Psychonauts: Version 1.1

By Alera_Anon and special thanks to Worm_Anon

The Human Mind: Six Hundred miles of synaptic fiber, five and a half ounces of cranial fluid, one-thousand five-hundred grams of complex neural matter...a three pound pile of dreams. But I'll tell you what it really is. It is the ultimate battlefield--and the ultimate weapon. The wars of this modern age--The Psychic Age--are fought somewhere between these damp, curvaceous undulations. From this day forward, you are all psychic soldiers, paranormal paratroopers, mental marines who are about to ship out on the adventure of their lives!

Well, that's what Coach Oleander would have you believe. In truth you're gonna be spending ten years involved with a summer camp for psychic teenagers. Maybe you're there as an instructor, a camper, or maybe you just showed up in the bushes and they decided to keep you around since you don't seem to have any parents to come get you. Either way you're gonna be having some crazy psychic adventures.

Here's 1000 Cranial Points. Try not to let your head explode. NOW GET IN THERE, MAGGOT!

Backgrounds – Age and Gender cost 50 cp to choose

Drop-In: Free, same as always. Depending on your age or skills, you may be offered a bunk or job at the camp.

Camper (100 cp): Age = 1d8 + 6; You are a young child arriving at the Whispering Rock Psychic Summer Camp in order to hone and control your psychic potential. For the most part, it is just potential so far. Where the levitating Instructors soar, you ride a Psi-Bubble over the ground.

Instructor (200 cp): Age = 1d8 + 20; You are a fully trained and realized Psychonaut. While you are fully capable of dealing with the psychic threats of the world, journeying into the minds of the mad and fighting their inner demons, and using your powers to their true potential.

Location – doesn't really matter beyond backstory, you're going to SUMMER CAMP!

Perks –

Basic Braining (free all): You have training in mental obstacle courses, an ordeal that instructed you in the basics of acrobatic feats (jumping, trapeze, and the art of the double jump), psychically-assisted hand-to-hand combat, sorting another's mental baggage, and accessing someone's mental vaults. As an added bonus, you are less disoriented by astral projecting or entering someone's mind.

Ran Away From the Circus (100 cp, free Drop-In): You have the skills of an exceptional circus acrobat, having mastery of the trapeze and tightrope with juggling thrown in for good measure. Beyond the agility, balance, reflexes, and strength you gain from that experience, you also have a better knowledge of showmanship.

Department of Paranormal Education (100 cp, free Instructor): You are fully trained in the art of educating young psychics. This gives you better methods of developing the present psychic abilities within your students (no matter how small), the ability to set up psychic training grounds within your mind, improved control over your mental censors (wouldn't do to have your censors trying to evict your students, at least until combat practice), and the willpower to deal with a summer camp full of hormonal kids. Note that control over your censors is something you should pay attention to, as they are your mind's immune system.

Psychic Specialty (200 cp, 1 free for Camper, Discount Instructor): You are really good in a particular area of psychic powers. You might be able to go Invisible for a full day before having to recharge, Telekinetically wrestle the bears at camp, telepathically talk to plants (a rare ability), or your Oarsmanship might be strong enough to let your treat a canoe as a speedboat with nothing but the push of your mind! Keep in mind you're not the ***best*** at your specialization, and to keep your area reasonable (use the cast of Psychonauts as an example). Can be taken more than once (doubling up a specialty **will** put you among the top 3 in that area with <u>little</u> practice) for a maximum of two ranks per specialty. Remember, this is just your baseline in that field and that with the amount of time you have as a Jumper to practice (not to mention learning and training perks) you will notice you have further to go to reach your limit than most.

Figgy Piggy (400 cp, Drop-In): You can collect mental constructs for various purposes while within the Mindscape. Finding Aggression provides power for your attacks, Positive Mental Health will repair your astral constructs (and your own mental well-being in large enough amounts), and collecting Figments of Imagination slowly helps strengthen your Psychic Powers.

Subconscious Socialite (400 cp, Camper): Those you have a strong mental bond with strengthen you. On a subconscious level they send you mental energy that reinforces your astral form, making it withstand more psychic damage and passively repair itself over time. The more bonds you make and the stronger those bonds are the greater the effect. The other part of this is that it further reinforces you mental wellbeing on all levels, meaning you recover from mental trauma faster as well.

Psycho-Science (400 cp, Instructor): You are familiar with everything from the cutting edge to the earliest tests of the Psychic Sciences. You know how a Brain Tumbler works, how to construct a Geodesic Isolation Chamber, how to make your own Psycho-Portal (most available ones will include a built-in block to protect underage minds from being entered), how to build Psychic Death Tanks (and properly store brains so they stay alive and can be easily transported), and how to make people sneeze out their whole brains and stay alive using nothing but a pepper mill! That last one doesn't work on people with a stuffy nose though. Also comes with knowledge of how to put brains back inside a person's head.

