagon comes with an escort of ten police drones – themselves with holographic disguises and stun arms – which follows wherever the wagon goes, ready to establish a perimeter.

TRAINING DRONES – 400CP, ENFORCER

Five humanoid unarmed combat training drones. Unlike the models usually found in the MWPSB's gym, these five drones have had a few extra modifications to keep up with you.
Their chassis has been enhanced to keep even with your strength: you can beat them down, but not totally trash them. Likewise, the training software has been significantly upgraded as well, so that the skill level can be set anywhere from "a drunk toddler" to "slightly better than you". The safety controls can be deactivated as well, so that instead of holding back from a dangerous strike, it will indeed go all out, recognizing only a deliberate "stop" command. These drones will accept a 'stop' command from anyone.

MWPSB TOWER – 600CP, INSPECTOR & ENFORCER

In future worlds, this office tower will insert into a nearby metropolitan center. Recognized as a legitimate branch of the local government, the MWPSB tower is fully equipped to carry out its various education, inspection and law enforcement activities. The tower contains a confinement wing for latent criminals undergoing treatment, interrogation rooms and analysis labs, quarters for Enforcers to live in, and all the mundane offices, board rooms and cafeterias which you could expect from a government department. It will be staffed by the bare minimum skeleton crew of employees to get by, recruited from the world's locals, so if you want to really make a difference you'll need to start recruiting. It provides Dominators for up to 20 Inspectors and Enforcers.
The Dominator weaponry will continue to work, though this version of the Bureau does not have a true Sybil System

TOOLBOX – 100CP, LATENT CRIMINAL

A large, beat up-but-sturdy metal toolbox with a tough lock. Inside it you'll find a range of hardware – hammers, bolt cutters, duct tape, drills, plastic sheets, saws…everything you need to take something apart piece by piece. Beneath a false bottom is an old-fashioned ranged weapon and some ammo. Could be a revolver, could be a souped-up nail gun. No fancy iris scans or trigger locks to get in the way.

HOLOGRAPHIC DISGUISES – 100CP, INVISIBLE

A library of holographic disguises so realistic that only the sharpest of eyes would be able to tell your outward appearance isn't the real you. There are 185 presets to choose from, exactly as detailed as a real person.

ODD-LOOKING HELMET – 200CP, LATENT CRIMINAL

A strange helmet. They haven't made their debut out in the world just yet, but it's just as reliable as those will be. The helmet blocks attempts to scan or analyze you, and instead transmits a return reading that is an average of all those nearby, minus your own reading. Handy if you want to blend in with a crowd; not so handy if there's nobody nearby. You might want to be careful being seen with this in the near future. This one will stay ahead of any countermeasures the CID deploys once they capture some.

JOHNNY MNEMONIC – 200CP, INVISIBLE

The digital virus on this disc takes control of any digital system it's connected to, overriding any safety conditions the machinery may have, and turning it into a homicidal killer under your command. A centrally-controlled building's doors could be made to close on people and crush them, a maintenance drone sent into a rampage with its laser cutter and hydraulic claws, not even military drones or vehicles like tanks or battleships are immune to being taken over. Naturally the trick is getting it onto the target system somehow, something that's easier done if you're already on the inside.

HUNTING DOGS – 400CP, LATENT CRIMINAL

A pair of deadly hunting drones, patterned after canines in their form and behavior. They are extremely tough, fast and intelligent, communicating between themselves to coordinate their attack strategies, going so far as to attempt bluffs, distractions and feints against tricky prey. They attack with razor-sharp titanium teeth and an equally sharp blade on their prehensile tail, while their heads are packed with sensors to track their prey through darkness. Somehow, their canine programming extends something of loyalty and protectiveness towards you.

HUNTING GROUNDS – 600CP, LATENT CRIMINAL

This is a metropolitan area of the city which is entirely "off the grid".
In physical form, this may be a block of housing scheduled for demolition (but the scheduled date of demolition keeps getting pushed back for some reason), an abandoned factory, or it may be a decommissioned subway station that is listed as "flooded" (yet at some point was drained).
There are no surveillance cameras, no cymatic scanners, no water or power meters. Nonetheless, there are unregistered power and water utility connections if you need them. Also at your option, wireless communications like radio, cell phone or wifi may not have coverage here either.
Other people trying to investigate this location will not be able to find any schematics, maps or other information about it, as this 'obsolete' information will have been deleted at some point in the past without a backed-up copy, or at best find information so out of date that it is clearly wrong.
Whatever it is, it is entirely your playground: You can control whether people wander in or whether it is isolated from casual inspection; you'll intimately know your way around its maze-like paths; your own cameras will track anyone coming or going; and it can come rigged with a variety of mantraps that start at bear traps and go up to spiked deadfalls and mines.

