

Mob Psycho 100

Welcome, my dear friend, to a world of espers, evil spirits, urban legends, youkai, maybe aliens, and any number of other supernatural entities. You're going to be spending the next ten years in a world of power, pacifism (sometimes), and changing.

Though staying in this world may be relatively safe, there are powerful entities behind the scenes. The secret esper organization Claw, the cult Lord Psycho Helmet, and the main character, Mob, the most powerful person in the setting bar none. Well, at least now. How strong are you?

You're not obligated to do anything, of course, but you won't always be able to avoid the supernatural. Whether you want to prevent Claw's world domination, prevent an esper from destroying your house, or exorcising a spirit trying to possess you, you'll likely have at least a little experience with ghosts.

But, who am I to throw you in here without any preparation? As a gift, take

+1000 CP

Backgrounds

First, roll a D8. You may choose to add this to 10 or 25, with the exact details of your background changing slightly to fit.

Drop-in (0)

You arrive in a building with no new memories influencing you. You will receive ID to help you start a life, but other than that, it's all up to you.

Middle schooler (0)

You arrive in middle school, or high school, depending on age, having memories of being a normal-ish person up to this point. You may choose whether to go to Black Vinegar or Salt middle school. If you chose to add the D8 to 25, you are a teacher.

Claw member (0)

You are a new member of Claw! Claw is an organization bent on world domination, and the longest lasting antagonist so far. Though Claw is meant to fail, I'm sure you could change that if you really wanted to. You arrive in Claw's

7th division, as, right now, a lackey. With certain perks and hard work, you could, at the least, become a member of the Super 5, with a little politicking.

Spirit (100)

You are a spirit! Powerful enough to hassle anyone that isn't an esper or another spirit until they hire someone to help. In addition to being the only one of these with free psychic powers, you gain the ability to possess without leaving your body at risk, go through most materials easily, and the ability to become invisible to all but espers at will.

Perks

Discounts are half off. Freebies are fully off.

Misc skills (100, free Drop-in)

You have every skill necessary to calm people's minds. Basic photoshop, massage techniques, even cooking. Sometimes, spirits are not the cause of problems, but who would you be if you decided they didn't deserve help in spite of this?

Attractive (100, free Middle schooler)

For some reason or another, in one way or another, you are attractive. You may choose whether this comes in cute, classically beautiful, bad boy, or just adorable.

Teamwork (100, free Claw member)

You can work with a team like nobody's business. With just a dozen other soldiers, you can take down an average natural esper. If you and your fellow fighters were espers? You could take over the world.

Spirit physiology (Free to spirits, unavailable to other backgrounds)

You're a ghost! You have psychic powers surpassing only the weakest of natural espers, but with incredible potential, if you're willing to devour other spirits. In addition, this psychic power is directed. Choose a way your powers manifest. Plant control, mind control, heck, even healing! In addition, you can possess people, travel through physical objects, become invisible, and are a lot like CO₂. It's difficult to get rid of you entirely. Still, if you're exorcised at all, you'll be sent home, and if you were exorcised while weak, post-chain, you really will be killed. Post jump, this will become an alt-form.

ONE interesting style (100)

Your art skill isn't necessarily better, but you'll find that people are more willing to forgive your aesthetic misgivings if the substance is worthwhile. Not that they don't prefer things looking good, there's just something almost charming about your style. Not restricted purely to art.

Media darling (200, discount Drop-in)

This doesn't actually make the media appreciate you, rather, it lets you play the media like a fiddle. Make them cover only your bad points for weeks, only to pull a 180 in a press conference that makes everyone love you!

Body improver (200, discount Middle schooler)

You are damn fit, Jumper. In single combat, you could almost rival an average esper in power! Almost. Although the difference between an esper and a normal person is the difference between a tank and an ant, you might be more akin to a rabbit.

Place at the top (200, discount Claw member)

When Claw takes over, even the lackeys will be rewarded. Regardless of the truth, or lack thereof, of this statement, you are particularly good at being rewarded for your loyalty. Betrayal is rare, and no one will forget the help you provided in their ascent to power.

Emotion inducement (200, discount Spirit)

It's not exactly a power, per se, but you are good at making people feel the emotion you choose. Subtle manipulation, nudges over weeks, you can make an esper lose control or a normal person quit his job.

