

Welcome to the **PSYREN** Jumpchain CYOA!

By JadeKaiser

In the world of Psyren, there are people known among themselves as Psychers or simply Psychics. They derive their abilities through overclocking their own brains to accomplish tangible effects in the world around them, enhance their own bodies, and any number of more esoteric effects.



Because of the means by which they do this, overuse of psi without a rest will lead first to a headache, then to a fever and a nosebleed, and finally to death.

To be a psychic, a certain natural safety barrier that is built into your brain must be removed. Some psychics are simply born without it. Some have an accident of some kind in which they receive a concussion which just happens to remove it.

Others breathe the strange atmosphere of Psyren, the wasteland that will be the future of the world, and lose it that way. Psi abilities are also much more powerful in Psyren than in the present, due to the oddly contaminated air being a better conductor for psi energies.

One way or another, you are or will be one of them. Here are some points to help you customize yourself.

[+1000 CP]

Keep In mind that you retain any powers or items from previous jumps, and some may overlap with things that are available here.

The World

The world of Psyren is a perfectly normal modern setting, on the surface. For those who listen, there are rumors of a mysterious secret society called “Psyren.” They say that Psyren is somehow linked to a strange red phone card, and people who get their hands on the card disappear.



You are a Psyren drifter. Having gotten a hold of one of the red Psyren cards, you will repeatedly be pulled into a post-apocalyptic future by the mysterious Nemesis Q and given a task. Generally, your task is to find a “gate” that will bring you home, in the form of a broken pay phone.

Your card has a balance that decreases by a variable number with each trip. Longer distances between the starting point and the gate back to the present will decrease it by more. When it runs out, the calls will end for you and you will no longer be able to go to Psyren.

Even after the balance on your card runs out however, one rule of being a drifter holds true: if you tell anyone who is not a drifter about Psyren, you will die. Nemesis Q will trigger a kill-condition in the contract, and your body will instantly turn to dust.



Moving about in Psyren is highly dangerous due to the monstrous creatures known as Tavoo, but don't worry! If you can survive your first trip to Psyren, something in the strange atmosphere of the future will awaken your latent psychic power.

Assuming you aren't a psychic already, that is. having psi will make survival in the wastes much, much easier. In fact, greatest weapon and you best tool in the wastelands; well, apart from and artifacts you may have picked up on previous jumps.



Obviously, Psi will be your whatever powers

As such, I should probably explain a bit about just how psi works, shouldn't I?

Psi Abilities

There are three different kinds of psi. Any psychic can and will use any and all of the three, but different people have different levels of talent in each one. All three of them have one thing in common: imagination, particularly visualization is the key to using psychic abilities.

Using emotion instead of imagination to manifest your psi is possible, but the consequences of doing so are deadly. It is extremely difficult to STOP using such psi, and while the effects are powerful they will almost always result in overworking your brain and subsequently death.

Non-psychics cannot see psi, though that doesn't stop them from seeing its effects.



Burst includes anything that affects the physical world around you. Telekinesis, teleportation, blasts of raw psi energy, constructs and creatures made of the same... all these and more can be learned by practicing your Burst.

Rise is the art of enhancing your own body with psi energy. Move faster, hit harder, take hits better, and enhance your senses beyond what is possible for the unaided human body.

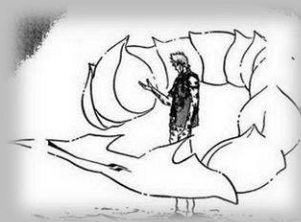
Trance includes many of what you might think of as “traditional” psychic powers. Clairvoyance, telepathy, mind reading, future sight... even fate manipulation. Anything that doesn't fall into the first two categories will land here.



Lastly, some effects require some combination of two or even all three types of Psi. Healing others requires both Burst and a specific sort of Rise, for example.

In theory, any psychic could learn any ability. In practice, a person's psi will almost always naturally define itself over time into one primary form*, and they will mostly expand upon that ability and improve their usage of the basics.

Someone might simply practice making constructs to move things around, and find that their constructs are gradually taking the shape of draconic body parts until they are able to create a full-sized, breath-weapon capable dragon with their psi and control it remotely as if it were another limb.



Be warned though: mental issues in a psychic can lead to some very odd things. Be careful about coping mechanisms, for instance; burying unpleasant memories is all well and good, but only when it can't result in a true alternate personality whom possesses their own unique soul.

*A list describing a number of canon examples of primary psi abilities can be found at the end of this document.

Psi Abilities Pt. 2

In general, the most powerful that a psychic can become without extenuating circumstances can level a moderate-sized house, if they are particularly good with Burst. In the future, where the atmosphere is more conducive to psi, both power and ease of use are multiplied by a factor of roughly 5x.

