

## 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. There is no required uniform. New initiates are instructed to dress in the fashion most comfortable to their temperament.

### *Categories of Individuations*

Archetypes - the Individuate gains psychic abilities thru ascending Archetypes: Shadow, Anima or Animus, Beast and Self.

#### 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.

#### healthy Anima development

- 1) Character's mother
- 2) A nurturing priestess/holy woman
- 3) A mysterious goddess
- 4) The Goddess of Wisdom/a goddess of unity
- 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.
- 2) A wicked monster or hag offering vile, destructive, and somewhat limited magic.

#### female Individuate Animus

- 1) A comfort instilling father figure
- 2) An athletic warrior
- 3) An aloof spirit guide
- 4) The God of enlightenment/a god of politics
- 5) An available divine hierarchy of maleness

#### corrupt Animus

- 1) An angry drunk.
- 2) A malevolent male of violence

## 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. Such damned initiates often have a corrupt and/or deformed Anima/Animus.

### healthy Shadow

- 1) send fear into a military opponent,
- 2) target a military opponent's aptitudes with enneagramic programming, so that fear permanently inhibits performance.
- 3) induce in others a retreat from admitting the Individuate is moving around in the darkness,
- 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) perform the same trick on the minds of many opponents 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 Shadow.

### 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 scary 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 terrifying 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) gain an understanding as to the vibrations of friends and enemies scoped.
- 3) manifest a psychic understanding of one's social and survival niche needs, including in reference to local danger
- 4) psychically assimilate vibe of one's environment's living beings, 10 miles / dot of Self, into one's consciousness.
- 5) 50 miles / dot of Self, same ability: a thorough intuitive understanding of the nature of all sentients in the area.

## 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, 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.

## Aura

may be spent to induce love of shrooming Individuate. 1 Aura point induces affection in one individual, 5 Aura induces one individual to fall in love with Individuate. Aura 1 point uses Archetype 1 powers, Aura 2 points Archetype 2 abilities, Aura 3 Archetype 3, Aura 4 Archetype 4, Aura 5 Archetype 5. Individuate's Aura is Individuate's psychic buildup of love from psychedelic consumption 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 personal self-discovery. Rated 1-7,

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

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

Individuate Level 2 - ability to learn an additional Archetype to a 1, or initial Archetype to a 2. begin w/ Aura 10. 1 Aura/day regenerates.

Individuate Level 3 - raise one Archetype to 3, one to 2 and one to 1, or learn three archetypes overall. begin w/ Aura 20. 1 Aura/day regenerates.

Individuate Level 4 - one additional Archetype freebie to raise one to four without learning others, or per Level 2 & 3, divi up a total of four by Individuate Level 4. begin w/ Aura 50. 1 Aura/day regenerates.

Individuate Level 5 - available to achieve 5 in an Archetype, or learn up to four distributing Archetype points at leisure. begin w/ Aura 100. 2 Aura/day regenerate.

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

Individuate Level 7 - gain one additional Archetype point, and buy Archetype points for Aura 4,000. Also buy Archetype abilities for 1,000/ability of equivalent potency to Archetype ratings earned. Aura 5,000. 5 Aura/day regenerate.