There Was No Secret Organization to Fight with the World's Darkness so I Made One (In Exasperation)



Jump by zellat451
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Synopsis

The protagonist wakes up to a superpower one day, out of the blue! But there's no organization targeting the protagonist's superpower! The prettiest girl in his grade doesn't turn out to be a psychic like the protagonist himself! No door opens to another world and he doesn't get summoned! There is no secret history in the protagonist's past! There is no reveal explaining the protagonist's sudden attainment of his superpower! So normal! Such overwhelming normalcy! He graduates from school and gets a job without anything happening! He lives as a mediocre working adult! Having enough power to fight against all of humanity yet not seeing anything happen finally makes him snap! Fine, be that way! If this is the way it's gonna be, then I'll make it! I'll make the secret supernatural organization myself! Welcome to my manmade extraordinariness!

Introduction

Welcome to Earth! Normal, plain, modern-day Earth at that. Really, it's as if you never left on your journey. Everything is perfectly normal here… Up to a singular detail that will just so happen to spread a bit soon after you arrive.

Yes, in this world exists one man, Sago Kinemitsu, who possesses supernatural powers. He is young, barely in his late twenties, and yet his telekinetic ability is powerful enough to shatter the planet and feel out the surface of Mars with his mind. He trained very hard to reach this point, a full ten years in fact! Wait, that sounds familiar…

Regardless, despite his overwhelming power, Sago is disappointed. He is the strongest, yet has no powerful rival to fight. He stands at the peak of the world, and yet he is not evil or megalomaniac enough to bother ruling it. He spent his childhood fully immersed in growing his power for what he felt would be an inevitable battle for the fate of the universe, only to discover that only himself had supernatural powers.

Indeed, that would not stand. One day, aided by a rich young lady, Sago learns to "cut off" parts of his immense power and share them to awaken unique supernatural abilities in others. And so, using this power as the basis of his plan, he decided to make a "darkness" for himself to fight against, as well as the "heroes" to fight against it.

The organization that fights the world's darkness, Amaterasu, was born.

Or rather, it will be born. About a day or so after you arrive. Though the world may get stranger in time, this is still quite safe as the local godlike mortal does his best to not cause deaths through the supernatural incidents he creates for his entertainment. So, enjoy yourself. You'll only be here for a year.

And do take these **+1000 S**ecret **P**oints as you go!

Background

Origins

Your arrival in this world may have happened in many different ways. Choose one.

★ "Normal" Person (Drop in)

You are a completely normal human being as far as the eyes can tell. Nothing is strange or outstanding about you… From an outside perspective, anyway. You may choose to appear in this world out of nowhere, with or without a basic identity.



★ *Dreamer*

Like Kaburagi Shiori, you are a Dreamer. Some would call you insane, or deluded, or a chuuni if they were feeling nice. Regardless, you are someone who is very bored of the normalcy of this world and, no matter your age, you still believe that *something* someday may change.



★ *"Protagonist"*

You are the true protagonist of this story. A tragic backstory, a virtuous heart of gold, guts of steel and something to prove, the reasons can differ greatly but the truth remains: you are special. Special enough to attract the attention of a mysterious young ma- ***cough*** Fate, Yes. Special enough to get the personal attention of Fate. This story is your own, and it is just beginning to write itself.



Age & Sex

And suddenly, Jumper was a pineapple. No, not really. You come in as you were before. The **Normal Person** and **Dreamer** are **25 years old**, while the **Protagonist** is a **teenager**. But you may change your sex and age to whatever you wish for **50sp each**, if you so desire. Everything else will be dictated by your, possibly new, genetics.

Perks

Perks under your Origin are at half-price. Discounted 100sp Perks are free.

General

❖ Less-Per (50)

You're an ESPer now, Jumper! Just a reeeaaaally weak one. Can't have much more than the very basics for that price I'm afraid. Still, you do have superpowers, they're just on the very bottom of the power, versatility, and efficiency scales.