Roll 1d8 to determine where your talents lie with psi usage, or pay 50 CP to choose.

There are 4 levels of talent that you may possess in each category. The first level is Untalented, the second is Passable, the third is Talented, and the highest level is Genius. You may also raise your talent in a single category by one level by paying **50 CP**. This purchase may be made as many times as you wish. Certain perks also raise your talent for free, in addition to their other effects.

-1- Talented in Burst. Passable in Rise. Untalented in Trance.

-2- Talented in Burst. Passable in Trance. Untalented in Rise.

-3- Talented in Rise. Passable in Burst. Untalented in Trance.

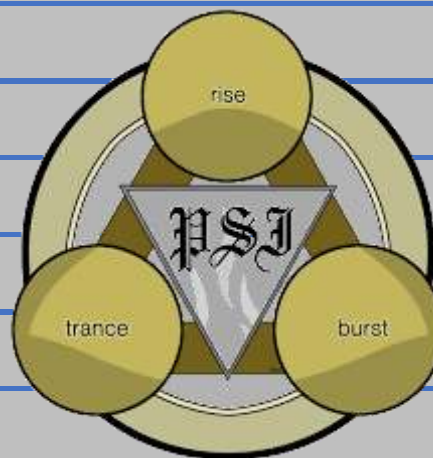
-4- Talented in Rise. Passable in Trance. Untalented in Burst.

-5- Talented in Trance. Passable in Burst. Untalented in Rise.

-6- Talented in Trance. Passable in Rise. Untalented in Burst.

-7- Almighty type. No, this does not mean you are omnipotent; it merely means that you are equally Passable in all three categories of psi usage.

-8- Wildcard. You may choose any one of the other seven options without paying. Lucky you.



Now that you have determined where your talent lies, how will it manifest itself?

Decide on an ability that your psi will eventually evolve into. This can be anything, but it must fall primarily into the category in which you are most talented. If you are most talented in Rise, you *may* use the category you are more talented in of the other two. If the ability you have in mind would require aspects of more than one category, that's fine. Just be aware that it will take longer to develop the parts of it which fall under the categories where you have less natural ability.



Whatever you decide on should also be at least somewhat relevant to some aspect of who you are as a person. If you have always been fascinated by fire for instance, and are most talented with Burst? You should probably end up with pyrokinesis or something similar.

You may still learn to use abilities outside the one that you have decided upon. In fact, it is inevitable that you will do so for at least the more basic operations of each category. However, such abilities will not so naturally result in unusual or even unique effects, and will take a lot more effort to bring to the same level of effectiveness.

Background

Choose your background. Any background other than Drop In will cost you CP, and will give you the memories, skills, and other history of having lived the life of someone who fits your chosen category in the present day of the world of Psyren. These memories may well affect your attitudes and actions for the duration of the jump. Since the present day of the world of Psyren is the same as the present day in the real world though, that might not be so bad. You get a whole new life here, isn't that great?

As such, if you are of a school-going age you will be expected to go to school. Getting kidnapped repeatedly and sent to the distant future is no excuse, especially when you can't tell anybody about that anyway, so you better find a good one to replace it.

Whatever background you choose, you wake up in a phone booth somewhere in Japan about a year before canon starts. A strange red phone card is in the slot, and the phone is ringing. For some reason, you have an irresistible urge to pick it up... Your first call to Psyren is in three days. Make the most of them. All backgrounds get knowledge of Japanese for free.

Your gender is by default the same as it was before this jump. However, **you may change your gender for -50 CP**, if you really want to.

Drop In (Free)

You don't have a background here aside from some basic identification papers that will check out properly if compared to a government database.

On the other hand, that means that you don't have any new memories to deal with and nobody will be calling the police to report you missing when you disappear for days or even weeks at a time.

Roll 1d8+13 to determine your age, or you may choose for **(-50 CP)**.



Punk (-100 CP)

You're not exactly a delinquent, but... well, maybe just a little. You have grown up with a taste for knocking heads together, and you're pretty good at it by now.



Your rough and tumble lifestyle has honed your reflexes and left you with a good handle of the mindset needed for battle. The people who know you are used to having you disappear for a while now and then, only to reappear with a few scrapes and bruises a while later.

You also know a bit about the rougher side of the modern world. Maybe even where you can get supplies and weapons off the books, so to speak. Obviously, this includes some things that are a bit less than legal.

Roll 1d8+15 to determine your age, or you may choose for **(-50 CP)**.

Psychic (-100 CP)

You were already a psychic before you found your Psyren card. You may have been born that way, had a concussion that knocked just the right screw loose, or just happened to come down with a fever one day and woken up psychic the next.

