

## Individuates

The Individuates are a loose, secretive organization of religious/spiritual/mental information trade. They barter in these things freely amongst themselves; a lower ranking initiate shares information with higher-ranking initiates when that information is requested.

Many of this organization dress extravagantly, or covered in white robes. There is no required uniform. New initiates are instructed to dress in the fashion most comfortable to their temperament.

In Chrystal City, the Individuates stabilize the chaos that results from mixing together every conceivable kind of anarchy and anarchist. Individuates typically believe in only governing governance, only controlling control, only enslaving slavery: consent based organized efforts to end the ability of a party or parties of people to in any way control others without permission.

Even in the medieval era, the Individuates have prophesied Carl Jung and the 8 circuit model, and loosely base their psychic progress on psychologically evolving from a fascination in that and similar work.

### *Categories of Individuations*

Archetypes - the Individuate gains psychic abilities thru ascending Archetypes: Shadow, Anima or Animus, Beast, and Self. If Individuate chooses to embrace a corrupt Shadow, she can only learn two levels of Anima/Animus development.

#### Anima

is the feminine force, often warm and nurturing, surrounding male initiates. This force grows in power and usefulness as the initiate comes to understand and develop the part of his mind from whence she springs. Many powerful anima become wise and mysterious goddesses leading initiates into new territories. Anima-worship is not a universal practice.

This sort of goddess-worship is commonly imprinted upon some actual woman of importance and intimate relation to the Individuate.

Animus is the masculine form of this. Thus, a female would have an Animus, a male an Anima.

Role players of transgender characters are encouraged to invent their own variations on Anima / Animus.

#### healthy Anima development

- 1) Character's mother, offering sustenance
- 2) A nurturing priestess/holy woman, capable of healing character's wounds
- 3) A mysterious goddess, capable of imparting prophecy
- 4) The goddess of wisdom, solving paradoxes and prophesying the best solution to problems
- 5) Goddesses and spirits manifesting the diversity of female

The goddesses and spirits channeled thru Anima research provide psychic powers springing from the

initiate's subconscious mind, the Anima behave as if real people. Any psychic powers character associates with his female side, and female fascination, and its evolution. Unique to character's individual identification of what is feminine.

corrupt Anima development

- 1) An abusive and deceptive mother figure. Tends to lead character into traps. May cast subtle illusions, at the behest of the personality the character identifies as this mother figure.
- 2) A wicked monster or hag offering vile, destructive, and somewhat limited magic.

female Individuate Animus

- 1) A comfort instilling father figure, offering energy and assertiveness.
- 2) An athletic warrior, slightly enhancing speed, strength, or durability.
- 3) An aloof spirit guide, offering visions of the future
- 4) The god of enlightenment, offering enhanced intelligence and (for example) telekinesis
- 5) An available divine hierarchy of maleness

corrupt Animus

- 1) An angry drunk. Character may ignore wound penalties as if inebriated
- 2) A malevolent male of violence, enhancing character's physical strength and speed

Shadow

is the side of the Individuate's Self he keeps hidden from himself and others. It is a powerful and dark source of energy, and a cunning part of the initiate's mind. Some reckless initiates are consumed by their shadow, overfed unhealthy currents of energy.

healthy Shadow

- 1) send fear into a military opponent.
- 2) target a military opponent's aptitudes with identify fail so that fear surgically inhibits their performance.
- 3) induce in others a tendency to ignore the Individuate unless forced to deal with his directly,
- 4) send a black image into the mind of an opponent at night time, overtop your form, appearing to be invisible, with the identification you are just the shadow.
- 5) make one's presence subconscious within the minds of the many simultaneously.

corrupt Shadow

As the importance of further initiation leaves the character's mind, a new scale is introduced between 1-5, 1 being within the weak grasp of a weak shadow, 5 being a total addiction to a black maelstrom of power. Anima/Animus can't be learned past a 2, tainted by corrupt Shadow.