Astral Layers (600 cp, Drop-In): How many people have you been in your time Jumper? Every version of you, at least one from each jump, resides in your mindscape, as an independent layer of who you were and who you are. Within your mind they are able to act as independent Psychonauts, defending your mind and dealing with any disturbances that arise. Outside of your own personal mindscape the only effects of this perk is the increased mental fortitude from the bolstering of your identity. Within it however your mind is a fortress garrisoned by the many aspects of yourself. These aspects have their own unique perspectives that could prove to be a valuable source of advice and insight, although not without their own biases. Speaking with your Id would prove impossibly useful to resolve any repressed issues you might have, but less so when seeking aid in dealing with the nuances of high society.

Three Pounds of Dreams (600 cp, Camper): Your mind is that special one in a million psyche destined for mental greatness. Your mental defenses compare favorably to a tank's armor, its strength to a battering ram, but it all pales in comparison to its pure potential. Learning and mastering new psychic abilities and skills takes less then a few days. Given sufficient motivation, challenges, and training to push your development could see you mastering eight different psychic abilities within one. Your mind never seems to lose its ability to change and evolve, meaning that even after years you'll find yourself able to make noticeable improvements as long as you're putting in the effort to push your limits.

Psychonautics (600 cp, Instructor): Your skill at diving into the psyche is unparalleled, with the insight to truly understand the mind at its core levels. You have the full training of a Psychonaut and the field of Psychonautics in general. You know how to truly explore the human condition, the various methods of achieving the altered states of consciousness to do so (and in your case can do it through will alone), and you make connections through the Collective Unconscious easier allowing you to visit the minds of those you have a connection to over any distance. You can even explore the Collective Unconscious itself as well as Crowd Psychologies! As an added bonus, you also have an increased ability at understanding truly alien, inhuman minds.

Gear –

Merit Badge Belt (free): This camp sash will allow you to display your Jumper powers/skills as merit badges. This has only a cosmetic effect, but might impress some people if you explain that each one is a super power, area of science/magic/martial arts, or other skill. Despite being properly fitted to you at all times, it always has space for each badge.

Complete Collection of True Psychic Tales Magazine (100 cp, free Drop-In): You have every issue ever printed and will get any new ones as they come out. Out of universe, you will continue to get new issues with articles based on the current universe's Psychic events and community. This may include articles involving your adventures. Somehow the mail-in orders in the back of the magazine still work as long as you follow the mailing and payment instructions. In the event one gets damaged, simply burn it and a replacement will appear in the Warehouse.

Dowsing Rod (100 cp, free Camper): This dowsing rod will help you find buried deposits of psitanium. Out of this universe, it will point to large concentrations of psychic energy.

Cobweb Duster (100 cp, free Instructor): This device allows you to collect mental cobwebs while inside another's mind. This has the benefits of clearing up their mind and memory, not improving their mental faculties as much as dusting off old skills and uncovering old memories. Includes a Psychic Loom attachment for the Warehouse.

Molotov Milk Crate (200 cp, Drop-in): You have a basket from which you can pull bottles of milk that can ignite into Molotov cocktails. It is fortified with what the world wants. What the world deserves. When not ignited, it is very delicious and healthy to drink. The basket never runs out and you can share the milk, however only you can ignite it.

Psitanium (200 cp, Camper): A 50 lb. chunk of Psitanium (also available in arrowhead collection form), an extraterrestrial psycho-reactive metal that makes psychics more psychics (and unstable people more unstable) over prolonged exposure, appears in your Warehouse each year. If not worked into a new item and instead carried around, it will instantly return to the Warehouse if it has become lost or destroyed. Arrowheads can be spent at the Camp Store.

Psycho-Portal (200 cp, Instructor): You get a personalized Psycho-Portal of your very own! This miniature doorway to the mind assists in diving into the mental world and allows for multiple users. You could place it on your own forehead and draw in willing subjects into your mindscape (typically for training purposes) or you could attach it to others to dive into theirs. Note that it does come with built-in blocks preventing you from entering the minds of minors (due to laws protecting underage minds) and it IS capable to establish mental blocks preventing access with this device.

Bring Your Friends... (100 cp per purchase, 2 free for Camper): You can either import or create companions to be either fellow campers or instructors for the duration of your stay here. They gain the origin for free, and have 300 cp to spend on perks. Additional purchases add an additional 300 cp to the companions' pool to spend up to a max of 900 cp. Alternatively for 300 cp you may import up to 8 companions with 300 cp to spend. Companions cannot purchase this option.

...Or Make New Ones! (400 cp, Discount Drop-In): You may take a single canon character with you as a companion when the jump is over. Most of these guys have their issues, but I'm sure a seasoned Psychonaut can handle that. This could easily be anyone from Maloof, to Linda the Hideous Hulking Lungfish of Lake Oblongata.