In any case, you not only don't need Psyren's air to awaken your psi, but you are also moderately skilled at using it already.



You may also have contacts among the psychic population. You aren't exactly a close-knit community or anything, but some people know some other people.

Roll 2d8+13 to determine your age; you may choose whether to add or multiply the results of the two dice. Even if you end up as an old geezer, you are still fit as a fiddle from an active lifestyle and frequent use of Rise.

Alternatively, choose your age for yourself for **(-50 CP)**.

Trophy Kid (-200 CP)

Your parents are too busy with work to spend time with you. On the other hand, they're filthy rich and they don't care what you spend your rather massive allowance on. You want to collect functional medieval weaponry? Sure, go ahead. Survival kit? But of course!

You may well live apart from your parents in your own penthouse, even. Plenty of room to practice small- to mid-scale stuff, and a great place to meet with the other Psyren Drifters.

As a trophy kid though, there is a good chance that people will worry when you turn up missing for a few days. Even more so when it keeps happening repeatedly.



Roll 1d8+12 to determine your age, or you may choose for **(-50 CP)**.

Perks

Drop-In perks:

Survival Instincts; -100 CP, Discount Drop-In

You know how to live in a wasteland. Finding food and water will be easy in any place where they are there to be found, and shelter will be a cinch. Minor and some major injuries can be treated on the fly using minimalist materials, and they will usually heal without complications. Weapons and tools can be easily salvaged or improvised from scrap. Et cetera.

This is most effective in places that heavily bear the mark of civilization, even if that civilization is long-since ruined. It is even more effective still if the damage was relatively recent; say within the last few decades or so.

Shiny Round Weak Spots; -200 CP, Discount Drop-In

You can always tell where the critical and under-protected places are on an enemy. It's almost like they have flashing weak points like video game bosses, so hit them there for massive damage! This only functions as a general guide however, and it cannot create weak points that don't already exist. No Mystic Eyes of Death Perception bullshit here. Still, knowing things like just where the armor over a tank's engine block or ammunition storage is weakest can be damn useful.

Nemesis Q's Favor; -400 CP, Discount Drop-In

For whatever reason, Nemesis Q has taken a liking to you. It will give you a lot more leeway than normal when it comes to implying things about the true nature of Psyren to non-Drifters, possibly even letting you tell a single other person all about it if you make certain that they can be trusted to keep the secret. Calls to Psyren will come at the most convenient times, and Nemesis Q will generally act more friendly rather than aloof as it otherwise would. In later jumps, non-sapient constructs, robots and the like will be unnaturally helpful and friendly towards you, despite the seeming impossibility of such a thing. This doesn't stop any that are programmed to kill you, but even they will act slightly apologetic about it.

Your World is Now Con-nec-ted; -600 CP, Discount Drop-In

The atmosphere of Psyren's future is immensely more conductive to psi than normal air. As a result, psi is roughly 5x more powerful and easier to use than normal. With this perk, you get this boost even in the present and in later jumps.

This isn't all perfect; other drifters' psi will grow more powerful somewhat faster than your own, because they are alternately using it in the psi-enhancing atmosphere and without it. It also doesn't give you any benefit when you are already in the psi-enhancing atmosphere anyway.

Punk perks:

Bust Some Heads; -100 CP, Free Punk

You have been fighting for a long time, whether for survival or for fun, and you're damn good at it now. This doesn't grant any special skill in any formal martial arts, but it does give you some solid fighting instincts of the sort that can only be gained through extensive experience. Prim, proper martial arts ain't got nothin' on the real deal, are you right?

Additionally, you won't ever panic or freeze up when it comes down to a fight; you're used to this. Maybe not specifically all the psychic bull that's getting thrown around and blowing stuff up all over the place, but a fight is a fight and you are a fighter.

Underworld Contacts; -200 CP, Discount Punk

You know some people on the criminal side of society. They can get you things that might be hard to get elsewhere, such as black market weapons or artifacts, but it will cost you. Those same people know you as well, and if you are the reliable sort of person they may well approach you for favors.

Nothing says you absolutely have to do what they ask you to, but if you do they will owe you in turn.

A bit of effort in the right places, and you could get yourself a solid network of fairly influential people in your debt.

The Raging King; -400 CP, Discount Punk

Psychic powers you possess are extremely powerful, capable of trampling those of most other psychics with ease should they come into conflict. Your most natural expression of psi also comes so naturally that it will at first be nearly impossible to use psi in your strongest category in any other way. Even learning the very basics outside that one ability will be a struggle that may well take years of effort to reach. Controlling even this natural expression of your psychic might will be difficult, as though it had a mind of its own, but once you manage it the rewards will be pretty awesome.

