



By Pokebrat_J

The Human Mind: 600 miles of synaptic fiber, five and a half ounces of cranial fluid, 1500 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! This is our beachhead! And this is your landing craft. You shall engage the enemy in his own mentality - you shall chase his dreams, you shall fight his demons, you shall live his nightmares! And those of you who fight well, you will find yourselves on the path to becoming international secret agents. In other words... Psychonauts!

You receive **1000 cp** to help you survive this world filled with psychic abilities.

Origins:

Your gender will remain the same, and your age depends on your origin. Alternatively, you could pay [50] to choose them freely.

Runaway: You are a mystery, someone who ran away from somewhere. Maybe you inverted the stereotype and ran away from the circus, or you just came from a different world? Either way, you are in for some interesting times while here.

Roll 1d8+9 or 2d8+20 for age.

Youngster: You're just a kid for now, but that doesn't mean that there aren't some benefits to being one. You might be a camper, ready to head off to Psychic Summer Camp in order to learn how to use your abilities correctly, or an intern for the famous Psychonauts!

Roll 1d8+9 for age.

Agent: You are a fully fledged agent of the Psychonauts, a group of psychic super spies that protect the world from all manners of psychic threats. Not only do you have a lot of experience under your belt, you're ready to pass on your experiences to the next generation.

Roll 2d8+20 for age.



Locations:

Roll 1d8 for location. You may pay [50] to choose freely.

1) Whispering Rock Psychic Summer Camp: This summer camp is a remote government training facility where children with psychic abilities are trained to become Psychonauts. It sits on a rather large psitanium deposit, and the nearby lake is rumored to have a monster dwelling beneath its surface. *Everyone may start here for free.*

2) Thorney Towers Home for the Disturbed: This is an abandoned mental asylum built on an island in Lake Oblongata off the shores of Whispering Rock Psychic Summer Camp. For some reason, it still has a few patients running around.

3) Rhombus of Ruin: A dangerous part of the ocean that contains a massive deposit of psilerium that causes any nearby technology to go haywire, as well as confusing and attracting the minds of pilots and captains for miles. Who knows how many lives have been lost beneath these waves...

4) The Motherlobe: The Headquarters of the Psychonauts, this remote government facility is filled with the brightest and most powerful minds of the 21st century. It's located within a former psitanium quarry, which might help explain why this was the location chosen. **[Agents]** *may start here for free.*

5) The Questionable Area: An abandoned roadside attraction located near the quarry that holds the Motherlobe, it's abundance of psitanium makes the nearby animals act strange, while there is a nearby waterfall that goes up instead of down.

6) Lady Luctopus Casino: This opulent casino was built to resemble an enormous purple octopus covered in neon suction cups and wearing a crown. It doesn't allow psychics to play at any of the games, as those abilities make it easy for them to cheat, and make the casino lose profits.

7) Grulovia: A third-rate country at *best* in south central Europe, it was invaded twenty years ago, though it repelled the invaders thanks to the powerful psychic Maligula. After the Valermo Dam disaster and the Gzar abandoning the country, it has since become a republic.

8) Free Choice: You may freely choose where you start your journey.

Undiscounted Perks:

Basic Braining [Free]: If you're going to be a psychic here, you might as well have some basic training. You know how to use your new psychic abilities safely, and how you could utilize them in combat.

Cartoony Aesthetics [50]: To say that the people found here have a... unique aesthetic is a bit of an understatement. But if you're a fan of this look, you can toggle a mental switch to change the people in the world to look similar to those found here.

Mental Music [50]: Coming at you straight from the Pirate Radio at K.L.O.B., these head-bangin' tunes from the Psychonauts game are all yours to enjoy, taking the form of a mental playlist that can be turned on or off at your whim.

Crazy Dentistry [100]: Everybody is always going on about wanting free dental benefits, but what about getting some *quality* dental? You are now a world-class dentist, able to do most of your operations blindfolded! I wouldn't recommend it, if only for your patient's sake.

Lobotimaniac [100]: Do you ever feel like sometimes your brain needs a little extra space? Or you just don't want to deal with an annoying cold or cough? Well, worry no more, for you can now safely remove your brain from your body without killing either one! You also know how to do this to other people, should the need arise.

PSI-Tech [200]: As good as all of these powers are, sometimes that just isn't enough. Sometimes, you need technology to bring out the best in the mind. Like Otto Mentalis, you are a skilled engineer with a focus in psi-tech, technology that is focused around psychic abilities. You are a once in a lifetime prodigy at designing, developing, and improving any psychic technology.

Psychic Awakening [200]: The human mind is truly an amazing thing, especially in a world like this where psychic abilities are a real phenomenon. But while so many worlds lack this same potential, what if you could change that? You can now awaken psychic abilities in others, even in the most mundane of worlds, as well as teach other psychics this same ability.

Fight or Flight [400]: Within every human there is the 'Fight or Flight' response, a primal part of the mind that helped their ancestors survive in a wild and dangerous world. Through unlocking mental barriers and mental exercises, you are able to tap into that whenever you want, with full control. This level of psychic power allows you to go toe to toe against six psychics of equal skill to your own and have a good chance at victory.

Runaway Perks:

Discounts for Runaway Origin are 50% off, with the [100] perks being free.

Acrobat [100]: You know, there's more than a little irony to running away from the circus, but at least it left you as an amazing acrobat. You're probably one of the best in the world, able to jump, flip, climb, and balance on all sorts of things.

Likable [200]: There's just something about you that gets everyone to like you. Maybe it's your friendly attitude, your endearing demeanor, or some other quality. Whatever it is, you can make friends very quickly, and are able to get on anyone's good side even if you screw up royally. Maybe they saw a bit of themselves in you?