Anti-esper combat (400, discount Drop-in)

The first rule of fighting espers is don't. But sometimes, you don't really have a choice. This is for those times. You know how to minimize the usage of psychic powers against you, typically via attacking with surprise. An example is pretending to try to hypnotize someone and then punching them when you get close enough. Depending on your strength, you could win the fight with just that punch.

Power (400, discount Middle schooler)

With power, you can convince anyone of anything. If you can completely and utterly overpower someone with a skill or ability they think is important, you can force them to consider your philosophy and opinions.

Esper resistance (400, discount Claw member)

Espers are so far above you, you need something to even the playing field. Now, it seems like espers find it much harder to hurt you. Your enemies will never know why, but you're somehow resistant to esper powers. They can pick you up, with more difficulty, and throw you around, with more difficulty, but this might just net you an edge. Can prevent particularly weak espers from affecting you at all.

Smart (400, discount Spirit)

Because some people need to actually know about spirits. You are knowledgeable about the different types of spirits and their abilities. You have a nearly encyclopedic knowledge on every relevant spirit, esper, and other supernatural threat in the setting. In addition, you are clever about fighting superior forces. You may not always win, but you will always be able to remove at least one ace up their sleeve.

Adult (600, discount Drop-in)

Does not actually require you to be an adult. You know the truth behind all these organizations trying to take over the world. They're founded by children that aren't willing to work in reality to rise in reality! They're filled with infants that think that great skill makes them great people! This grants you the ability to give the best reality checks known to man. A secret society made of those abused and despised by normal society could be toppled in a matter of weeks with you on the job. Also gives you an intense aura of maturity and competence. You could be mistaken for a major world leader, assuming the underlings don't know what that leader looks like.

Spiritualist (600, discount Drop-in)

Before, you may have told people you were a spiritualist, but now you actually are! You know how to make simple charms, seals, and pre-prepared barriers. You can curse humans, resulting in much worse luck for them. You are far from the rookie that will throw table salt at a spirit hoping it will hurt them. In addition, you have the ability to, like spirits, consume spirits to gain their psychic energy. Just... be careful, Jumper.

Change (600, discount Middle schooler)

You are powerful. So, so powerful. But... you know, that without this power, or these powers, you are worthless. While a lesser person would rely on this power for every action, you have the will to strive to improve yourself. In addition to a massive increase in willpower, a constant desire to change, and the admiration of most everyone, every single non-magical/psychic gain you make is greatly

increased. Read a textbook in a day, get abs in two, and make a lifelong friend in a week. Really, sky's the limit, kid.

Emotional charge (600, discount Middle schooler)

Your emotions grant you power. While anything but extreme emotions will do nothing for you, your extreme emotions let you do just about anything. Extreme emotions will grant you temporary psychic powers. Sometimes these powers aren't objectively powerful, but they're guaranteed to be just what you need. Whether giving up your powers to show your trust, giving someone else your powers out of gratitude, or gaining a cleft chin from getting ahead of yourself. This doesn't grant you psychic powers until you reach these emotional extremes. You don't gain these powers if your emotions are induced artificially.

Claw tech (600, discount Claw member)

Espers are fascinating. You know what else is fascinating? Neutralizing these espers. You have the knowhow to build rooms that sap the power out of espers, funneling these powers into machines, or even yourself...

Scarred (600, discount Claw member)

The good news: you have psychic powers! The bad news: they aren't yours. The other good news: they aren't going to be taken away from you when Touchirou takes his powers from everyone he gave them to. Long ago, you challenged Touichirou, the leader of Claw, and failed. He marked you with a scar. However, in return for this, you are in the upper echelons of Claw, and are a powerful esper. In addition, your powers have a gimmick, which makes them far stronger, if limited. An example would be controlling puppets made out of divine wood, or perhaps gravity manipulation. If you are not a member of claw, only the last part affects you.

Urban legend (600, discount spirit)

The damage you take is determined by the fear someone feels towards you. If someone is just uncertain if they would win, they might only find their blows bruising you a little less than they should, while if someone lives in terror at the prospect of one day meeting you, you might barely feel a thing.

Redeemed (600, discount spirit)

Remember how being exorcised counted as killing you? Well, not once. At any time you are defeated, you can manage to pull yourself back together at a severely weakened state, and your reputation is reset to 0. Anyone that feared you before will not, after seeing your pathetic state, and anyone that hated you before couldn't help but forgive you. Do try not to betray their trust. Works once

per ten years.