INSPECTOR'S EYE – 400CP, INVISIBLE

Instead of the two eyes that you were born with, you've only one eye that is yours…and a second one belonging to a CID Inspector.
This eye allows you to use a Dominator as an Inspector would, and it spoofs all retinal scans, locks and tests, permitting the highest level of access authority where possible.

INDUSTRIAL CONNECTIONS – 600CP, INVISIBLE

In each world you visit, you have collected (or will quickly and easily collect, if you drop in) a network of industrial contacts among the product research, prototyping, manufacturing and assembly industries who have far more greed and discretion than morals.
Provided you can sweeten the pot with plenty of cash, they can anonymously supply you with pretty much any physical item you need, as long as the society around you is capable of its manufacture.
The lead-up time and the overall expense is directly proportional to how complex the product is, and how vague you are about what it needs to do.
If you had the blueprints to a certain odd-looking helmet, your connections could easily manufacture the hundreds of computer chips, outer shells and inner linings and assemble them with no questions asked as to why you'd need a faraday cage around someone's brain or why the programming on the chip looks suspiciously like the firmware on a cymatic scanner. Such a project would take a week or two and be fairly expensive due to the scale of the job.
On the other hand, if you needed only a few drums of a chemical with certain properties but didn't know the formula, it might take months of lead-up time for the contacts to research the right chemical and get a test batch ready, but then only a few days to produce the quantity you need.
To reiterate: if you have a blueprint, schematics, or a sample of what you need, your connections can probably manufacture it quickly. If you have a vague need for "a thing" to do a certain job, it may be a long and expensive process. Investigations into the source of items provided this way, should they end up at some crime scene or another, quickly run into uncooperative witnesses, offshore accounts, and other roadblocks and dead ends, unless the investigators themselves start ignoring the law.

DRAWBACKS

You may take up to +800cp of drawbacks.

DUTY – +0CP

MANDATORY FOR INSPECTORS AND ENFORCERS

It is your duty, as a part of the CID, to carry out your orders to the best of your ability. If you go rogue, the CID will hunt you down with every resource at its disposal. If you are an Enforcer, this involves being confined to the Bureau's headquarters while not on active duty. It's kind of like staying in a hotel, except you check in and never check out unless you're on a case.

UNCANNY VALLEY – +100CP

There's simply something disturbing about your appearance. I doubt anyone could name a specific feature that makes them uneasy, but the overall effect is that of a mannequin come to life.

Many people will make hasty judgements on poor first impressions, distancing themselves from someone like you, and you're going to stand out in the memories of witnesses.

THE 2IC – +100CP

You have a coworker or second-in-command, and they are an asshole.

They are largely unpleasant and regularly undermine your work – but the real problem is that despite the massive issues they create for you, they're always following orders from higher up or the duties of their job, and in all other respects are annoyingly competent.

For example, they might shoot someone you wanted to capture alive, yet the situation completely justifies their actions – and it was your attempt to bring someone in alive that was objectively the more dangerous.

There's no way you can either prove this is intentional on their part, nor get rid of them legally. And if you say 'fuck it' and illegally get rid of them or quit your job, there's a new one waiting to be their replacement.

S2 – +100CP

Things have a habit of getting a bit weird. Your stay here will have periods of normalcy or adventure, but are often followed by events which both stagger off towards the strange end, yet refuse to reach a satisfying resolution.

They will neither be safer nor more dangerous, just oddly weirder and yet somehow less interesting.

UNSTEADY – +100CP

Your psycho pass rises over time no matter what you do, and you have to actively go out of your way to do plenty of good things for other people in order to reduce it. You'll need to spend a lot of time in therapy or taking stress-reducing medicine or therapy in order to keep your hue a healthy color. Remember, a high psycho pass is reflected in the way you act and think.

I MISSED MY CHANCE – +100CP

Things just never work out for your dating prospects. You'll miss every opportunity to make something happen. You could find the perfect guy or girl and something will get in the way, or maybe you'll believe that keeping a professional relationship between the two of you is more important than starting a personal one...but self-discipline doesn't keep you warm at night. Meanwhile your friends are getting married and your grandmother is constantly reminding you she's looking forward to grandkids.