Psychic Therapist [400]: When delving into the human mind, one may find any number of untold maladies that plague their psyche. By hopping into someone's mind, you can always find a way to cure their most self-harmful neurosis tendencies. In addition to this, you are a highly skilled therapist, a normal one, should someone who needs help be uncomfortable with you running around in their head.

Three Pounds [600]: Some say that the best place to store information is not in computers or books, but in the mind. And considering your mental defences are closer to a tank than most people's, there might be some truth to that. Only the most powerful and skilled psychics will be able to get through your defences, though you can open access to anyone you want. In addition to your defences, you are a prodigy at learning new psychic disciplines, such that it wouldn't be unheard of to learn eight in a single day. Mastery over them is another thing.



Youngster Perks:

Discounts for Youngster Origin are 50% off, with the [100] perks being free.

Happy Camper [100]: You really must have been sent to summer camp often, if you've got this much skill in surviving outdoors. You're probably equal to a veteran Boy Scout in how much you know about survival, like how to properly build fires or figuring out which plants are poisonous or not, that sort of thing.

Intern [200]: Adults have been ordering you around your whole life, so you've gotten pretty good at taking those orders and carrying them out. No matter how they're interpreted, you can understand what exactly it is they want you to do with crystal clear accuracy, and can tell when they actually mean for it to be a real order, or if they just want to leave them be.

Teambuilding [400]: One of the most enjoyable parts of camp was probably all of the team building exercises, where camaraderie was encouraged with the other snot nosed little kids. But you did take something away from those days, and find that you have greatly improved synergy when working with others you know well, like your friends or family.

Promising Pupil [600]: There seems to be something special within you, a spark of potential. Powerful people tend to see you as a promising student, one that they would love to take under their wing to mould you into something better. This is quite fortuitous, as you quickly learn anything so long as you have a teacher to actually teach you, absorbing whatever knowledge they give you with prodigious speed.



Agent Perks:

Discounts for Agent Origin are 50% off, with the [100] perks being free.

Fully Trained [100]: When you are a member of a multinational psychic spy agency, it wouldn't do well to not know what you were doing. As such, you are a fully trained super spy, knowledgeable in all procedures and skills you'd need to be an effective agent.

Super Spy [200]: While the idea of a famous spy is romanticized in modern culture, strictly speaking it would make your job extremely difficult, what with being famous and all. Now, whenever you're on a mission, no one seems to recognize you at first glance, and the only people that can point you out are those specifically looking for you.

Next Generation [400]: As fun as your adventures are, as enjoyable your journey is, eventually all must come to an end, even for you. But that doesn't mean that there's nothing afterwards, some plucky youngsters ready to take up the mantle. And in order to prepare them for that, you are one damn fine teacher, tripling the speed in which your students absorb knowledge, as well as making sure that knowledge sticks with them longer.

Every Inch [600]: Being a super psychic agent usually means that you're put into unusual and strange scenarios, and as such need to adapt in order to overcome. While your skill in using normal applications of your powers are sublime, it's in the unorthodox where you truly shine. With any skill or power you gain, you will be able to quickly find the limits of what you can do, and how best to push them in ways people weren't expecting. Sure, telekinesis is great for throwing rocks, but how about using it to pick locks? Or using electrokinesis to see a person's nervous system?



Psychic Disciplines:

You may discount any three psychic discipline trees, with [100] being free. You must have purchased the [100] abilities in order to gain access to their upgrades. You gain a stipend of [400] to spend in this section only.

Psychic Aesthetics [Free]: While psychic powers are quite varied, how they take form is equally varied. You can change the color and designs of any of your abilities as is applicable. If you really want to be extra, you could also make your eyes glow while using your psychic powers.

Astral Projection [100]: A classic and simple ability, this is the art of projecting yourself into the mind of another person. While inside another's mental world, you can interact with and learn about the person, finding emotional baggage and memory vaults, but if your astral projection takes too much damage, you will be forcibly expelled.

Open Access [200]: Usually, using Astral Projection requires the use of a Psycho-Portal, though those more experienced have no need for such, like you. You can not only freely enter another's mind, but you are quite skilled in bypassing mental defences. Sure, there's a lot of minds that are blocked from you, but those are often other psychics or those specifically trained against it.

Phantom [400]: Ordinarily, your body would be left prone as you project yourself, cutting yourself off from the material world. That is no longer the case, as you can project yourself into the real world, acting much like a stereotypical ghost. Only other psychics and specialized tech will be able to see your projection, and any damage to your real body will allow you to immediately snap out of your projection at your discretion.



Biokinesis [100]: The ability to mould flesh to the user's whim is a bit out of your reach right now, but that doesn't mean this isn't useful. While limited to yourself for now, you could use this to speed up your natural regeneration, turn off your pain receptors, or alter the pigmentation of your eyes, hair, and skin. You can also scan yourself to understand what your current condition is, though you'd likely need medical knowledge in order to make sense of it all.

Healer [200]: Though you'd likely need a medical licence in order to do this legally, you have a healing touch. Simply by touching another person, you can scan them to understand their current condition, as well as being able to close wounds and cure most diseases, though genetic disorders are a bit beyond you at this point. These uses are more effective on yourself, but that's no reason to not be a good samaritan.

Flesh Sculptor [400]: Here we are, the stuff you've been waiting for. By focusing you can alter the biology of whoever and whatever you are touching, though the more drastic the change the longer it will take. Reinforce muscles, improve vision, cure genetic diseases, that sort of thing. With enough time and knowledge, you could regrow limbs or change a person's gender. But despite all of that, you can't bring the dead back to life.



Blastokinesis [100]: More commonly known as PSI-Blast, this is a favorite for those with an appreciation for taking down enemies at a distance. This allows you to fire 'bullets' of psychic energy that pack as much of a punch as your standard low-caliber pistol, though you can control how intense the damage it deals is. They do tend to fizzle out after a hundred feet, so no sniping from a mile away.

