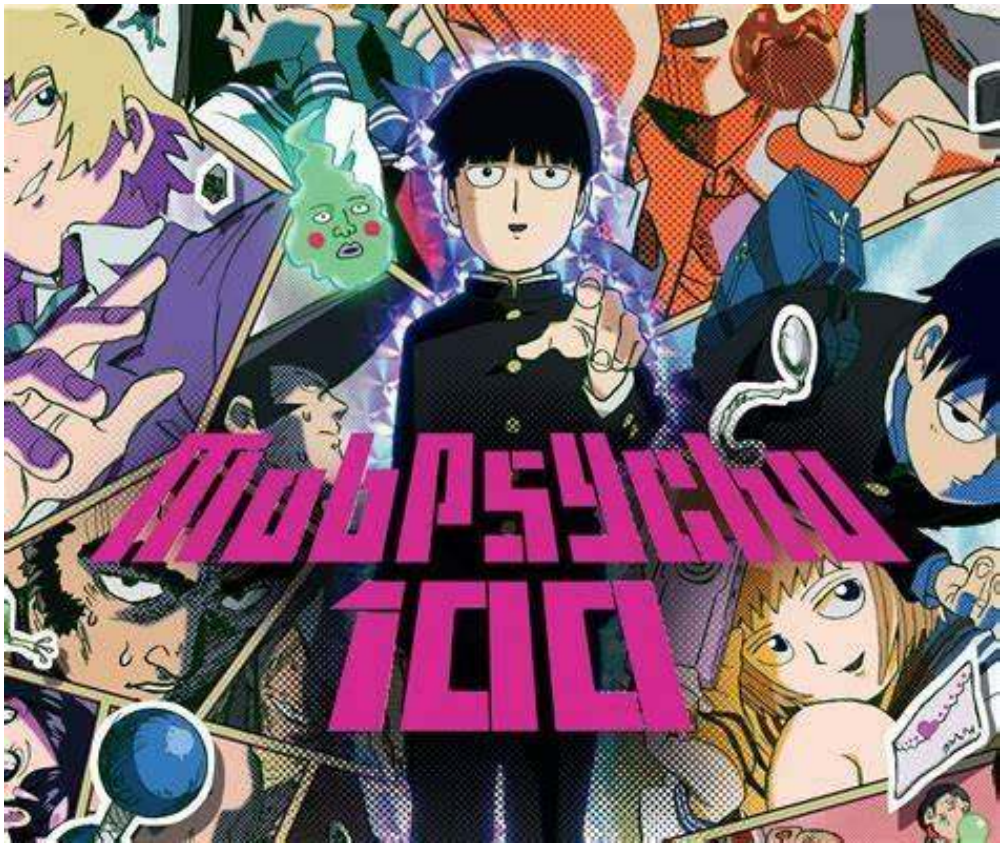
Mob Psycho



By: u/PriorPossible834

In this world there exist those born with psychic powers, these ‘Espers’ can manipulate the physical world and the minds of others with their very minds though the scale of these powers and the specifics of what exactly they can do tend to vary.

The Most Powerful Esper ever to exist is a small boy called Mob and he currently works for a fraudulent psychic named Reigan Arataka, after an accident in his youth he chooses to suppress his full powers to avoid harming others.

Sadly other Espers have no such compunctions with the Organization Claw in particular looking to take over the world with their gifts.

Take these **1000 CP** to design your new life in this world.

Origins:

Fraud (Drop-In):

A total fraud… or at least your talents lie in that direction, like Reigen Arataka Mob's 'Master' you have all the potential to be a conman straight out of a cautionary tale… unfortunately you lack his reputation appearing in this world with no history or connections.

Normal Kid:

You're just an average middle schooler, you attend classes everyday (pay some attention) and get ok grades, maybe you crush on girls? Or maybe you have some kind of club you're involved with? You might even be some kind of delinquent, whatever the case you're focused on living your school life to the fullest.