STALKER – +200CP

You are currently the obsession of a latent criminal. They have discovered a way through any street scanners and CCTV network around your home or workplace, and their steadily worsening psychosis means that you feature in their sickest fantasies.
Eventually, they will attempt to live those fantasies out, starting with kidnapping and ending with trying to kill you.
You will not remember taking this drawback.

PSYCHO-HAZARD – +200CP

While your crime coefficient might be perfectly stable, your presence has an unpleasant effect on others. An involuntary psycho-hazard effect radiates out from you no matter what your own psycho pass is, affecting all those around you indiscriminately.
You cannot control this effect, and there are likely to be severe repercussions if you are determined to be the cause of the effect.

MANDATORY HAPPINESS – +300CP

You trust the Sybil System a little *too* much. When Sybil says "become a baker", you become a baker. When it says "get married to this person and have two children", you get married to that person and have two kids. When your Dominator says "Aim carefully, and fire", you do exactly that, without any further thought or analysis of the situation, because The System is right. The System is perfect. The System is beautiful.
The only exception is when your life or that of someone you care for is threatened by an order from the Sybil system, at which point you'll be willing to admit that *that particular order* may be flawed.
If you are not in Japan, then the system you trust is a local government that you are not the leader of.

100 PLUS – +200CP

Your Crime Coefficient simply won't ever drop below 100. The best a latent criminal can expect from the Sybil System is either working as an Enforcer, or years of confinement and unsuccessful treatment programs. It prevents you from working a regular job, or having much in the way of social interaction. At worst, if your psycho pass goes over 300, you may be deemed untreatable and put into perpetual confinement or summarily executed if you are believed to pose a danger to others. Or go on the run, if you can.
This corresponds with a willingness to act as your coefficient dictates, encouraging violent or criminal actions every day, and while those actions are not out of place outside of Japan, even in the wider world they are still going to piss other people off and make them your enemies.
This 100+ reading overrides being Criminally Asymptomatic or a Collective.

THEY REALIZED IT, THAT MOMENT – +300CP

They are your nemesis; someone irreconcilably opposed to everything you believe in. Just as they are a worthy adversary for you, for all their lack of powers, they have recognized that you are a worthy adversary for them, so they wouldn't be so crass as to just try and kill you. They are going to do their utmost to pull your world apart around you and make the world you live in the antithesis of what you desire; targeting anyone vulnerable to the methods they have on hand. You will be drawn into conflict with them and indeed must defeat them; this jump will extend until then.

FAVORITE TOY – +300CP

You have a really good friend – they're like your mentor, your most trusted senpai, possibly your lover. You'd do almost anything for their praise and approval, but there's just one problem: they are asymptomatically criminal, entirely devoid of anything resembling morals except as a convenient act. They are more than happy to support and nurture your growth, but sooner or later they are going to want to test you, to make you carry out crimes for their amusement and to further their broader goals of fighting the Sybil system. They have emotional and psychological hooks buried deep into you already in order to control you.
You are unlikely to so much as recognize this control before you are being moved like a pawn and other pieces are moving against you, and despite that, will be unwilling to kill or betray your mentor.

END

After your decade here, just once more choice. All drawbacks end once your initial ten years are over.

GO HOME

Retire from a life of jumping.

STAY

Take your time making the world a better place. Or not.

MOVE ON

Continue to your next jump.

NOTES

v0.93 by myrmidont

For the purposes of the perks in this jump, your psychology, personality, behavior, sanity and soul are accepted to be all more or less the same thing.
That is, Criminally Asymptomatic protects equally against a Detect Evil that reads your soul or a superpower that scans your mind for a guilty conscience, and Crystal Clear defends against something which specifically attacks your sanity while leaving your personality untouched, as well as something trying to turn your soul Evil but which doesn't affect your Law/Chaos alignment.
This does not mean that your personality/soul/sanity are now linked or 'one stat'.

It is a mistake to think of a psycho pass as an arbitrary value with no relation to your actions. Unless you have one of the Invisible capstone perks, your actions are affected by your psycho pass score, and your psycho pass score is affected by your actions. A drawback that gives you a high crime coefficient correspondingly makes you likely to commit crime, a perk that means your psycho pass is lowered means you aren't predisposed towards violent or criminal actions.