Aimbot [200]: If this were a certain other game, you'd have people yelling about you being a cheater and how they spent a night with your mom. As is, your psi-blasts now home in on enemies, even when you can't see them. Your range has increased to two hundred feet, and they can hit with the force of the average medium-caliber firearm.

Blast Chain [400]: If you've got a problem, blast it away. And if that don't work, blast it more. You can now fire three psi-blasts at once, your range has increased to three hundred feet, and pack as much of a punch as a fifty caliber rifle. I certainly wouldn't want to get on your bad side.



Clairvoyance [100]: Have you ever looked at a person and wondered how the world looks through their eyes? Wonder no more, as clairvoyance allows you to do just that, experiencing the world through their senses. You need to be able to see them in order to activate this ability, though you can turn it off at any point you wish.

Body Hopping [200]: Despite what the name implies, this doesn't allow you to switch bodies with another person. You'd need a lobotomy to do that. No, you can instead hop from perspective to perspective. You can also learn the general location of others so long as you have an item relating to them in some way.

Crowded Vision [400]: Sure, as fun as hopping from perspective to perspective is, you're still only limited to a single perspective. That is no longer the case, as you can experience the world through multiple view points at once, all without being completely overloaded. You start off limited to only eight, though that will increase with time and training.



Cryokinesis [100]: You are one chill dude, you know that? Especially when you've got the power of ice at your side! You can cover objects in a layer of frost, freeze a whole bathtub of water in a second, and control ice! This isn't limited to ice made from just water, as any source of liquid will work just fine.

Ice Maker [200]: Giving people the cold shoulder is all nice and good, but that just isn't enough for you. By expending psychic energy, you can generate ice from seemingly nothing. This will get more stressful the more ice you generate, but considering you start off being able to create a car's worth of ice with no problem, I'm sure you can handle it.

Sculpting [400]: The amount of ice you could create was never the problem, but how fine your control over it was. You can now shape your ice with such fine control that you could create statues that looked lifelike, and considering you can move it with similar degrees of finesse you could mimic it too. You could also create basic armor and weapons that are as durable as actual steel, so an ice sword would actually be very useful. Man, you really are just the coolest.



Electrokinesis [100]: You're really going to leave your enemies thunderstruck with this. You can now generate and control electricity, allowing you to throw lightning at your enemies and frying them to a crisp. You will need to expend some psychic energy to generate electricity, but that cost will lessen with time and training. It's also really handy in case your phone ever needs charging.

Ionize [200]: How inferior the human machine is, compared to man-made machines. They can be docked, screwed, oiled, and parts replaced. Unfortunately, their circuitry is quite susceptible. By focusing your mental energy, you can create a burst of electricity that is harmless to people, yet deviating to machinery. With practice, you can selectively choose specific machines that are affected, and which ones aren't.

Brain Storm [400]: Well, I'm sure this option is going to be quite shocking to some of you, but you can now make the term brainstorm a bit more literal. As usual, you can use psychic energy to create a massive storm, able to throw lightning towards, well, everything. The more skilled you become, the easier it will be to direct the lightning in specific ways, but for now you'll just have to be happy with indiscriminate death from above.



Herbaphony [100]: A rare ability fostered by only a few, most famously the Zonotto family, this allows you to talk to plants! Sure, it may not sound like much, but you'll find most plants are quite the chatty folk, all too willing to share anything that's happened near or around them. I wouldn't recommend listening in while mowing the lawn.

Growth Spurt [200]: Plants, as one might correctly assume, are a bit slow, some taking years to grow. And while that's fine for plant standards, that's not fine by your standards. Luckily, you can cheat. By using mental energy, you can rapidly accelerate the growth of plants, letting you grow an entire field of produce in a day if you take your time, or turning a sapling into a mighty oak in seconds if you've got to rush.

Mother Nature [400]: Listening is all well and good, and growing is a step in the right direction, control is where it's at. By using psychic energy, you can actively control plants as you would another of your limbs. Tangle a person's feet in grass, hit them with a tree, throw pollen in their faces. With your control over plant life, the great wilderness isn't so wild anymore.



Hydrokinesis [100]: Get ready to make a splash, because with this you can now control water! You can move it in any way you want, have it take on any shape you desire, or just have a really efficient shower. You can control a bathtub's worth of water easily to start off, with it being more stressful the more you control, but you will find that time and training will help improve that.

Aquatic [200]: The term 'sleep with the fishes' won't really be that threatening to you, seeing as how you've purchased this upgrade. See, you can now breathe underwater, see perfectly fine in even the murkiest oceans, and can go down one hundred feet underwater with no ill effects.

Red Sea [400]: The most powerful water of all is undeniably the water of life, blood. And while you can't pull all of the blood out of someone's body, you *can* control any blood that is outside of a body in the same way you can control water. This has a bit of a stigma against it, due to the very nature of it, but it can be used to stop bleeding or make an enemy's wounds even worse.



Invisibility [100]: Now you see it, now you don't, with the power of invisibility on your side! You can turn both yourself and anything on your person completely invisible. It does take mental energy in order to keep it up for any amount of time, but when nothing can see you, what can they possibly do?

Phantom [200]: Well, some enemies don't really *need* sight to know where you are, because even if you can't be seen, it doesn't mean that you don't make noises or smell like that taco you had earlier. Now you've got those bases covered, as while you have invisibility active, you don't make any sounds beyond what you consciously allow, and don't give off any smells.

Blank [400]: And despite all that, there are *still* some people that can find you, other psychics. Kind of hard to avoid their notice while completely draped in psychic energy. Luckily, you've found a way around that little problem, as while you've got invisibility active, you cannot be detected by psychic senses or psychic technology. Perfect for a secret agent, or a daring pervert.