Natural esper (600)

Sure, changing is worthwhile, technology is interesting, and conditional endurance is cool, but what you need is power. You are a natural esper with starting power able to lift a couple cars with effort, with the skill only to use basic telekinesis and barriers, and potential to grow. This does boost every other capstone perk, so maybe you can *really* become something. Don't ask me how this works with spirits, but they can still take it.

Adult:

Knowing that someone so powerful is so rooted in reality really gives your foes some perspective. While before they might give up, now they will get a job and make something of themselves. You can inspire maturity in anyone, if they're willing to listen.

Spiritualist:

You can enchant objects. Not enchant them as in provide essence of flame, but enchant as in use an object so frequently that it becomes powerful. Anything that inspires emotions inside you can become powerful with you wielding it.

Change:

Your upper limit in terms of anything non-magical is boosted to your magical limits. Say you can lift three tons with telekinesis. Now, while you won't be able to lift three tons, you'll be able to train to. Perhaps you can breathe underwater with magic, now, with practice, you can hold your breath as long as you like. Good for discipline, and for sudden loss of power. So long as that power was not lost by drawbacks, of course.

Emotional charge:

In addition to a huge boost in psychic powers at emotional extremes, you gain, ah, another mode. When you are pushed to the edge, when you can do no more by yourself, a secret form comes into play. It uses all your powers significantly stronger than you could, with none of your morals to hold it back. Whatever basic goals you have will be accomplished, if it is able, but you might kill someone you don't like. Still, your friends will be okay. In addition, greatly increases the rate at which you gain power.

Claw tech:

While previously it didn't work, now, you know how to grant psychic powers by causing people incredible amounts of stress. With you at the helm, you can do

this to create espers capable of tearing down buildings alone, and they are sane enough to do it at your whim!

Scarred:

In addition to the psychic powers being yours, which is mostly a point of pride, your overall esper power and potential is increased significantly. Removes limits on powers that aren't your specialty.

Urban legend:

Sure, taking less damage is fun, but what about dealing more? Well, now, depending on how much someone fears you, your attacks will hit just a little bit stronger. Just tapping someone might bruise them if they are nearly incapable of getting out of bed at the thought of fighting you. Perfect if your fighting a god-like coward.

Redeemed:

God, after suffering so much, you might as well have died! The complete destruction of your reputation and power? Well, now, you are particularly good at pulling yourself back together. You lose no power, and your reputation is hardly even diminished. In fact, you'll often be in a better position than when you died. People that hate you will no longer hate you, if you wish, and people that fear you will still fear you, if you wish. In fact, this may increase your rep with certain people. After all, you came back after dying! Is there anything you can't do?

Items:

Again, discounts are half off, and freebies are free.

Infinite salt (100, free Drop-in)

Not restricted to table salt. With this, you get an infinite amount of all types of salt. Purified, high quality salt, dollar store table salt, any kind you want.

Stupid shirt (100, free Middle schooler)

The ugliest shirt ever made! Maybe, but to everyone else this looks absolutely unfashionable. Someone with no fashion sense whatsoever will notice how horrible it looks. Good for ugly sweater parties or seeing who is completely open with you. It can technically be any article of clothing, but shirt is the default.

Paycheck (100, free Claw member)

You work for an organization that's willing to pay you. It's barely a job, really,

more like selling your time. So long as the organization, in this case Claw, at least thinks you're working, you'll receive a very generous paycheck. It will always be enough to consider yourself upper-middleclass.

Box of spirits (100, free Spirit)

Because sometimes, doing things yourself is a drag. This box, or pot, or bottle, or whatever you want it to be, can hold about a thousand spirits at a time. Inside, the spirits will kill and devour each other, until you get the number one spirit who is loyal to you and quite a bit stronger than when he entered. Just keep in mind, you're going to have to incapacitate them yourself.

Suit (200, discount Drop-in)

This downright iconic suit is perfect in every way. It's fashionable, doesn't hinder your movements, seems to be weirdly defensive, and can be sold for money. Eventually, people are going to recognize that suit as a part of you, making removing it a surprisingly good disguise.

Club (200, discount Middle schooler)

You are now president of a club. Any club. Go on, make one up. I don't care. You can find like-minded individuals with similar hobbies or interests. What's more, this club is never going to be dissolved, and, if you graduate, or otherwise cannot attend this club, another similar group will open its doors to you. Guaranteed to always have at least 5 people that you've never met involved.