Unlike Ageha, you can completely overcome the limitations set by this with enough time and effort. Once you do, you will keep the benefits while still being able to use other psi in your main category normally.

Nova Potential; -600 CP, Discount Punk

There is one step beyond the three basic types of psi; a nearly unheard of fourth type of psi called Nova. When a person uses Nova, all aspects of their existence are combined into one; mind, body, and soul temporarily combine and they become an energy-state being of immense power. Nova is a heavy strain however; it trades endurance for power in rare coin. Moreover, due to Nova's nature, to die while using Nova is to cease to exist altogether.

Without this perk, you will never learn Nova no matter what you do. With it, you will eventually be able to learn even without a teacher. A teacher would still help a lot though, and learning Nova is a painful and dangerous process.

Because of how Nova works, the increase in power that it provides may apply to more abilities than just those that are psychic in nature.

Psychic perks:

Awakened Psi; -100 CP, Free Psychic

You are already Psychic when you begin your jump. You have a middling level of skill with psi to start with, but even that is a massive boost over someone without it. Your first trip to Psyren should be much easier, and you won't have any struggles with learning the basics. You are well on your way to developing your own unique psi ability already.

You also get to raise your level of talent by one level in one psi category of your choice for free.

Psychic Community; -200 CP, Discount Psychic

You know some people in the psychic community, such as it is. You might know a healer that you can call up for a favor, an absurdly powerful Rise specialist with contacts with the Yakuza, and more. You may even already be known to Tenjuin Elmore and on friendly terms with her adopted children. If you need some skillset that you don't already have access to, you may be able to find a psychic with it somewhere or get a referral from one of the other psychics that you know.

In future jumps, it becomes trivially easy to find and insert yourself into whatever supernatural community there might be, even if they are hidden behind a great deal of active concealment.

The Best in Kanto!; -400 CP, Discount Psychic

You really are. When you specialize in something, you can always become the best at it. Really, becoming the best isn't as hard as people think. At least, not for you. This becomes increasingly more effective the more limited the scope of your specialization. Becoming "the best psi user" will not be affected all that much by this perk, but becoming "the best Rise user" will be made considerably easier. Broader fields will therefore be easier to improve if you separate them into multiple, narrower goals that you can tackle one at a time.

Grigori Project; -600 CP, Discount Psychic

Grigori was a government black-book project that sought to create powerful psychic soldiers for use as brainwashed living weapons. They were pretty successful, except for the brainwashing part. Their subjects had a marked tendency to break out, destroy the entire project, and go off to do their own thing, forcing the scientists to start over on multiple occasions.

By taking this perk you gain the benefits of being a Grigori subject without any of the mental issues that they tended to accumulate. The ceiling on how powerful you can become with psychic abilities of any kind is doubled in comparison to what it would otherwise be, and you gain the ability to multitask perfectly without limits or mental strain. This does not increase your brainpower for each individual train of thought, though if you can split a task up into multiple trains of thought it will help you immensely. Your talent is also increased by one level in two categories of psi, of your choice.

Trophy Kid perks:

Elite Education; -100 CP, Free Trophy Kid

You have had the very best tutors in every field of education, including a number of subjects that most people never learn about at all, or at least never learn in the depth that you have done. Economics, classical literature, business, physics, astronomy... these and more are yours to command, and you have learned your lessons well. You also have a solid grasp of how to behave yourself in a high-society environment, even if you don't necessarily act that way outside of it. Maybe not as useful as it could be in the decimated future, but who knows when this stuff might come in handy?

Friends in High Places; -200 CP, Discount Trophy Kid

There are people with a lot of legitimate authority out there, and you happen to know a few of them. With their help, you can often smooth things out pretty easily even when they might cause a stir otherwise. Requests with legitimate authorities that would otherwise be difficult to gain approval for come much easier when you are the one to submit them, and your paperwork tends to be pushed to the top of the stack.

For a lot of people this may not seem like much. It helps a lot though when you have that standing doctor's note telling your school that you may sometimes not make it in for a few days, and nobody is willing to question it.

If You Die, I Will Never Forgive You; -400 CP, Discount Trophy Kid

When people go into a dangerous situation there is always a chance they will die. However, that doesn't mean they need to go out like a bitch. By forewarning someone before they go into a dangerous or dramatic situation, you can ensure that they will not perish in an ignoble or fruitless end. While others would perish from the blow of some mook or be struck by some random bit of debris, the allies you charge to live on will do so no matter the conflict, as though armored by the plot itself.

This doesn't stop them from dying in a blaze of glory by sacrificing themselves to hold off an army, nor does it prevent them from being taken out by someone who totally outclasses them. Overwhelming odds are still overwhelming odds, but this way even then their death will probably at least have purpose. Sometimes, making you proud is more important to people than not making you sad.