Levitation [100]: Now, the levitation you learn here isn't exactly the same as what you might have been expecting. By creating 'thought bubbles' that can support your weight, you are able to move without touching the ground while going at your sprinting speed, launch yourself into the air, and slow down your falling speed like a psychic parachute.

Platforming [200]: Bouncing around at the speed of sound is fun until you're coming towards a very deep hole you can't avoid. By making a thought bubble flat, you can create temporary platforms that you and other psychics can walk and jump on. Make a path over a large pit, reach the top shelf, all that good stuff.

Flight [400]: The very peak of what all practitioners of levitation hope to achieve, and you get it with zero effort. Yes, by surrounding yourself with a thought bubble, you can actually fly! It does take psychic energy to sustain it, but who cares about that when you can go tell gravity to kiss your butt?



Mental Connection [100]: A particularly useful ability when traversing the Mindscape, mental connection is the ability to connect disparate thoughts in a person's mind. While using it poorly can cause negative psychological effects, it can be used to increase mental health if you use it wisely. But onto the fun stuff, within the mind are these things called stray thoughts that you can grapple to using this ability, allowing you to reach places you couldn't before.

Grapple Punch [200]: And who says it's even limited to just stray thoughts? By 'locking' onto an opponent, you can launch yourself towards them at blinding speeds in order to hit them with much more force than you otherwise would normally be able to dish out.

Puppeteer [400]: You've just made the biggest mental connection yet, that being your mind and their body. Yes, you can now use mind control, a psychic ability that is *really* not well liked. The weaker a person's mental defences, the easier you can control them, allowing you to puppet their bodies as though they were your own. Your body will be utterly prone while this is happening, making it very vulnerable. While there is no limit on how many you can control, the sheer number of things you have to keep track of often overwhelms those would-be conquerors.



Mental Projection [100]: Who needs other people when you can have the best friend you could ever have, yourself! That's right, by using this psychic ability, you can conjure a 2D archetype that is based off of one aspect of your personality. It is autonomous, as physically as strong as you are, and can fold up into a paper airplane that can keep up with you. Unfortunately, it's only as durable as a normal person, so it can only take so much damage before dispersing.

Alter Ego [200]: Now I know having voices in your head doesn't sound very good, but I promise you that this is completely beneficial. You are simply taking your archetype creation to the next level, able to construct multiple yet distinct personalities for yourself, each with their own mindset in how they deal with problems. The Soldier personality would be perfect for a battlefield, while the Parent would be well suited for comforting someone. You can effortlessly switch between any of these personalities at will with little to no dissonance.

Shadow Clone [400]: Making a cut-out version of yourself and a controlled multiple personality disorder are all well and good, but don't you want something more? By expending a large amount of psychic energy, you can create a complete clone of yourself! It has access to all of your skills and powers, and will last so long as the psychic energy in it doesn't run out. Want it to last longer? Pump in more energy.



Precognition [100]: A very popular stereotype for psychics, as well as a complex discipline. By choosing this, you have taken the first steps into seeing the future! You can expend mental energy to see five seconds into the future, though it is only in your immediate area. Not very useful for scamming people out of their money, but it's extremely useful for a fight.

Tarot Reading [200]: Here we go, the real money maker! By utilizing some sort of medium, most popularly a crystal ball or tarot cards, you can divine the future about a person by utilizing these mediums. That's right, all those phonies in roadside shops covered in fake mystic paraphilia *wish* they could do what you do! I mean, it won't be fun telling people you've never met that their spouses are cheating, but at least you'll be raking in the dough.

Future Vision [400]: Wow, how lucky you are to be one of those oracles of old, with time granting you blessed dreams of tomorrow. Every time you go to sleep, you will receive a vision of an important event that will happen the next day, though you won't be able to control what these visions contain. In addition, by focusing on a person, you enter a trance that lets you vocalize a prophecy about said person, though it will be appropriately vague.



Pyrokinesis [100]: Burn, baby, burn! A flashy ability as well as a popular one, especially those who have a bit of a case of pyromania. Needless to say, you can cause fires to spontaneously come into existence. Blasts of fire, streams of fire, small fireballs, fireballs as big as a man's torso, etc. You can use it in combat, cooking, lighting up a cigarette, getting rid of a corpse, it's a really useful ability to have.

Bonfire [200]: I mean, as fun as your fire is, don't you want something a bit... bigger? Something with a bit more of a boom? Well don't worry, we've got you covered! Your blasts of fire can get even bigger, about the size of a medium-sized car. Additionally, any bursts of fire you make give off powerful shockwaves, knocking anyone nearby prone onto the ground.

Shape Fire [400]: I mean, streams and balls are cool and all, but that isn't enough for you. In addition to making even more fire, as well as making it even hotter than before, you gain an even more interesting ability. You can control the shape of fire. Make unnatural shapes, animals, body parts, practically anything you can think of, though it is all still fire.



Shield [100]: With all of the offensive options you can get here, don't you wish for something more defensive? Well, you can't get more defensive than making psychic shields! Create powerful shields that can completely surround you and offer great protection. You can't use any psychic abilities while it's active, but that's an acceptable tradeoff for being immune to most guns.

Mirror [200]: There is an ancient saying, one that not many people heed. Don't dish out what you can't handle. At least, I think that's how it goes. No matter, as your shields have a new property. Upon being hit, half of the damage done to your shield is reflected onto whoever dealt the damage. Fun for you, not fun for whoever decided to throw a boulder at your face. It should also go without saying that your shield is twice as durable now.