Cursed perfume (200, discount Claw member)

This perfume will instantly knock out almost anyone. Anyone without psychic powers that breathes this in will instantly pass out. Set your friends up in embarrassing situations! Set your enemies up in embarrassing situations! Kill someone! Enough for about five people. Refills every year.

Grudge (200, discount spirit)

This figure has more curses than you could shake a stick at. While an ordinary curse could cause you to slip on a banana peel, this one could cause you to be struck by lightning. Just make sure whoever has this doesn't throw it out, yeah?

Spirits and such (400, discount Drop-in)

This item isn't just a building, it's what it represents. Well, you'll only be getting a building, but you're free to make it represent something. This building has a decent location, but people that have a potential to be clients will be attracted to it. If you're a detective agency, then people that need a detective might get lost and come to you, rather than a more popular detective, or even forging a

detective at all. If you can actually solve their problems, you might gather quite a reputation!

Broccoli seeds (400, discount Middle schooler)

Not just any broccoli seeds, these are special. You see, espers can grow plants very quickly by injecting psychic energy into the plant, but those taste disgusting. These seeds, however, are unique. They themselves have been imbued with psychic energy, making them an excellent receptacle for all types of energy. That means that, if you broke a piece off of a stalk, you could use it as a decent staff for magic, psychic energy, or even electricity. There are five of them, and they refill every jump.

Meaningful tool (400, discount Claw member)

This seemingly innocuous little item is actually a very powerful weapon. It helps control your powers, any of them, and can greatly increase the control over any non-physical powers you have.. In addition, through channeling your emotions for so long, your item has grown powerful. Whether this is an umbrella that can take a nuclear blast, a nerf gun that can take down tanks, or just really long lasting contacts, it's certainly the best of its kind.

Cult (400, discount Spirit)

Because who wouldn't want to satisfy their narcissism a little? This group, currently at 10, worship you as their god. They will do anything to please you, but are only really good at spreading your word. Of course, past these 10, the members of your cult might have their own unique skillsets. Brainwashing isn't prohibited, but if someone manages to break free, they'll certainly prove a threat. Post jump your cult resets to 10.

Companions:

Any companion you buy here can be replaced by any imported companion you wish. If you bought natural esper, any bought companion can get it for free.

Import (0 - 400)

For the loyal, you can import prior companions free of charge. They gain 400 CP, to do with as they will, and you can add up to 400 more for all of them by spending your own.

Pupil (400, discount Drop-in)

Receive an adoring, powerful little esper student. This character came to you, one day, looking for advice, and you gave such good advice that they became your student. Teach them to scam suckers out of their money, or teach them to help people no matter the method. Very good learner, and unwaveringly loyal. Can be taught the entire Drop-in perk tree.

Sibling (400, discount Middle schooler)

Specifically younger. This companion is your little brother/sister, and they admire you. Additionally, they have all the (natural) traits that you admire. If you admire intelligence, they are the pinnacle, if you admire power, they are Machiaveli reborn, if you admire kindness, they hardly have time to spend with you they're so busy doing charity work. Can be taught the entire Middle schooler perk tree.

Scarred pal (400, discount Claw member)

Your fellow claw member, who may or may not rank above you. Perhaps you were friends before you joined Claw, perhaps you manipulated them into loving you, perhaps you're just work buddies, but in any case, they consider themselves quite close to you. They're even a little protective of you, regardless of power difference. Starts off having Scarred for free, and may learn the entire Claw member perk tree.

Perfect vessel (400, discount Spirit)

Hopefully you treat them more as a friend than as a tool, but in either case I'm obligated to give them to you if you buy them. This being may seem to be perfectly normal, but they are the perfect entity for you to possess. Weakwilled, powerful, and indebted to you make them the perfect vessel. One day, you manipulated them into being completely indebted to you. Perhaps you made them think that going near others would kill them, and only you could prevent that. Perhaps they almost killed their family, and you DID prevent that. They start off capable of lifting several tons, with much potential to grow.

Drawbacks:

Take as many as you want, but you'll only get up to 1000 extra CP.

ONEverse (+0)

It's been hinted, somewhat in jest, that One-Punch Man and Mob Psycho 100 both take place in the same universe. Well, now it does. Go wild.

Childish (+100)

Why do you think you're so great, huh? Because you have a skill? A power? You're nothing but a commoner, but you refuse to listen to reason. For the next ten years, you will see yourself as above others and deserving of ruling over them, even though you aren't.