Man-Child:

Otherwise known as the average Claw Member, you're a grown adult with something missing inside of you, something that lets you whole-heartedly plan to conquer the World or use your powers to attack children. You're a villain, plain and simple and if you're the type to be taking this Origin you're probably ok with that.

Evil Spirit:

Formed from the Souls of those who die, unsatisfied Evil Spirits cannot be seen by normal humans unless they allow it and possess an innate amount of Esper Power well beyond most human Espers. They are also able to change their shape and perform some other feats typically expected of a poltergeist or vengeful spirit. By taking this option you become an Evil Spirit and you may design your own form or allow one to form naturally based on your personality and history.

General Perks:

ONE Very Unique Style (Free):

ONE's art style isn't bad and I'm sick of pretending that it is… however it is very distinctive and you now have the ability to both look like a person right out of one of his works, and perceive this world and any future ones as if they were the manga or anime based on his work.

Body Improvement Potential (Free):

Bodily limits? What's that? Humans in this world are kind of weird when it comes to exercise and muscle building, for starters there's nothing stopping a middle school boy from becoming muscular enough to rival professional bodybuilders without ever touching a steroid, and there's nothing stopping those same

boys from well surpassing human limits with enough time and effort. You're now the same, as long as you dedicate long hours of hard training to improving your body you'll keep getting stronger regardless of 'logic' and other petty concepts.

Esper (Free/100/200/300):

You possess Esper abilities of your own! As Espers can vary wildly in overall powerlevel this is a multi-tiered Perk with the **Free** level granting incredibly weak abilities like creating small sparks or bending a spoon with your mind. Meanwhile in the **100 CP** tier you gain the power of a Claw Grunt able to use offensive applications of Esper Powers on par with punching or kicking. You may however produce slightly more effective abilities by specializing, say for example you focused exclusively on Pyrokinesis to the detriment of everything else you could create decently powerful fireballs roughly on par with a Firearm. For **200 CP** you're on the Level of a Claw Higher-Up like the Scars, at this point you're either a decently powerful all-rounder capable of enhancing your physical abilities, telekinesis, creating barriers, and possibly even flight (Though you should be advised that Esper powers cannot be used for Offense and Defense at the same time by people on your level) alternatively you could have a single more unique ability. Perhaps you can teleport, or capture Evil Spirits in a kind of 'Poison-Jar' to tame and empower them? If you choose to specialize you may pick any ability roughly on that level. Lastly for **300 CP** you may become a truly strong Esper like the Division Leaders or the Ultimate 5, a Generalist you would be able to use all the previously mentioned 'basic' powers at a much higher level, while also using your abilities offensively and defensively at once. A specialist will potentially have a unique ability like Gravity Manipulation and will have access to the 'Basic' powers at the same level as an Esper at the **200 CP** tier.

100% (1000)

If you take this Perk you do **NOT** need to select the Esper Perk as this Perk replaces and exceeds it by every conceivable metric.

You're now an Esper on Par with Mob himself, though like Mob you have placed yourself under pretty intense mental barriers to keep yourself from harming anyone with your strength by accident. With this perk you will always be substantially stronger than the **300 CP** tier of the Esper Perk, and your powers will grow stronger as you feel powerful emotions causing a mental 'percentage bar' that only you can perceive to rise, the higher the percentage the greater the power you can access.

When you hit **100%** something called a 'Explosion' occurs and you can temporarily draw out your full powers, in this state it would require every single Esper in the world (excluding Mob) to fight you together to even have a chance to match you- though after your explosion the 'percentage bar' resets and you'll be back to your basic level of power.

Fraud:

Jumper Secret Technique (100)

Much like Reigen you have a Secret Technique for every situation, using this perk you may improve the efficiency of any action you take by 10% by referring to it by some kind of 'Technique Name' like 'Digital Exorcism' for using editing software for example. There's no limit to how many techniques you can have and there's nothing stopping you from using this perk for slightly more impressive things if you have the powers needed.