Fortress [400]: But what good is a shield when you cannot protect anyone with it. Yes, you can use it to protect yourself, but that doesn't count. When it comes to the protection of others, you are amazing at it, able to cover a diameter of ten feet with a domed shield, and you can make it flat so it can cover more ground in a single direction. Added in with your shield's increased durability, you really are a walking fortress.



Telekinesis [100]: A true staple of the psychic arsenal and the most iconic power. Telekinesis here works a little different from how you commonly see it represented, but that doesn't matter. See, you create a massive hand composed entirely of psychic energy in order to manipulate far away objects or people. It has all the normal uses you would expect from a hand, except that it has a massive range compared to your spindly little arms. It can be used to pick up a boulder larger than your entire body with no problem, and throw said boulder with a large amount of force. Or if you're feeling like a neanderthal, you can use it to punch bad guys in the face.

Fine Control [200]: Hands. Humans are where they are in big part due to their hands, yet even they can fail. How many times have you had butterfingers? This is a big step towards solving that issue, as instead of a large hand, you can simply cover your target in psychic energy to move it with a much finer degree of control than you could have done before. You can still create the psychic hand, you are still limited to one target at a time, but at least you can lift five times as much weight as before.

Multitasking [400]: And this is where telekinesis becomes more similar to what you're used to. Simply put, you can lift as many objects as you can carry with your telekinesis, which has become even stronger as you can lift twice as much as before. You have been given near unlimited multitasking when it comes to utilizing your telekinesis, allowing you to do all kinds of crazy stuff.



Telepathy [100]: The second most popular psychic ability, if only because of how damn useful it is. You can have the ability to talk to others utilizing just your minds, even if they aren't psychic themselves. It's quite simple, as it's close to speaking normally, where you just need to 'think' the word that you want them to hear. You do need to be within fifty feet of your chosen target in order to communicate with them, as anything further is extremely stressful on your mind.

Mind Reading [200]: More than one government spook has been recruited due to their skill at this. A level further than just simple telepathy, you can extract thoughts and memories from another person's mind without their consent, though more closely guarded or repressed ones will require more... effort. It isn't an ability that polite psychics use very often, as it isn't very kind on the victim at higher levels, and there is a reason that 'mind rape' is a term.

Shared Thoughts [400]: But, onto more positive upgrades. Ever had a friend that was too far away, and neither of you have functional phones? Well worry no longer! You can create up to eight permanent psychic links with another person, giving you the ability to communicate with them no matter the distance between you.



Teleportation [100]: Be here, be there, be everywhere with teleportation! An incredibly rare and difficult ability to master, you can move yourself from one location to another, though you are limited to only ten feet to start off with, though that will increase with time and training. You can't bring other people or living things when you teleport, though any items on your person are free game unless you purposefully leave them behind.

Courier [200]: Remember what I said about not being able to bring people along with you? Well ignore that, as that is exactly what you can do! You do need to be touching them, or vice versa, but that's just a small price to pay when you can move your friends across the battlefield in moments. Oh, and your starting range has increased to twenty feet.

Mark and Recall [400]: Home, work, home, work, ad nauseum. The worst part of this seemingly endless cycle will always be traffic. But what if you could skip all that? Well now you can, as by meditating in an area, you can set up a permanent teleportation beacon, allowing you to teleport there no matter where you are. You can only set up eight of these at the moment, but you can undo these at a moment's notice. All of them are automatically undone when you reach the end of a Jump.



Time Bubble [100]: Are you ready to bend one of the immutable forces of reality to your whim? Well, I wouldn't go that far, but it's certainly close. You can create a temporary area of slowed time, making whatever you hit move like it's stuck in molasses. Slow down deadly traps, enemies, moving vehicles, projectiles coming your way, the food you accidentally dropped, it's a really handy trick.

Time Zone [200]: There is a cool concept known as time bubbles, small pockets of reality where time moves differently to the outside. Well, don't be surprised when I tell you that you can do this now. These you can place these time bubbles down, which last as long as they have mental energy to run off. In these, time may be slowed down to a crawl, or sped up at a blinding rate, or anywhere in between.

Pause [400]: Are you ready to have an ability worthy of your ego? Well good, because now you can straight up pause time. It takes up a lot of psychic energy to keep active, such that you can only keep it active for around five seconds. Well, five seconds relative to you. But five seconds is all you really need, as you can get quite a lot done if you're fast enough. Sneak a treat, tie a person's shoes together, swat that annoying fly, or just punch them two dozen times.



Zoolepathy [100]: Hey you! Have you ever been so fed up with people that you would rather want to talk to your dog? Well now you can, you little misanthrope! You can talk to any animal, and understand them. Some may not be very intelligent or be able to have a riveting conversation, but a good portion will have something to say and will be willing to have a quick chat. You'll also be an extremely skilled animal trainer.

Animal Affinity [200]: It's almost impossible for a person to *not* have a favorite animal. Be it dogs, cats, horses, or platypuses, there is a kind of animal out there that you just seem to click with much more easily. You'll always be able to have a human level conversation with them, they will always be friendly towards you, and only in the most dire circumstances will they not follow your direct orders.

Alpha [400]: Even though the whole 'Alpha Wolf' idea turned out to be completely false, it doesn't have to be so with you. Be gone with just ordering them, as now you can actively control them with but a thought. Animals you have an affinity for will be exceptionally easy to control, though others will of course cost mental energy to keep them under your psychic leash. You will also find that the smaller they are, the more of them you can control at once, such that you could command an entire hive of bees with the same strain as you would for an elephant.



Undiscounted Items:

Custom Outfit [Free]: Along with all of the... 'unique' body shapes you'll find here, you'll find some equally unique clothing. And, well, we can't let you miss out on all the fun. You now have an outfit entirely of your own design that will always look good on you, no matter how goofy it may look.