Psychic Death Tank (400 cp, discount Instructor): You get one Psychic Death Tank, powered by a living brain! It is a very powerful weapon, boosting the psychic powers of Telekinesis, Confusion, and Mental Blasts as well as being a large, heavily armored tank that ram things at high speed.

Drawbacks –

This Reminds Me Of A Story (+100 cp): Too bad you can't tell a story for love or money. No matter what yarn you spin, it is the linguistic equivalent of Ben Stein after a lifetime of tap water and dry toast from the One Punch Man universe after becoming a Mysterious Being obsessed with dullness. Everyone will actively try to avoid or ditch you, no one will comment on your Campster.me profile, and you will always want to tell a tale. No matter what. As an added bonus, I'll let you WILLINGLY use this in later jumps.

LET'S HEAR IT FOR JUMPER! YAAAAAAAY! (+100 cp): Oh god, not these two. Clem and Crystal have decided to become your own personal cheerleaders for the duration of the jump. No matter what you do, they will remain cheerful and upbeat, they are immune to any attack you use on them or their surrounding area, and (being psychics) can follow you into the mental realm to constantly cheer you on. CONSTANTLY.

And Now I Have To Wear This Special Hat (+200 cp): You have problems controlling your psychic powers. Accidentally starts fires or making people's heads explode, these things happen when focus too much (or let your focus slip too much, it's a delicate balance). As long as you wear a special (tinfoil) hat you shouldn't have TOO many accidents.

One-Jumper Camp Staff (+200 cp): After a brutal Psychic Duel, your mind has been left shattered. This shattering causes you to have a set of alternate personalities that have your name but a title determined by their job. These personalities remember nothing about the Jump Chain or your past/meta-knowledge and care little for things beyond their duties or interests. While not opposed to your goals, these personalities are of no help for your allies (as they are too busy flipping burgers or managing the camp's canoes). However, you can focus yourself into a stable mind by carrying a large chunk of Psitanium around with you at all times.

Hand of Galochio (+300 cp): Somewhere in your family's past a gypsy cursed your ancestor and all of their descendants to die in water. This includes you. Water more than knee-deep will summon The Hand of Galochio to pull you in and drown you (you have about 6 feet to stay out of its range, directly above water and triggered by touching water). The Hand will cancel out any means you have to breathe underwater (or not breathe at all), escape a grab via means more exotic than the average human man can struggle, and immunities to psychic powers/gypsy curses until you have reached a solid surface once more. Beyond the stated rules, this will function as the in-game Hand, complete with the facts that only you and your family can see it and that this will even effect mental constructs representing water.

Loboto-mized/The World Shall Taste My Eggs! (+300): You have the insanity… OF A MANATEE! You are all-out, absolutely, lock-me-away crazy. Expect a massive paranoia-linked conspiracy around every corner, being constantly berated by the genetic memory of a famous ancestor, or the urge to use the brains of people to fuel Psychic Death Tanks in your future. This level of crazy isn't easy to fix, it **might** be possible for an elite team of Psychonauts to put your head in order. The downside is, a Jumper's mind is a terrible place, especially later on in their travels. For extra "fun" (and another +100 cp) combine with One-Jumper Camp Staff to get a One-Jumper Sanitarium! Each personality gets its own madness! Also, remember that bit about

Psitanium making “unstable minds more unstable”? Yeah, remember that fact. Starting location changes to Thorney Towers Home for the Disturbed, showercap not included.

Notes

By default, your astral form is not your physical body. It is a mental one, so physical perks won’t be as effective (although as it is still a part of you, your mind would still retain a portion of those features) while mental perks may have a different effect. Willpower enhancements strengthen your mental durability and might, mental processing upgrades boost your thought speed (and when you ARE thought, you can see where that goes), improved memory boosts your mental rigidity (preventing effects like the Animus’ Bleed effect from taking root), and charisma upgrades help you reassure the psyche you are in that you belong within the mind (mainly when you don’t) but you can’t lie to a Censor.

The Astral Layers perk’s main advantage is effectively having a ton of different yous in your head that constantly do things like say, fend off encroaching madness or invaders into your mind. The amount of aspects you have depends on your mind, but as a general guideline aside from things like your Id or Superego, you’d have one aspect for major defining moments of your Jumper career. One for each jump you’ve done, and particularly long jumps (like say Civilization) will probably have one aspect for each defining stage/age of that jump. God help the poor bastard who tries to force their way in. I can’t imagine a small army of Jumpers would be happy about that, but luckily enough for that guy they can’t follow him out. These layers don’t result in any negative mental effects like split personalities, and in fact help fend off such problems due to their constant efforts and nature. Think of them less like a separate personality, and more like bricks in the castle that is you.