Jack Of All Trades (200)

You pick up a eclectic collection of skills extremely quickly, anything you try your hand at can have you becoming at least moderately competent with a few days of practice though the gains slow dramatically from there- Reigen would use his plethora of skills to help him fake supernatural powers it's up to you if you go down that same road.

The Greatest Psychic Of All Time (400)

Choose a title for yourself, it can be anything you want really- once you take this title it seems like the world itself wants you to be known as such consistently twisting fate and bending people's minds to constantly give 'evidence' that you live up to the hype. And the more this works the stronger it will get the Perk itself feeding off your reputation and making it less and less likely you'll ever be found out. This perk isn't to be underestimated, Reigen Arataka pretended to be a powerful psychic for years all under the nose of the most powerful Middle Schooler in the world, you could easily do the same somehow avoiding detection.

Master (600)

You're actually really damn wise when you want to be, the life lessons you impart, and the wisdom you share will never be forgotten by the people you grant them to- whenever they're in a situation where your words would be relevant they'll hear your voice in their head reminding them of your wisdom.
In addition to this you're also just a empathetic and kind individual able to help people move past any number of emotional issues to become happier better adjusted people, the more you do this the more loyal to you your 'students' will become until eventually they'd hold the words of their beloved master as gospel refusing to break it even while they were in danger.

Normal Kid:

Unassuming (100)

Like Mob you'll be treated like a normal person, even if you are an insanely powerful Esper. Like him anything supernatural that you can do will be treated as a interesting thing you can do, but it won't inspire fear or alienation as everyone will treat you more or less like a normal person (unless you won't fear/awe in which case this perk won't activate) no one will forget the abilities you have however- so don't expect this to help you if the police know you have petrification powers and people are turning up as statues.

Just A Normal Kid (200)

You're a remarkably well adjusted person, no matter how much stronger you are then the people around you there will never be any temptation to abuse them or consider yourself fundamentally more than them. No matter who you are or what you can do you're just another person and now you'll never forget it.

It All Just Works Out (400)

Sometimes in life you need to do what YOU want even if it feels selfish, Be it joining the Club you're interested in instead of the one on the verge of being shut down, or similar things. Now whenever you do this you'll find things work out better for you and ok for everyone else even if you chose not to help them. The club wouldn't be shut down but would just need to share space with the new club you joined. This

even applies to things like saving the world or anything else that really should have been your responsibility to begin with. The alternate circumstances this perk creates won't be *ideal* things would be better if you went out of your way and chose the selfless path… but things will be *fine*.

1000% Gratitude (600)

You may 'loan out' any powers that you have to others on a temporary basis depriving you of the ability to use them but empowering the recipient with your full power, you may choose specific abilities to give this way but this can be very handy when you need someone else to fight your battles for you.

Man-Child:

Respect Your Boss (100)

You're able to allow others to see *exactly* how powerful you are with a single thought, manifesting as a sort of crushing aura emanating out from you- enjoy the looks of despair on their faces as they realize just *how screwed* they are.

Boss (200)

You're a capable enough leader to run a worldwide organization- or at the very least keep them united by a common purpose and willing to follow any orders you give. Now you have the ability to designate any of your followers a 'Mini-Boss' any followers this person gathers will inherit a portion of their loyalty to both you and their ideals- this ensures that even if the organization is run differently from one branch to the next everyone is at least more or less on the same page.

The Power of Teamwork (400)

Claw Goons mostly fight by pooling their extremely limited Esper Powers together into large group attacks, by channeling their limited abilities together they become capable of feats that would normally be exclusive to much stronger Espers. You could do this with your Esper abilities (If you have them) regardless of this Perk but with this you'll be allowed to do this with any power system you and others have access pooling your collective strength to perform feats that would normally be beyond you.

You also have the ability to teach others to perform this technique for any power system they have access to- this allows your own Goons in future worlds to make use of this strategy.