Molotov Milk Crate [50]: You are now the Milkman, and your milk is delicious! Delicious and deadly! You see, in addition to being a crate of twenty glass bottles of delicious milk that replenishes daily, you can utilize them as weapons. Nothing so base as simply breaking the glass, no. Simply throw them at your intended target, and watch it as it explodes in a beautiful corona of fire! How does this work? Don't ask.

True Psychic Tales Magazine [50]: While a lot of the Psychonauts' funds come directly from the government, this magazine series is a steady cash flow for them. You gain a new issue each week, detailing a daring and dramatic tale involving various psychonauts and their dangerous mission of the week.

Otto-Shot Camera [100]: Do you ever see something that you just *have* to take a picture of, but as soon as you pull up your camera it's gone? Well, never face that problem again with the Otto-Shot Camera! This miraculous item is imbued with temporal psychic energy, allowing you to seemingly pause time so long as it's in the effort of taking a photo. It even comes with numerous filters that you can switch out whenever you want!

Psycho-Portal [100]: A useful tool for those not quite skilled enough in astral projection, this small door allows you to effortlessly enter the Mindscape of whoever it is planted on. Using the portal puts both the user and the target into a hypnotic trance while the Psychonaut is inside the target's mind, which will end as soon as they exit. It's very useful for both beginner psychics as well as psychic therapists.

Otto-Matic Vending Machine [200]: One of Otto Mentalis' more helpful inventions, this vending machine is chock full of useful tools and gadgets for Psychonauts of all ranks. Seeing as you're paying the premium rate, you will have full access to all items available. While you will be able to buy more by using Psitanium, it accepts all currency, and adjusts the price accordingly.

Psitanium Supply [200]: A very rare material found only here, psitanium is a psychoreactive mineral that has multiple psychic effects. Prolonged exposure to it can cause insanity, paranormal hysteria, or even the development and strengthening of psychic abilities. It can be dangerous to look directly at psitanium for long periods of time, but if used correctly, it will be the best asset you could have. You receive a specialized container of one hundred pounds of psitanium, which will replenish each week. Should be more than enough for whatever weird experiment you're doing.

Astrolathe [400]: Once again, another miraculous invention of one Otto Mentallis, this large machine was created to interact with the human mind, making permanent alterations to the psyche. It can be used to completely rearrange a person's personality, rewrite their memories, and unlock various aspects of the mind. It can even be used in place of a psycho-portal, allowing you to enter a person's mind. It would be best to not operate it on yourself by yourself, as that would lead to some unfortunate effects.

Psychic Death Tanks [400]: Weapons of mass destruction created by, surprisingly, *not* Otto, but instead Morceau "Morry" Oleander. This militaristic Psychonaut created these to bring out the full destructive psychic potential of the human mind. Simply place a psychic's brain inside, and it will allow the tank to fire powerful blasts of psychic energy that can outstrip any modern tank by miles, with the armor to match. In addition to the fully functional one you receive, you will also get the blueprints to make more of them.



Runaway Items:

Discounts for Runaway Origin are 50% off, with the [100] items being free.

Acrobatic Outfit [100]: You may have run away from the circus, and taken on the uniform of a secret agent, but you've kept this old thing, probably out of sentimentality. While wearing this flashy outfit, you will find yourself more flexible, and your acrobatics just a touch more flashy.

Dowsing Rod [200]: A specially made dowsing rod that was used by prospectors and miners in order to locate psitanium. Given that it will be all but useless outside of this jump, it's got another trick up its metaphorical sleeve. You can use it to instead locate psychic phenomena, or detect people who exhibit psychic abilities.

PSI-Cards [400]: While you might remember them being able to upgrade your psychic abilities, they unfortunately do not do that here. Instead, this set of 52 cards are extremely sensitive to psychic abilities, and are often used for precognition training, due to the increased rate of success while using them. You can also pump them full of psychic energy to make them deadly projectile weapons.

Travelling Circus [600]: Wait, so you ran away from the circus just to bring it with you? How does that make any sense? Whatever, not my problem. This caravan is filled with everything you need to set up a small circus, like the big tent, stands, food stands, various acrobatic equipment, the whole works. When you do set it up and decide to actually make use of it, putting on a show, people will flock from all over to watch what goes down here, and raking in a real nice profit. Give them the greatest show they've ever seen.



Youngster Items:

Discounts for Youngster Origin are 50% off, with the [100] items being free.

Merit Badge Belt [100]: One of the best parts of camps are merit badges, tangible proof that you accomplished something! Well, this one is special, as whenever you gain a new power or ability, a corresponding merit badge will appear on it. It might get a bit long after a while, but it's proof that you've accomplished *something*.

Cobweb Duster [200]: It goes without saying, but the brain can be a messy thing. Figments of imagination, emotional baggage, memory vaults, untreated trauma running rampant, but the worst are the mental cobwebs. With this purchase, you can clear those cobwebs right up, clearing a person's memory while also restoring your own psychic energy. A win-win for everyone.

Mental Magnet [400]: One of the worst things that can happen is you running out of psychic energy, waiting for just enough to pull off that cool move you've been wanting to try out. Well, this should help speed up the process, as this badge allows you to recover your psychic energy four times as fast as before, so long as it is on your person.

Psychic Summer Camp [600]: Do you have a bunch of untrained psychics running around, ready to abuse their powers with no care for the consequences? This summer camp is the perfect solution to that problem! With a main building, a counselor's lodge, and two cabins for boys and girls, each able to house twenty five children, as well as a decent sized lake. All psychics who train here will find their progress tripled.



Agent Items:

Discounts for Agent Origin are 50% off, with the [100] items being free.

Agent ID [100]: You are a super secret agent, and as such you need proof that you are indeed one. While practically useless within the Motherlobe, this ID will prove that you are a high ranking agent of your government. This will get you through many doors indeed.