What does that mean exactly? Pick a power. Any power. If you chose "throwing fireballs", you can only light a candle with them. Super-strength? You can pick up one more pound than physically possible for your muscle mass. Telekinesis? you can lift potato chips with your mind. That's the power scale.

For the versatility scale, it's even simpler. What you pick is what you get. "Throwing fireballs" is "throwing fireballs" and not "making fire", so forget about fire wings or a fire dragon's roar. Super-strength is actually a specialized form of tactile telekinesis (gotta keep the ESP theme) but it can't enhance your jumping height or running speed. As for Telekinesis, you won't be able to "feel" out the world from a distance, or even crush things with your mind if you chose to be able to push and pull.

Finally, efficiency. With great psychic power comes great headaches, and yours are not so great for the damage they cause. Essentially, throwing more than three "fireballs" every five minutes, even at their power level, will give you a

migraine. Push it to one every minute to get bad nosebleeds and the need to go to sleep for the day. Three per minute? You'd be risking a short coma. One per second? See you on the other side.

On the positive side, you can truly pick any ESPer ability you want, from basic telekinesis, to biokinesis or even stopping time. It's just really absurdly weak. On the even more positive side, you can train these abilities, just like muscles. The more you use them to the limit, the more you can push them next time, both in power and versatility.

There is a hard limit to this however, which is the threat level of a group of well-trained people. You'll never be able to stop time for more than five minutes at a time, or create a burning pyre larger than a semi-truck in one go. You also won't be able to branch out into an entirely different ability, no matter how much you develop your limited capabilities.

There is no such limit for efficiency, however. Eventually, you'll be able to use your powers as quickly as you can think, in any quantity, without any strain.

❖ Like a Muscle (600)

As it turns out, you do not, in fact, have limits. Power, versatility, efficiency… You can train up your supernatural abilities in every facet without end. You don't suffer from ceilings, caps, or bottlenecks, both hard and soft. Your supernatural powers, ***anything*** supernatural about you, can grow without end the more you use it. Even if it normally, specifically, should not be able to. Of course, the more powerful your abilities get, the more pressure you must put on them to see some growth, but said growth never truly stops so long as you keep training. Even better, the more pressure you put on them, the faster the growth.

To give you an accurate example of this power in action, take this story's protagonist: Sago. He started with weak telekinetic powers capable of lifting crumbs a few inches in the air from a few meters away. After ten years of constantly, and truly **constantly**, working over his telekinesis, he can now move a mass heavier and larger than planet Earth with his mind at up to mach 10, create telekinetic shields of the same scale, and feel out with his power as a form of clairvoyance as far as planet Mars, which is on average 1.5 Astronomical Units (93 million miles) away.

If you could dedicate a similar amount of time to training a specific ability, you could reach the same level. In fact, you could go much further than that. Endlessly further.

Shame that it only works for your supernatural abilities, and the ones you can actively use at that. Fortunately, this does include some of your Perks.

Normal

❖ Level-Headed (100)

People say a lot of things about teenagers. They generally don't call them "subtle", "patient", or anything close to "level-headed". That's not you. You're actually pretty good at keeping your cool and diminishing your presence, at being ignored for the right reasons. This is due to the ability to keep your mind clean of influence, from yourself. That is, from your body and your own mind. Hormones? They don't affect your thoughts. Power corrupts? Not you, you'll never lose yourself to megalomania or the destructive ambitions of what you could become. If you find reasons to be scared, to stay out of the spotlight, you'll have the patience and clear thinking required to stay in the shadows for a decade or more.

❖ The Mind of a Teenager (300)

…Is a wonderful thing. When it comes to figuring out the full capabilities of anything, you know exactly what tests to perform and what the results means. You'll never look past seemingly benign data or ignore what could become a game-changing ability later on. This doesn't really help you control yourself or your powers, but this does help with their development. Training has never been more thorough.

❖ Just Thinking About it Didn't Change Anything (600)

Except it did, didn't it? And for you, it keeps happening. Whenever you would like to change something about yourself, it will eventually happen. Just keep trying, keep going through the stupid motions and reciting the embarrassing magical arias, keep falling deeper and deeper into the delusion, because one day **it will work**. Of course, you could simply use this Perk as a driving force to get the

body of your dreams through a healthy meal plan and a gym membership, or to master whatever instrument you always wanted to play. But it could also be the catalyst that eventually grants you supernatural powers in a completely mundane universe.