One slightly more interesting benefit you receive from this Perk is that you are now the 3rd Esper in existence capable of transferring your Psychic energy directly into other people to empower them. (The other two being Mob and Suzuki, the two strongest Espers in the universe) this drains your energy to provide the boost but can allow your allies to be far more useful than would otherwise be possible.

Scar (600)

You are capable of 'Marking' anyone who you defeat in a battle, this Mark (in a design of your choice) will enforce loyalty in the defeated individual and will grant them an extra well of power to make them more useful servants for you. This well of power provided by the Mark will enhance any supernatural powers they have (Or granting ones you have access to) as well as their notable mundane skills- these things will also grow faster while Marked giving training more benefits.

You may also use this Perk to revoke Marks at any time, rescinding all of your granted power but giving you a power boost proportional to the strength they had gained since receiving your gift.

Evil Spirit

In Good Spirits (100)

Like the Evil Spirit Dimple you are capable of Group Hypnosis forcing the people around you to experience a emotion of your choice with your Esper Abilities, the more people around you that are feeling that emotion the more powerful this ability becomes making it most effective as a form of peer pressure though it can still be a very potent ability in the hands of a strong enough being.

Cult Leader (200)

You have the ability to appeal to those who feel adrift in society and appeal to their need to find belonging in an increasingly disconnected civilization, in fact people find your charisma a intense whirlpool, drawing them to you and making it incredibly difficult to leave once they're in your thrall- the greater their aforementioned disconnection the more effective this Perk is on them.

Devourer (400)

You are capable of devouring the souls of others, this requires defeating them in battle and then *physically swallowing them* something that is easy for Evil Spirits with their shapeshifting abilities once this is done their spirit will be added to your own strengthening your Esper powers and any other 'magical' abilities you may have- this won't be a exact one to one gain you won't be as strong as your combined power would have been, but the stronger the soul you consume the greater the power boost you receive.

Power Of Worship (600)

Like the one who will be God of this world the Almighty Dimple you can grow stronger from the Worship of others- each Mortal who knows of your existence and looks at you with either fear or awe will slightly increase the strength of all your supernatural powers (with your Esper abilities from this Jump receiving the biggest boost) however this only lasts as long as this following does and therefore can't be taken with you into future Jumps without additional Items or Perks not given here.

Items:

Fraud:

Tools Of A Con-Man (100)

You have all the tools of a fake-psychic, scented 'sacred' candles, salt (unsanctified of course) and a supply of dubiously holy water, it all *looks* quite impressive and is enough to convince the ignorant that you're a knowledgeable occultist… but anyone with even a little bit of knowledge about spirits will know you're full of it.

Website (200)

You have a Website, it's well maintained even without you ever interacting with it and it will automatically advertise any services you are looking to provide and help you to get into contact with these customers, it's essentially all the work of an internet outreach team without needing to do the work or employ the workers.

Paranormal Investigation Agency (400)

You run a business focused on investigating and solving Paranormal Issues people have in their everyday lives, basically people come to you with their issues and you invent some kind of supernatural reason for it before artfully solving the (more often than not) mundane problem while pretending to exorcise the spirit… or at least that's the general formula.

This business will receive a regular stream of customers, however at least once a week there will be someone with an actual Evil Spirit involved and you'll have to find some way to improvise.

Sacred Salts (600)

This is the genuine article, an unlimited supply of sanctified Salt that can be used to ward areas against evil spirits and even empower a normal man's attacks to deal significant damage to these spiritual lifeforms.

Normal Kid:

School Uniform (100)

You have school uniforms in your current size for any school you've attended in the past that require them as well as any you will attend in the future, these uniforms are remarkably durable, not breaking as you use your own powers at least.

Body Improvement Equipment (200)

Esper Powers are all well and good but perhaps you want to work on getting a healthier physical body instead of just relying on any number of crutches you may possess? This equipment is top of the line stuff that you could find in a well furnished Gym, you can put it in any properties you own or keep it in your Warehouse depending on your preferences.