My Life As Jumper Is Just Getting Interesting! ; -600 CP, Discount Trophy Kid

There will be times when your back is against the wall, and you simply don't have the power or the right skill to pull you through the situation you are in. It is in those times that you shine the brightest... or perhaps the most fearsomely. Your skill and power grows very rapidly under pressure, when you simply need *more* than what you have. Skills and abilities such as psi that grow and evolve over time are especially prone to doing so in such situations. You may have only just awakened your psi, but if your comrade is about to die and you don't have a healer, you may develop a healing power on the spot based on a single memory of being healed by another psychic in the past. If you are mortally wounded and stranded among ravenous supernatural beasts, with only a healing power that only works on other people? You may be able to forcibly turn that power into a means of ripping apart the flesh and power of the mindless creatures that attack you, integrating them into your own body to recover from your wounds and permanently bolster your own might.

Your Talent in all three categories of psi is also increased by one level.

Items

Unlimited Milk; -50 CP

A limitless quantity of fresh milk, summoned one 8-oz glass at a time whenever you want. Very nutritious, and guaranteed to help you grow up big and strong if you aren't already. Will always appear at the exact temperature that you would find most pleasant to drink at the moment of summoning.

Weapons Collection; -100 CP free Trophy Kid

A vast collection of all kinds of fully functional blunt and bladed weaponry of fairly good quality. No guns or anything like that, but if it's something that was used at some point in history for bashing people's faces in or chopping them to pieces, you probably have at least one of it. Resets to a full collection of undamaged weapons at the end of each week.

Psyren In a Can; -200 CP/each

May be purchased multiple times. A resealable canister filled with air taken from the atmosphere of Psyren. Each canister contains enough air to awaken one person's psi, and will be capable of doing so even for people in other universes. Comes with a sanitary breathing apparatus so you can be sure they actually breathe in the vapors from the can. Only works on things with biological brains, so don't bother trying to awaken a robot's psi unless you've brought them to a jump where they aren't a robot anymore. Cans refill themselves once every month.

Psi-Gun; -300 CP discount Punk

An odd gun shaped like a cross between a long-barreled pistol and a CQC shotgun. Strangely, it doesn't have any way of loading ammunition; instead there are four empty spheres set under the barrel, each of which can hold a prodigious charge of raw Burst-type psi. These charges can be fired one at a time, dealing a great deal of explosive damage with each shot, and can be charged in the field using your own Burst-type psi. Comes with schematics to make more, similar weapons. The original gun is also nearly indestructible, and will reappear in your warehouse at the end of the day if you lose it or something does manage to destroy it.

Illumina Cores; -400 CP

Ten specially modified Illumina Cores. These cores come with none of the nasty side effects of the ones from canon! Well, they don't make you burn up in sunlight, they don't cause physical mutations, scarring, or potentially damage the implantee's mind, etc. The boost in psychic might they give is slightly weaker than the canon ones, and while breaking them isn't instant death for the person they are implanted in, it WILL leave them weakened on a long-term basis. Also comes with detailed instructions on how to safely implant, remove, and make more such Illumina cores.

Seeds of the Sephirot; -600 CP

A box containing three glowing white seeds formed of powerful psi energy, each about a half-inch long and a quarter-inch wide. These can be planted in many ways, allowing them to provide a number of different effects when they grow. They can grow through infusions of or by leaching away any kind of supernatural energy, be it psi, magic, or raw life force. You may in turn drain the energy they used to grow out of them into yourself through physical contact, reducing them once more to a seed if you wish. They may be useable in other ways as well. At the beginning of each new jump, another seed will appear in the box.

Survival Kit; -100 CP

discount Drop-In, Trophy Kid

A solid survivalist kit for making your way through a post-apocalyptic wasteland. Contains basic first aid supplies, enough emergency rations for one person to get by for 3 days, some rope, a compass, a 6-inch fixed blade knife, etc. Self-replenishes any used or broken items once every two weeks.

Allowance; -100 CP 1 free Trophy Kid

You know what rich kids have? Money. You are no exception. Gives the equivalent of \$1500 circa 2016 each month, adjusted for inflation and in the local currency of your choice. May be purchased multiple times, with each purchase adding an additional \$1500-equivalent per month.

Klutzy Q; -200 CP

This 2½-foot version of Nemesis Q goes just a little beyond being a mere automation, and is perfect for doing house- or gardenwork, maintaining equipment, or taking care of someone who is partially disabled. Keep it in your warehouse to organize and maintain things, let it serve as your housekeeper, whatever you like. It has no combat ability, and isn't sapient enough to count as a companion. If you have Unlimited Milk, Klutzy Q can also summon saucers of milk that it will set out for stray cats.