Dominators
If you purchased a Dominator but aren't an Inspector or Enforcer, your gun is 'jailbroken'. It reads you as a valid user and does not report your GPS location to the CID. It functions completely normally, with regard to not firing on people with a psycho pass under 100.
After this jump, you may manually select the firing mode of your Dominator, and you Dominator no longer needs a link to the Sybil system to read a target's psycho pass.
Paralyzer Mode – Stuns humans. Calibrated for normal humans – those with higher-than-standard tolerances for nervous system shock may be able to resist it.
Lethal Mode – Makes people explode. Messily. A shot on the arm will blow the arm off, so aim carefully and fire.
Destroy Decomposer Mode – For extremely high threats, such as hostile drones, it creates a 2m diameter ball of energy which disintegrates the target/that portion of the target. The disintegration effect can remove the threat of bombs or a suicide vest, disintegrating them before they can explode.
Explosive Destroy Decomposer Mode – As above, but the ball of energy keeps moving, potentially carving through solid matter for several meters before striking the intended target and disintegrating it (or a 2m sphere of it, if larger).

Expended/lost/stolen items replenish in your warehouse after one week.
You may import 'like items for like' for no extra cost.
Companions cannot buy drawbacks or other companions.

Instant Switch only applies to gear transformations, not other stuff like reloading speed or the time it takes to charge up a max-power shot.

This jump is based on the anime and its related manga. You may freely decide whether material from the Visual novels or novels occurs/is canon.

Individual minds added to the Parallelization System do not count as companions unless they leave the system, when they count towards the companion limit.

If you take a Speciality with a sub-speciality, you don't get discounts on different sub-specialties. Eg: if you buy Art (singing), you don't get a discount on Art (painting).

What is a psycho pass?
It is a measure or an index of whether a person is inherently disposed towards crime. It is made of their Hue and their Crime Coefficient. A cymatic scan measures a psycho pass.
In reality, it is a likelihood, not a certainty. It does not take into account a person's will.

What's a Crime Coefficient?
A numerical index of how likely the Sybil System has assessed you to carry out criminal acts. A score >100 is grounds for mandatory treatment (refusal is grounds for arrest by the PSB). A score >300 is either grounds for immediate execution if you are a danger to others, or imprisonment with no hope of release as an untreatable case.

What's a Hue?
It's like a quick-and-dirty psycho pass check that doesn't need the Sybil System to assess it, but it's got more to do with your current stress levels. There's basically a direct correlation between a darkening Hue and a rising psycho pass score, though. Someone who's invisible to a cymatic scan doesn't have a readable hue either.

But what does a cymatic scan/Criminal Coefficient/Hue check *actually* analyze?
At some point they call it a measure of a biological organism's force field, and that "science discovered the secret behind the human soul", and there's not really any other explanation that makes sense, so I'm taking it at face value and rolling with it.
Therefore: This jump assumes that your psycho pass is a measure of how "good" or "bad' your soul is, but in this world that seems to affect your behavior and psychology, and in turn can be affected by short-term stress.

So they shoot people who are likely to commit crimes?
No. They want you to go get treatment so you're less likely to commit a crime in the future.
The shooting with guns happens if your score is >100, and it's almost impossible to be ignorant of it, given a phone can read your Hue and cymatic scanners are everywhere. At that point you're willingly refusing treatment, and *that* is what you'll be non-lethally stunned for.

If your psycho pass is high enough to trigger lethal mode on a dominator (>300), you're probably about to use deadly force on someone else or yourself. Or you did already. These are levels where there's basically no hope of ever rehabilitating you back into society.

Changelog:

0.91
Unpurchaseable items are now purchasable (with costs).
Criminally Asymptomatic reworked.
The Parallelization System adjusted. Preserves the minds within.
Changed Banana Republic slightly; size no longer variable, simply a max.
Training drones accept a 'stop' command from anyone, making them unsuitable for real combat.

0.92
Removed Over the Limit drawback. Replaced by adding in the background descriptions that you start with a psycho pass of over 100. This gets across better what I intended; perks and drawbacks will override it.
Added Drawback: S2
Separated base Cyberization choices from additional options, so that it's easier to understand.
Military cybernetics now an option for either partial or whole body.
100 Plus overrides being Criminally Asymptomatic or a Collective.
Information about the Hunting Grounds is hard for others to find.

0.93
Critical patch: ensured all ampersands were in the same font.
Removed non-Uncanny Valley upgrade of whole body cyberization and moved it to be its own item, Sybil-Grade Body.
Added more detail to Combat cybernetics description.
Adjustments to fit.
Added note about Dominators in non-Inspector/Enforcer hands.