Every day you try to perform or attain something, anything relating to changing yourself in some way, is a day a “dice is rolled”, and if you’re lucky it will happen. The more absurd what you want is, the lower your odds, and the more days you try in a row, the higher they go. But it is guaranteed to happen eventually, if you keep trying.

I see you grinning from here, Jumper. Unfortunately, these “odds” will always be truly random by way of Fiat, and no amount of Perks will ever change that.

Dreamer

❖ True Beauty (100)

Like Kaburagi Shiori, you are truly beautiful. Unlike her, you needed no plastic surgery. Aren’t you a lucky one? That beauty of yours will never be marred by anything, and you get an opportunity to reshape your appearance to your liking, only this once.

❖ Utterly Shameless (300)

Like Kaburagi Shiori, you are also utterly shameless. In fact, much more so than she is. Though perhaps “self-confident” would be a better qualifier? Simply put, you are rich, beautiful, and living your dreams. What could you possibly have to be ashamed of? Nothing, that’s what. And so, you lose the natural feelings of shame and embarrassment that most people feel upon exposing themselves, either their insides or their outsides. You could share your thoughts on your preferred ways to attempt performing magic proudly and loudly to an entire classroom of your fellow students, or even undress for the entire room to see, all without a moment of hesitation or shame. You don’t have to do it, of course, nor do you have to abandon these feelings entirely if you don’t wish to, but you’ll never be forced by your own mind to feel them again.

Due to this particularity, absolutely everyone knows you as a truthful and honest person, and respects you for it. This won't force them to like you or ignore your weird tendencies, but it will force them to consider all of your words and actions with much more intensity than they normally would have. It also makes it so much more likely for them to believe you, simply due to that reputation.

❖ A Dream Come True (600)

And finally, just like Kaburagi Shiori, you have the power of making your dreams come true. For her, it was pure coincidence to meet Sago. After a fashion, anyway. While she actively searched for the supernatural, she was lucky enough for her world to be blessed with a singular supernatural person during her lifetime. But you, you don't have to rely on luck, you can create your own opportunities.

Once every ten years (or once every Jump, whatever comes first) you can declare a change to your local reality, and that change is guaranteed to interact with you. Mind you, you can't change things directly to your advantage or wish for them to disappear, just ask for them to become **real**. You could ask for the philosopher's stone to exist, but not that it appears on your doorstep. You are certain to see it at some point in the next year, though. Bottom line is, whatever change you make can only make something, or someone, real. But only one thing at a time.

This may sound like very little, but do keep in mind that "a god" is one being, just as "Magic" is only one force of reality. You simply can't guarantee that your wish will be to your advantage or even harmless, so do be careful what you wish for.

"Protagonist"

❖ "Fighting" Skills (100)

More like survival skills, really. You know how to throw a punch, how to run fast and long, and you've had to dodge random attacks for long enough that you do it on reflex now. It wouldn't do for our protagonist to fall so early in the story.

❖ Danger Magnet (300)

Being a protagonist is suffering, but perhaps it has its upsides? For someone with a good heart, as I am certain you are, this Perk could be considered as such. Simply put, you now attract danger. Not in the sense that it happens more often around you, but that if it **has** to happen, and it can possibly happen where you are, then it will. And it will focus on you to boot. That way, you'll be guaranteed to always be on time to save the day!

Even better, this comes with an aura of common sense. If you're fighting for your life, or for someone else's life, the uninvolved civilians will always take the option to run away as fast as they can, escaping the fate of becoming collateral damage or a burden for the hero.

❖ As Foretold by Fate (600)

As a protagonist you suffer from a much greater chance than normal of being pulled into the shenanigans of "Fate". That is to say, if someone has far-reaching plans or takes actions which cause change or damage at a great scale, you will inevitably become the "protagonist" of the tale. Without fail, you will be forced at the forefront of the story, in all of its glory and dangers.