Character may learn every dot of corrupt Shadow at Individuation Level 3, free of additional charge to what the Level already provides. If character chooses to do so, character may not move on to Level 4. This can be done even if Shadow was up to that point learned uncorrupted, but the uncorrupted Shadow powers are forgotten.

Corrupt Shadow,

- 1) intimidate others, sending fear
- 2) disassociate from implicating information when interrogated or to hustle by dwelling on fear, believing what is convenient,
- 3) hallucinate one's shadow attacking an opponent's confidence with guilt and insecurity and terrifying visions, inducing combat disability
- 4) send catatonia inducing visions of horror, sharing in hallucinations of arachnophobia or demonic possession or torture. Individuate sending sometimes entrapped by the hallucinations sent, addicted to fear and disassociation.
- 5) assail psyches of multiple opponents with increasingly sophisticated hellish visions of nonexistent parallel realities, which overtime begin to seem real to the corrupt Shadow Individuate because of an accumulation of disassociation ki and fear.

#### Self

- 1) maintain calm focus when confronted with terrifying circumstance, learn to transcend fear at will.
- 2) manifest a psychic understanding of one's social and survival niche needs, including in reference to local danger
- 3) gain an understanding as to the vibrations of friends and enemies scried.
- 4) psychically assimilate vibe (vague impression of location and emotional state) of one's environment's living beings, 10 miles / dot of Self, into one's consciousness.
- 5) gain access to the ability to thru meditation ascertain what the whole of your psyche wants as balanced against the demands of the macrocosm: how to obtain what you want, or as close an approximation as prophecy will allow.

#### Beast

This Archetype was invented by the Individuates based on the mention by Carl Jung's Man and His Symbols of initiation within tribal society into adulthood often including an animal totem.

#### Beast

- 1) commune telepathically with animals
- 2) telepathically dominate animals
- 3) enhance one's body's nervous system response by dwelling inside one's anatomical nerves as an emotional-territorial psychic presence
- 4) emit the presence of a totem animal as a method of channeling aggression to intimidate opponents, hold onto the stability of one's joints, and maintain bodily heightened nervous response, enhanced physical performance, gaining heart rate control.
- 5) learn how to shape shift after five uses by meditating on your anatomy and its causal interactions. each additional use augments shape shifting aptitude, to within reasonable limitations.

#### Aura

may be spent to induce love of Individuate. 1 Aura point induces affection in one individual, 5 Aura points induces one individual to fall in love with Individuate.

1 Aura point uses Archetype 1 powers, 2 Aura points Archetype 2 abilities, 3 points Archetype 3, 4 Archetype 4, 5 Archetype 5. Individuate's Aura is Individuate's psychic buildup of love from initiation and meditation. Spend as much Aura/turn as available, only one Archetype ability per turn.

#### Individuation Level

corresponds directly to each initiate's level of initiation by higher ranking Individuates. Rated 0-7,

Individuate Level 0 - Aura 1, regenerates 0.5 points/day

Individuate Level 1 - spend one Archetype point on Shadow, Anima, Beast, or Self, learning the first slot ability. begin/max out at Aura 5. 1 Aura/day regenerates.

Individuate Level 2 - gain two Archetype points to spend in any order, raising Level 1's category to 2, or learning a new slot. begin/max out at Aura 10. 1 Aura/day regenerates.

Individuate Level 3 - three Archetype points to spend in any order. begin/max out at Aura 20. 1 Aura/day regenerates.

Individuate Level 4 - four Archetype points to spend in any order. begin/max out at Aura 50. 2 Aura/day regenerates.

Individuate Level 5 - five Archetype points. begin/max out at Aura 100. 2 Aura/day regenerate.

Individuate Level 6 - gain one additional Archetype point. begin/max out at Aura 500. 3 Aura/day regenerates.

Individuate Level 7 - gain one additional Archetype point, and buy Archetype points for Aura 4,000. Also buy additional Archetype abilities to those described (up to the player & character to invent) for 1,000/ability of equivalent potency to highest Archetype rating earned in Archetype category ability to be allotted to. May learn a lower ranking Archetype ability at same cost. Aura 5,000 max and starting. 5 Aura/day regenerate.