Esper Training Program (400)

Like the facility Mob's brother Ritsu would get involved with you are now the Director of a similar Program to train Espers- however yours tends to be a *little* more effective granting any mundane human the potential to use **Free Tier** Esper abilities within a week of training and allowing them to reach their peak (**100 CP Tier**) within a year. People with more powerful minds and more willpower will be able to start at a higher level and peak higher as well.

Ordinary School Days (600)

You are the proud owner of a 'completely average school' it defaults to being a Middle School but you can cause it to switch focus to any grade level you wish with a thought- in addition to being a excellent school that you can either run or attend depending on your preference it's also a weirdness magnet. Unique and unusual people in each new Jump will find themselves attending this school if there's even a remote justification for it, at the very least it will make your school days interesting.

Man-Child:

Toy Sword (100)

Similar in make to the sword Jugan used by a 7th Division Scar this sword is made of completely harmless plastic- however it allows you to store 'curses' (basically negative thoughts you have throughout the day) these curses will gradually stack up and begin to empower this plastic sword, eventually it will be as sharp as a real sword and in time it will go even beyond that.

If you wish you may have an Air Gun instead.

Poison Jar (200)

Similar to the Spirit Specialist Matsuda you have a film canister capable of holding as many spiritual entities as you can capture- over time these spirits will fuse and cannibalize each other until only one remains this spirit will be vastly stronger than it was when it entered the jar.

You can put any spirits into this item and they will function under its rules regardless of the usual metaphysics of the universe.

Awakening Lab (400)

Very similar to the item in the **Normal Kid** line, this Item is focused far more on manufacturing foot soldiers on an industrial scale and is the source of Claw's foot soldier legions. This item takes the form of several pods (a dozen on purchase, but with the instructions to make more) when a person is placed within they undergo a torturous process and emerge in a few hours as a **100 CP Tier** Esper.

Division (600)

You are the head of a Division of Claw, this gives you a massive underground facility as a base complete with Luxury Accommodations for you and the other Higher-Ups and enough bunks for a few hundred lesser minions. Speaking of minions and Higher-Ups however you'll also have upwards of 13 **200 CP Tier** Espers as your direct subordinates (You may design their appearances, abilities, and personality as you see fit) as well as a few hundred **Free Tier** to **100 CP Tier** minions to serve as cannon fodder… though they can be slightly more impressive when they combine their powers together.

(You are not necessarily a Scar even if you take this item, and it is possible that you aren't specifically on the Boss' bad side like they are.)

Evil Spirit:

A Haunt (100)

This is a particularly *spooky* location that you've chosen to make your home- perhaps it's even the place you died in? Whatever the case anyone who enters without your permission will feel a slight sense of unease, this combined with the urban legends that will surely spring up as you haunt the place will undoubtedly keep people well away from your new home.

A Memento Of A Past Life (200)

This is a personal keepsake of your choice that reminds you of better times, while it's in your possession you will always be able to find some level of emotional peace even in the most difficult times

A Devoted Following (400)

A congregation of loyal human worshipers about 200 strong, they're just mundane humans but they make up for their lack of supernatural powers in sheer fanaticism, this group will constantly work to recruit new acolytes and will retain any numbers increases going into future worlds though it will be all new faces.

Divine-Tree (600)

Otherwise known as the Big Broccoli, this immense plant is in fact a giant broccoli plant grown to enormous size after being exposed to the Psychic energy of the two strongest Espers in the World, this plant is full to the brim with Psychic energy and would greatly enhance the power of any Spirit who fused with it- in addition it is able to induce worship in those who consume a portion of it which allows psychic energy to flow freely from them into whoever is in control of it granting them powers comparable to those of a god.

Companions:

Old Friends (Free)

You may bring as many companions as you wish into this Jump with you, they'll gain **600 CP** and a **Origin** of their choice.

New Friends (Free)

Anyone who agrees to come with you may be taken as a companion for free.