Phone to the Future; -300 CP

This smartphone has a unique power. Firstly, it can connect to any phone or other networked voice communication network, adapting to be able to make any call or equivalent for free. Secondly, it can also contact Grigori 07 from any universe or time period through Nemesis Q. If you have a good relationship with 07, she can be a helpful source of advice and she may sometimes be able to put you through to other friends left behind in previous jumps. On the other hand, if you just want to contact someone who really knows how to cuss a person out, she can do that too.

Penthouse Suite; -400 CP discount Trophy Kid

You have a luxurious penthouse suite or small mansion all your own. For the duration of the jump, you even have an excellent butler as well! He's an employee of your parents, but he won't tattle on you to them if you use the small gymnasium for psi practice. In future jumps, you may choose to import this somewhere into the jump or leave it attached to your warehouse. In either case, it still retains all utilities and a high-speed connection to the local internet-equivalent if there is one.

Red Bone of the Evil Soul; -600 CP

-400 CP instead Psychic, Trophy Kid

A sword forged by a psychic called "Ghostman" before people knew what psychics were, this katana is said to reflect the inner emotions of the wielder. This blade reacts oddly with psi, and you may be able to use it to accomplish some interesting and effective things. It is also incredibly sharp and all but indestructible, but that is basically par the course. If it should somehow be damaged, lost or destroyed, it will reappear in your warehouse in perfect condition at the end of the day. Alternatively, you may import another melee weapon of your choice and give it the same properties.

Companions



You don't want to be alone, do you? For a mere **-100 CP** per companion, or **-300 CP** for a group of up to 8, you don't have to be! Companions each get a free origin of their choice and 600 CP of their own to spend, and may not purchase their own companions. They also do not receive free Items, though discounts still apply to them.

Companions will be dropped off somewhere where you will be able to find them quickly and easily. If you don't find them before your first Call to Psyren three days after your arrival, you should meet them then when they are called as well.

If you take the A Tavoo Is You drawback, you will meet them on *their* first call three days in. They are not obligated to stay in the future with you, but they might do so anyway if that's the sort of friends they are.

Oh? Is that not enough for you? Perhaps you don't have any companions to bring along, but you would really like to. For **-50 CP** each you may bring a canon character from Psyren with you on your continued adventures in jumpchain. An additional **-50 CP** each will give them a free origin and 300 CP, to be spent at the end of this jump. They may not purchase Items, or receive them free for their origin, nor may they purchase other companions.



If you take this option, your chosen recruit or recruits must be alive when your jump ends, and you must successfully convince them to come willingly and with full knowledge of what it will entail. That shouldn't be such a great hardship, should it?

Drawbacks

If you find yourself in need of some additional CP to account for all your purchases this jump, you may take some drawbacks from the list below. No more than 700 CP may be gained in this way, no matter how many drawbacks you take.

Sickly; +100 CP

Your body is greatly weakened by a disease that you had when you were a child, making it difficult for you to do anything physically strenuous on your own. You can overcome this with Rise, but doing so *will* be a constant use of psi. Doing other things with your psi at the same time may be very difficult when you need to split your concentration all the time, and constantly using Rise means that you are constantly fatiguing yourself and are much more likely to overuse psi than another psychic. Of course, if you are Untalented with Rise in the first place you probably can't even do that.

Tavoo Bait; +100 CP

For some inexplicable reason, whenever you in the future of Psyren you are swarmed by large numbers of tavoo. Where normally you might have to deal with four or five of them if you are unlucky on a given call, now groups of nine or ten can be expected routinely. The tavoo will also prioritize you specifically over other drifters. If you also take A Tavoo is You, expect to be hounded almost constantly for the jump's duration. If you take W.I.S.E. Wants You!, joining or being caught and pressed into joining W.I.S.E. is now a failure condition on its own.

W.I.S.E Wants YOU! ; +100 CP

Soon after the beginning of the jump, you catch the attention of W.I.S.E. They are the people who ruined or will ruin the future, causing the apocalypse and taking control of the wasteland (at least in Japan), and they want you to join up. You can do so if you want, but if Mithra eats the planet you fail the jump and your chain is over. Of course, if Mithra eats the planet you will be dead anyway, so nothing is really all that different. Therefore, if you join W.I.S.E. YOU PERSONALLY must be involved in stopping her and your jump will not end until you do, regardless of how much time passes.