Brain Tumbler [200]: Connecting with people is very important, especially when it comes to psychics. When you make a psychic connection with a person, primarily through projecting yourself into their psyche, you stay connected. This machine takes advantage of that, allowing you to enter the Mindscape of any people you've connected to, even if they're on the other side of the planet.

The Pelican [400]: The only way to travel is to travel in style. This jet is powered by a core of psitanium, which you never need to replace, allowing it to take off and land vertically. It is capable of reaching speeds of around six hundred miles per hour, and has more than enough room to hold eight passengers and two pilots.

Secret Agent Base [600]: It is impossible to be part of a clandestine super spy agency without an awesome base of operations. This will solve literally all of that, as within an abandoned quarry and forest, you will find a base that rivals the size and sophistication of the Psychonauts' own Motherlobe. It's got a beautiful lobby, a hangar bay to house a dozen Pelicans, a few dozen offices for all of your employees, a communications room, a classroom for training the interns, a mailroom, a workshop for those who love to tinker, a beautiful office of your very own. There are even a few secrets for you to discover, should you go looking for them.



Companions:

Fellow Campers [50/100/200]: In a world focused on fostering empathy, it wouldn't do to leave your friends out of the experience. As such, by paying the appropriate amount, you may import or create 1, 4, or 8 companions respectively. They each gain 800 cp to spend on perks and items, as well a stipend of 300 cp to only be used on Psychic Disciplines.

Jumpernauts [300]: But if you have more than eight companions, it would be rude to leave them out of all the fun. You may now import any number of companions into this world, granting them 800 cp to spend on perks and items as well as a stipend of 300 cp to only be used on Psychic Disciplines.

Underpaid Interns [Free]: But what of those poor sods who follow you from world to world, not special enough for you to grant them the place of companion? Well don't you worry, as all followers may be imported freely, giving them a history and psychic abilities of their own.

Promising Cadet [Optionally Free]: With a big heart and powerful brain, the one and only Rasputin "Raz" Aquato makes his appearance, ready to show that he has what it takes to be a Psychonaut. And honestly, he's got the potential to back it up, as he picks up new psychic abilities in record time, and improves them at a frightening pace. Backed up by his amazing acrobatics, there's no Mindscape he can't traverse.

Lake Monster [50]: It wouldn't be a summer camp if there wasn't a legend about a monster living in the lake. In an unfortunate turn of events, this lungfish was experimented on until it became a hulking monstrosity, able to fit an entire child in its mouth. That isn't all there is to it, as it is more of a gentle giant, wanting nothing more than to spend its days swimming, but more than capable of breaking steel with its fins.

Psychic Animal [50]: Psitanium has a strange reaction with living things, as extended exposure often forces them to develop psychic abilities. This animal is one such example, as it's psychic powers are much more potent than even some human psychics. It knows telekinesis, can share emotions using telepathy, and one other psychic discipline of your choice.

Psychonauts Team [100]: You are someone who travels multiverses, getting into all sorts of hijinks and strange scenarios, as such you need a team that you can rely on to get the job done. The cold and logical Sasha Nein is constantly striving to uncover the mysteries of the human psyche through science, while the extroverted Milla Vodello is amazing at integrating herself into any group. Morceau Oleander is an experienced combatant, able to weaponize his abilities with efficiency. While overseen by Hollis Forsythe, a master at Mental Connection, there isn't a lot they can't get done.

The Flying Aquatos [100]: Behold the High Flying Aquatos, an entire family of highly skilled acrobats able to pull off incredible, death defying stunts like it was nothing! Though this purchase seems to be missing two members, Razputin and Nona, you will still be able to enjoy their company and skills. There are even two other psychics amongst the family, though they are both untrained at the moment.

Psychic Six [200]: The myths and legends themselves, the very founders of the Psychonauts as you know them today. All of the Psychic Six stand here before you, each in the prime of their lives and power. All members were recruited by Ford Cruller for their psychic talents in order to uncover the secrets of the psyche. Otto Mentallis is an unprecedented genius who focuses on psychic technology, Cassie O'Pia developed a technique to merge her mind with a swarm of bees, Compton Boole's strong ability to speak with animals, Bob Zanotto's ability to manipulate plant growth, and Helmut Fullbear's use of music combined with telepathic communication. With their powers combined, there are very few they cannot overcome.



Scenarios:

You may only take a single scenario.

Zero to Hero

[Runaway and Youngster Exclusive]

Coming from humble origins and with an earnest vigor few could match, Razputin “Raz” Aquato would make waves, and prove himself to be a powerful psychic as well as someone wholly deserving of the position of Psychonaut. You will now take his place in the story, appearing in Whispering Rock Summer Camp with no warning, with a mind ready to absorb as much knowledge as you can. You *must* go through all of the trials and tribulations Raz did, and succeed if you wish to accomplish this scenario.

Rewards:

By proving yourself to be the ultimate **Psychic Acrobat**, you have found that you have a real talent for combining your physical abilities with your psychic powers. Covering your weapons with pyrokinesis, using biokinesis to extend your punches, that sort of thing. In fact, you have this knack with any powers you have.

The **Psychic Goggles** that Raz was so fond of wearing were originally worn because he thought they looked cool. Now, though, they have a new power to them. By wearing these goggles, you will find that all of your psychic abilities are doubled in scope and power, as well as allowing you to see the psychic auras of others. These auras are brighter the more mentally healthy a person is, while auras that are duller or have what appear to be cracks indicate how badly damaged they are mentally. Alternatively, you may give these properties to another piece of headwear of your choosing.