ONE interesting style... again... (+100)

Sheesh. Now, everything seems like it's been drawn by ONE... at the beginning of his career. Lopsided and ugly, you're going to have to get used to this, or you're going to go insane. On the bright side, as time goes on, everything is going to look a little better.

Actual morals (+100)

The good news, you have actual morals, a code of ethics that you will never break. The bad news, you cannot break this code. The worse news, this is incredibly restrictive. You can no longer use your powers on any human being! You can beat someone up physically, but for all the psychic powers that are in this setting, you'd better get used to putting up barriers. On the bright side, if you don't have any powers, this is just a free hundred points.

Counterparts (+200)

You'll find that people that stand against you are considerably stronger than they should otherwise be. In addition, they always have very strong willpower, with incredibly simplistic morals that are opposite yours. While they may or may not ever become more powerful than you, they'll always be a nuisance, and getting them over to your side will always take a considerable effort. That is, if you even care to.

Manipulative sidekick (+200)

Much like Mob, you have a weak, but intelligent, spirit following you around. You'll never be able to exorcise it, and, if killed, it will come back just as powerful as it was when it died. What's worse, it has an ambition, and unlike Dimple, will not come to care for you to cancel this ambition. Whatever this ambition is, the end goal involves them possessing you permanently, which, obviously, will end your chain if it occurs. Oh, and you'll forget about taking this drawback in jump.

Weak (+200)

You're, ah, pretty pitiable, aren't you? In terms of combat, you're almost worthless. You can barely lift five pounds, you can run maybe two miles an hour, and that's if you don't pass out. You're just an utterly worthless person. Any powers are going to be much weaker than they would otherwise be, akin to

anyone from the awakening lab at the beginning of the series. Maybe you could get stronger, but it will take a lot longer than it would otherwise.

Mob's animosity (+300)

Whenever Mob sees you, his emotion meter goes up about 50%. That's a lot. Something about you just arouses some extreme hatred in Mob, and, though he may not kill you, he's still the most powerful being in the setting (unless you took ONEverse). You should still be able to talk him out of attacking you once he reaches 100%, but be prepared to do this a lot. He probably won't help you out if you need a powerful esper.

Weakwilled (+300)

All this talk about changing, becoming a better person... This is the only time in your life when you can slack off! It actually might be a few years past that time for you, but that's still how you think of life. If a master psychic offered to strengthen your skills thousands of times over in exchange for a few months of your time, you would refuse. You might not hate this jump, but you won't get much more powerful.

??? form (+300)

Jumping? Powers? Aside from maybe having psychic powers, you are a perfectly normal person... right? You no longer remember anything of your past lives jumping or any of their powers. Who knows, you might have an entirely different personality in this life! But, the issue is, sometimes there are powerful characters in Mob Psycho 100, and sometimes you are not going to be able to take them on with just one lifetime of experience. If that's the case, then you slip into your own little ??? form, much like described in the upgraded emotional charge description. For just a few minutes, you have all your memories and powers.

The end

Well, I hope you enjoyed this. It was certainly an entertaining show! You now have a choice. If you died during this jump, you may only go home.

Home

You know, seeing all these relationships really makes you nostalgic for your own friends. So, you're going to bailout. Maybe you have psychic powers, maybe

you just ended up with a lust for power, maybe you gained a form of immortality in spirithood, in any case, you're a little different from when you entered. You're sent home with all your powers, items, and companions.

Stay

You're not worshiped as a god yet, why would you leave? Well, you may have other reasons, but in any case, you're staying here to tie up some loose ends. Take another thousand CP just as a show of good faith. Your family will find your body, and become better people somehow by your "death".

Move on

We both know this is the only real choice. You continue on to another, separate universe, with more powers, in exchange for letting me live in excitement vicariously.

Notes:

Post jump, anything specified by espers applies to anything that could be classified as psychic powers. Being a psyker from WH40K would apply, working miracles would not.

Picking Natural Esper basically lets you do anything. With enough training, you can emulate any other character's powers, although it likely won't come as easy to you.

After reaching Mob's level, it will really, really plateau. It might take decades to increase your raw power significantly, though different skills can be learned fairly simply.

After reaching 100% any emotion, you may be able to emulate what you did in this state after training with powers.

If anything is broken or exorcised, unless stated in description, it will return after ten years have passed.

Drawbacks will always overcome perks. You have been warned.