Drawbacks:

Ball Chin (100)

You have a rather… distinctive chin, it's as large as the rest of your head put together and is shaped distinctly like a pair of male balls- people **will** notice this and you'll be the butt of a lot of jokes during your time here.

Physically Weak (100)

You have Mob's approximate level of Physical Condition at the start of this Jump, you can definitely improve if you're willing to put in the long hours required but at least at the beginning you'll find it intensely difficult to lift more than five pounds.

Middle School Gang War (100)

A collection of delinquents from Middle Schools all across the local area have gotten it into their heads that you're the guy to fight, and now you'll find yourself haunted by strangely strong and fast 12-14 year olds no matter how many times you send them packing… if you even can bring yourself to hit them seriously, they're just kids after all.

One Sided Crush (100)

You have an intense crush on someone who is (at least physically) your perfect match, you'll be almost completely convinced you actually love them in fact- the bad part is that they don't know you exist. In

addition to this you'll find any efforts on your part to *start* a relationship end badly for everyone- it might just be for the best to let them go.

Emotionally Numb (200)

Like Shigeo Kageyama (normally referred to as Mob) you have some serious emotional issues and suppress your feelings pretty strongly (perhaps out of fear of hurting others?) most of the time you don't feel much of anything in terms of highs or lows- and when you do you aren't able to manage it properly overreacting dramatically.

Life Is Hard (200)

Like certain members of Claw you wanted to run away from a society you perceive as cruel for any reason that works within your backstory for this Jump- you adopt a exaggerated character and act out the part of some kind of anime character hoping to be placed on a pedestal apart from the 'commoners' this actually alienates you from people, they think you're weird and you react violently when your delusions are challenged.

Fraud (200)

You have absolutely no supernatural powers of any kind, you retain any skills you had that a mundane human could learn to do but you have no Esper abilities or anything else beyond the norm for this world, and you are unable to gain them more than temporarily regardless of the situation.

Penniless (200)

You do not receive your Items purchased from this Jump until after this Jump has ended, in addition you will not have access to your warehouse or items from past-jumps until your time in this world is complete.

Power Creep (300)

Well I'll be damned… something about you has shifted this world towards a more 'conventional' shonen experience, new villains for you to fight will keep crawling out of the woodwork each with unique gimmicks and abilities befitting a named villain straight out of a typical shonen. This gets worse because these villains' overall power level will just *keep increasing, each* new threat will be strong enough that whatever level of power you used to defeat the last one won't even be enough to scratch them and this will continue without limit even if you're some kind of reality bending god.

??? (300)

The Devil on your shoulder, there's another being inside your head that wants to destroy the world and everything you specifically care about- it will be able to come out whenever you feel overly intense anger and will remain in control until someone manages to calm you down while you're rampaging.

NOT-Light Hearted (300)

This world isn't light hearted anymore, people are going to die en masse. At the very least the main characters are going to have a very bad time if you don't put in some serious work helping them out. There is no longer any tone armor and the villains will be just as competent as they should be.

Nothing (300)

Like Dimple you've been reduced to the tiniest fragment of your power, only barely as strong as a **100 CP** tier Esper regardless of your previous Power Level- the only way for you to regain some semblance of your former strength is by taking over Mob's body something you can only do if he's extremely emotionally compromised and mentally exhausted.
(You'll be able to do this even if you normally wouldn't be able to possess people)

Ending

At the end of your 10 years here you will be presented with the following choice, no matter which option you choose all Drawbacks will be removed.

Stay

Go Home

Move On

Notes

1.0-
Finished the Jump
If you buy **100%** and put in the work to break the mental barriers I see no reason you couldn't eventually be using your full power all the time- this process will be slow however, decades at least if you don't have perks that specifically help you.
Suzuki is **NOT** on par with Mob in terms of raw abilities, he does however have the unique ability to stockpile psychic energy perpetually which he did for 20 full years before his fight with Mob. This makes him the highest end example of the **300 CP Tier** of Esper Abilities.