Grulovian War

[Agent Exclusive]

A long time ago, the land of Grulovia was besieged by another country, it's way of life threatened with oblivion. Where once the powerful psychic Lucrecia Mux would have taken part in the conflict in order to protect her homeland, that has all changed, as you have taken her place. You must be the one to turn the tide in this conflict if you want to accomplish this scenario. Lead the battered forces to victory, and show those invaders the might of your Homeland!

Rewards:

For winning the war and saving Grulovia, you have been given the rank of **Lord General**, as such there are no allied military officials who cannot ignore your orders. You have also proven yourself skilled at directing an army, if only to have them move out of the way before you drown all of the enemies.

And at the end of your time here, you will find **Maligula** waiting for you in your Warehouse, now your companion. Which version you want is up to you, as both Lucrecia and Maligula will be powerful additions to your journey. It's all about preference. But hey, you certainly won't hear me complaining about someone who could drown entire armies being on my side.



Drawbacks:

Realistic Proportions [+0]: While the world here contains a very unique aesthetic, there are some who just can't appreciate such a thing. This will allow you to get rid of that, allowing the world to appear as normal as any other you've visited. No promises about the Mindscape, though.

Crippled [+100]: Even in an age where the mind's many secrets can be unlocked, the rest of the body isn't as easily conquered. You are crippled in some manner, like missing a limb or having no use in your legs. Nothing can reverse it, and any prosthetics are a temporary reprieve.

Extended Stay [+100]: Ten years isn't enough time to fully unlock all the mysteries of the mind, so I'm sure you would like the option to stay here for a longer amount of time. Each time you take this, you will stay for an additional ten years, but you will only benefit from three.

Daddy Issues [+100]: Family, the one thing in this world that will support you no matter what. Or at least that's how it's supposed to go. You've got some serious issues with family, whether it's one sided or not, it's going to be affecting your judgement for your time here.

Minor Mental Illness [+100]: For as amazing as the mind is, it can be the worst of prisons. You have a relatively minor mental illness, like OCD, an eating disorder, anger issues, that sort of thing. It will be extremely difficult to cure you of this, even if you had someone running around your mind trying to fix it, but not impossible.

Galochio Curse [+200]: Water. It's everywhere, necessary for life, and it hates you. Much like a certain family you appear to have been cursed to be forcibly drowned, should you enter any body of water larger than a bathtub. I sure hope you're fast, because even sticking a toe in is enough to have the watery hand appear.

Jarring Experience [+200]: You know, I've heard of a wandering mind, but I didn't know how literal it would be. You seem to be a literal brain in a jar, your body nowhere to be found. You can still use your psychic powers, and even get a temporary body, but it won't be very comfortable for you.

Loyal Grulovian [+200]: The Old Country may have had its flaws, but it was a place that you called home, and where you swore loyalty to the Gzar and his family. Unfortunately for you, the only one left is an absolute piece of shit, and you *cannot* disobey any orders given to you by him.

Major Mental Illness [+200]: Your mind is essential for keeping yourself alive, so it's all the more tragic when it turns against itself. You have a major mental illness plaguing your psyche. Extreme bipolar disorder, severe depression, intense paranoia, that sort of thing. It will severely hamper your ability to function in normal society, and incredibly difficult to cure no matter what you do.

Boole Bomb [+300]: Compton Boole was a peaceful fellow, one who loved animals like no one else. But after the fight with Maligula, it was hard for him to be around anything with a brain. The reason is that their heads tended to explode violently. You now have a similar problem, and it can only be contained by specially crafted headpieces, or staying in psycho-isolation. I would highly advise against going into large crowds.

Normal Psychic [+300]: As cool and amazing as psychics are, it must be stated that they *are* rare. And Jumpers are beings beyond rare, as are the powers they possess. In order to make it more fair, you have been stripped of all outside powers and abilities, leaving only your Body Mod, your skills, and what you have purchased here.

Psychic Backlash [+300]: Psychics are rare and different, and if you've ever picked up a history book or went to a public school, then you know that people are not very kind to what is different. Psychics suffer from severe persecution at the hands of the masses, only just barely held in check by the Psychonauts' good will that they've been developing for decades.

Shattered Mind [+300]: It was an accident, a terrible mistake that you made. Your mind has been shattered into dozens of fragmented personalities, with varying degrees of your real memories and personality spread across all of them. There may be times where the real you shines through, but the majority of it you will truly believe that you are one of your multitude of personalities.

Ending:

So, your time here has come to an end. Did you learn more about empathizing with your fellow man, or did you instead focus on bettering your psychic abilities for your own ends? It hardly matters, as now you must make a choice.

Stay: Has this charming world enchanted you to the point of staying here forever?

Go Home: Or did the lunacy make you crave for home?

Continue: But you know that a Jumper's duty never ends, so you continue on your journey.

Notes:

-A big thanks to my editor, **CattyNebulart!**

-The cartoony look you've gained here will be treated as an Alt-Form.

-“Mental Energy” and “Psychic Energy” are basically the same thing, and will replenish on their own. Post-jump, you can use practically any energy source to power psychic abilities you gain here.

-You absolutely can learn all **[Psychic Disciplines]** without purchasing them here, but it will be harder to improve and gain access to the upgraded uses than if you had just bought them here, as well as more costly in terms of psychic energy. It would certainly go faster if you had someone to teach you.

-All psychic abilities will grow in power through training and use, though there might be shortcuts if you can find them.

-You don't need to actually walk on a thought bubble for **[Levitation]**, that was probably just Raz's circus training manifesting.

-For the various things you can get from the **[Otto-Matic Vending Machine]**, not only can you get things found in-game, but all sorts of psychic-James Bond stuff too.

-All properties purchased can be imported into future worlds, or be Warehouse add-ons.

-All group companions may take up one singular Companion slot, or they can be separated at your discretion.

-Treat **[Psychic Backlash]** as how most people treat Mutants in the Marvel comics.