False Prophet; +100 CP

An ex-drifter with delusions of grandeur will hound you repeatedly in an attempt to destroy your Psyren card and erase your memories to the point that you become like a newborn infant. If he succeeds, you fail the jump. He personally is only good at a couple forms of Trance, including the psi-disrupting one that he used to escape Nemesis Q's ability to kill him for talking about the future, but he has a partner who is moderately proficient in Rise and Burst. With a bit of luck at first and time to grow more powerful, you should be able to handle him. For some reason though, you won't ever be able to get rid of him entirely unless you confront him in the Future on one of your calls. There, he has a great deal more resources through a miniature kingdom called the Amakusa Empire, which he has formed out of those whom he has convinced that he is a prophet. W.I.S.E humors his existence because one of the star commanders thinks it's funny.

A Tavoo is You; +200 CP

Instead of waking up in a phone booth at the beginning of the jump, you wake up already in the future of Psyren itself. Not only that, but there is a strange red crystalline sphere embedded somewhere in your body, and your body itself is mutated slightly away from being entirely... human. Coming into contact with sunlight unfiltered by the thick cloud of miasma that covers the sky will rapidly burn you away into ash. If your Illumina core is destroyed, you die. There exists within W.I.S.E. one who is capable of controlling the Illumina cores and instantly killing you with a touch, namely Mithra. If you buy Illumina Core Schematics and can find the right facilities, you may be able to replace your core with one of the one of your own creation. This will remove Mithra's advantage over you, let you exist in direct sunlight again, etc. but you still won't have a way back to the Present and you will be a little weaker. The mutations you already had from your first core still won't go away until the jump ends, either.

Abyss Also Gazes; +200 CP

You gain an alternate personality heavily rooted in all the things you dislike or reject about yourself. Their psi is a mirror of your own, and they have access to all the abilities that you have from other jumps (unless those abilities are locked away by another disadvantage). Under certain circumstances they are able to take control of your body, leaving you as the alternate until you can do the same thing to them in turn. This WILL happen at least one time during the jump. While they are the dominant personality in your body, your body's skin and/or hair color will be radically different. The good news is that they are not evil, nor do they hate you; they are effectively you, with certain personality traits brought to the fore and others made less prominent. They will cause trouble, but they can be reasoned with and you may even be able to make friends with them. They have their own unique soul, and may be gained as a companion for future jumps for the same CP cost as any other character. If you do so, they gain their own body at the end of the jump and the only powers they retain are their psi abilities.

Grigori 08; +200 CP

You were the 8th subject of the Grigori project, and it left you pretty messed up. You can do a pretty decent job of faking emotions, but you can't actually feel them outside the thrill of battle. You either struggle with apathy or you find a specific goal or project and obsess over it to the detriment of all else. Unfortunately, unless you took the Grigori Project perk, you were a failure. Either you just weren't actually psychic (yet) to begin with, or their methods just failed to work on you to enhance your abilities for some unknown other reason. On the other hand, you might already know Grigori 07, so yay? That might be good or bad, depending on how well you got along...

No Magic, Only Psi; +200 CP

In the world of Psyren, magic was just what some people called psychic abilities before they understood what they actually were. Any magic, alchemy, ki, etc. along with any more setting-specific powers that you might have are locked away from you, unless they are explicitly psychic in origin. You must actually *have* such powers that would be locked away, or else this drawback is locked and may not be taken. This drawback may not be taken if you also take A Broken Upper Hand, either. This drawback does not apply to the perks themselves from previous jumps except insofar as they grant setting-specific powers.

Talentless Hack; +300 CP

You are one. Talentless with psi, that is. Regardless of what you rolled or how many CP you put into talent, until the jump is over you are at a level of talent even lower than the “untalented” level in all three categories of psi usage. When all drawbacks are removed at the end of the jump, you get that talent back, but until then you won’t be able to do much more than arrange the cream on top of your coffee into a neat little pattern with even the utmost level of effort and concentration. This drawback applies to all perks and abilities of a psychic nature from other jumps as well; you won’t be using them for much while you are here.

I hope you have time to catch up on training in your next jump, and I suggest you don’t also take A Broken Upper Hand or No Magic, Only Psi.

A Broken Upper Hand; +400 CP

For the duration of the jump, you lose access to all perks, abilities, etc. from other jumps. Your warehouse is sealed. You are stripped down to your base Body Mod body, or your base self if you aren’t using the supplement. Ergo, you only get access to things from this jump, as though this were the first jump in your chain. If this IS the first jump in your chain, this drawback is locked and may not be taken.

Delete Spider; +400 CP

You don’t remember. Anything. When the jump starts, you will be a complete amnesiac. You won’t remember your previous jumps, your life before becoming a jumper, or even your life in the world of Psyren before the jump if you took a background other than Drop-In. Other people will still remember the latter, and they might try to help you regain those memories, but they won’t succeed.