The benefit of this is that the greater and more important the "role" you are forced into, the more benefits you will gain from it and the luckier you become for the sole purpose of surviving to fulfill your "destiny". Yes, you have plot armor. And also yes, you can turn it off.

Items

❖ Son of a Rich (50 / 100 / 300 / 600)

You're loaded, Jumper. You receive a weekly income which will never be refused, questioned, or damage the local economy. It comes in whatever currency you require.

For **50sp**, this is more than enough to buy food and a cheap hotel room for every day of the week. So a couple thousand dollars or equivalent.

For **100sp**, you have enough here to buy yourself a small permanent residence after six months, and enjoy luxuries such as monthly stays at theme park resorts on top of that. Or about ten times the previous level, at twenty thousand a week.

For **300sp**, you could buy a manor in a month, and a luxury car weekly after that. Ten times the previous level at two-hundred thousand a week.

Finally, for **600sp** you get ten times the previous level, or two millions a week. I'm not even sure what you could do with all of that money.

You can take this multiple times, at different levels.

❖ 'HOW TO USE' (100)

As quoted by our protagonist, "Even the genius young man who picked up a certain notebook in his school courtyard found a 'HOW TO USE' page written inside of said notebook". And so it shall be. You are now in possession of a notebook capable of reviewing all of your current abilities and telling you how to activate them, as well as their most obvious uses.

This kind of information could actually be quite dangerous to spread around, but thankfully the JumpChain Laws of Copyrights and Perk Patents keep your abilities safe from prying eyes- in that the information is only visible when you are looking into the notebook. For everyone else, the "How to use" section will only depict the step by step process of achieving a form of… Self-insertion, of a sort. Using phallic objects.

❖ A Secret Organization (300 / 600)

- The organization should be a secret at all costs.
- The organization fights evil and defeats the bad guy.
- The organization has a lot of money and personal connections.
- The organization members should have special abilities.
- The organization members should live dual lives; both as ordinary citizens and extraordinary people with superpowers.

Such are the founding principles of Amaterasu, the world's only supernatural organization. As it turns out, you also have connections to a similar organization

of people with supernatural skills and abilities you can request various forms of help from.

For **300sp**, this is only that: connections that will be renewed every world you go to in the future. Some of them can act really over-the-top, but they're very capable if slightly weak as far as supernatural organizations go.

For **600sp** however, you are the leader of that organization and all of its members are yours to lead as you wish as they become your Followers. They are loyal to a fault and very dedicated to making even your most absurd dreams come true.

Drawbacks

All Drawbacks last until the end of the Jump

- ***Teenage Years (+100)***

You actually arrive in this world on the day Sago discovers his powers, or ten years before the initial start of the Jump. And you will have to remain in this world for eleven years instead of one.

You may choose to lower your starting age by ten years to fit in better.

- ***"Or maybe the entirety of the human race has suddenly awakened to telekinesis?" (+200)***

Yes, in fact, they did do that. Did I say mundane world? Nope, everyone here has discovered their miraculous powers about a year ago. And though the protagonist is still the strongest by far, others far more ambitious than him are now capable of reaching his level.

- ***"It totally..... could not happen, doh." (+400)***

You will be entering this world with no powers or items from previous Jumps. If you want some excitement this year, you know who to go to.

❖ The World's Darkness (+600)

That's you. Or at least, so believes Sago. He is now focused on you personally, and truly believes that you are a threat that must be defeated. Still, he will not act too rashly out of fear for his anonymity. Do not show too many impossible capabilities within the bounds of his clairvoyance, and he will only test you out from time to time using his "heroes" or with half-hearted attempts.

But only for so long. After six months at the most, he will attempt to take care of you once and for all. We are talking about a young man powerful enough to, by word of author, destroy the entire universe if he tried hard enough. Perhaps you could simply talk it out?

Don't think that dealing with the younger version of him will save you, his older self will breach the boundaries of time to get to you.

Notes

- Source

Changelog

1.1

- Some rewording and safeties added to some perks/items