You still have all your skills, abilities, warehouse access, etc. from past jumps unless you took a drawback that removed them. However, you don’t remember any of them or how they work on a conscious level, and you will not regain any of those memories until the jump ends. Your personality and preferences are preserved wholly intact though, despite a complete lack of memories to go with them.

Jump’s End

So you’ve made it ten years of personal time, finished the balance of your Psyren card, etc. Now that your jump is over, all drawbacks are removed. If you took Abyss Also Gazes, your alternate personality gets their own body. If you took A Tavoo is You, you may choose if your Illumina Core is removed entirely or if it is changed into one like those that can be made based on the Illumina Core Schematics item. Any memories you may have lost to Delete Spider are restored, including the ones that you would have had from a background in the Psyren-verse.

You now have three options:

- Take the Gate Home

Jumping has been fun, but you are ready to go home. Your call is done; you will return to your universe of origin with all your powers, items, and warehouse access and no time will have passed there.

- Stick Around

The world of Psyren has really grown on you. You can stay here, ending your jumpchain. You won’t be able to back out of it and start jumping again, but perhaps it’s worth it to stay with the friends you have made here.

- Take the Next Call

Psyren was nice and all, but you’re ready to move on. You continue to the next jump, alive and full of vigor with a new set of awesome and probably versatile abilities. Who wouldn’t, after all?

Notes and Appendices

Notes

- Using Nova combines body, mind, and soul temporarily into one to power up all three on a massive level. This means that using it will also empower abilities from other jumps, even if they are completely unrelated to psi. Moreover, direct boosts to any one of the three will apply to abilities based in either and both of the others while Nova is in use.
- Both power and ease of use are multiplied 5x by the atmosphere of Psyren or the Your World is Now Con-nec-ted perk. Separately. This doesn't mean that you get a 25x boost in total, but it does mean that you both get 5x the effect for the effort you put in and that you can keep going at the same level of effort for 5x longer. This may result in being able to produce effects that are greater than 5x what you could safely do without it, but it will most definitely not be a full 25x boost.
- The alternate personality from Abyss Also Gazes will not retain your memories any more than you do if you take both it and Delete Spider.

Appendix: canon examples of psi abilities

- Firstly, some psychics get by just fine without any specific special manifestation of their psi. These people are generally very strong in more conventional types of psi usage, such as telekinesis and Rise.
- Pyrokinesis, leading into the eventual ability to create “devils” made of living flame.
- Teleportation, including a “hexagonal transfer system;” A two-dimensional hexagon of variable size is formed midair in two locations. One nearby, and one at a (potentially quite far) distance. Both hexagons then move in a straight line perpendicular to their faces. As they move, everything they pass through switches places. Objects which were only partially within the area the hexagon passed through suffer a portal cut. Is safe for the transfer of people, and cannot be made directly unsafe without causing a portal cut in this manner.
- Trick room: two disconnected cubic spaces are defined within barriers of burst energy. Things can go into either box, but cannot leave. At the user's desire, the contents of the boxes may be swapped, or the contents of one may simply be transferred into the other without a full swap.
- Mind-Jack: a trance projection that takes the form of a wire leading from the user and tipped with a two-pronged spike. As a purely Trance-based ability, the spike cannot physically harm a person. Instead, it can be directed remotely to plug itself into another person's head or the base of their skull to establish a connection. Once the connection is established, the two parties can communicate telepathically or the user of the mind-jack can interact more directly with the target's mind in a variety of ways.
- Peeping Lover: a derivative of Mind-jack, the wires of Peeping Lover are tipped with camera-like extensions instead of mind jacks. The user may project screens in front of themselves to watch what the cameras see as they direct them remotely for surveillance purposes. No, this was actually made by a girl, and no, it was not used for perversion regardless of the name.
- An inversion of the Mind-jack technique, Amamiya's alternate personality Abyss used wires tipped with bladed hooks of variable sizes that were formed from Burst instead of Trance. They cut things (obviously).
- Several characters were able to create some form or another of pseudo-sentient construct made of Burst. These could universally be dismissed and recreated with no ill effects.
- Irregular Left was a psi ability that scrambled and effectively nullified the effects of other psychics' psi if it got too close to the user's left hand. This was even able to negate Nemesis Q's “curse” that let her call Psyren drifters into the future and allowed her to kill them if they tried to tell others about it.
- Psychometry Right allowed the same person a limited but effective form of postcognition regarding objects that he touched with his right hand.
- Delete Spider combined the two abilities to erase the memories of a nearby psychic completely, reducing them to the mental equivalent of a newborn child.
- Zone Diver allowed the user to merge themselves with other objects in order to phase through them. This included allowing them to reach into another person's chest and physically squeeze their heart until it popped without leaving an external mark. The user could also reach out with multiple copies of their limbs from an object they had merged at least the limb in question into.