



Mob Psycho 100

Intro

Believe it or not, the world is filled with strange phenomena that science is yet to explain. And when people come face to face with them, they are helplessly thrown into the dark depths of fear. But there are those who fight every day, to shine a ray of hope into that chaotic darkness. People call them psychics.

Reigen Arataka, greatest spiritualist of the 21st century, defends the people of Seasoning City from these supernatural threats! Well, he has a little help from his employee, a middle schooler named Shigeo Kagayama, or Mob. In reality, Reigen is a fraud and Mob is the most powerful psychic in the world. Mob doesn't think it's anything special, though. In fact, his life is a bit of a mess - bad grades, a frail body, no real friends and he can't even get his crush to notice him! Despite this, Mob is determined to change his life for the better, as he'll soon join the body improvement club. With determination and some guidance from his master, Mob may just grow into the man he wants to be.

His personal life is hardly the only thing Mob will have to worry about, though. A secret organization of psychics known as Claw who wish to rule the world will soon intervene in Mob's life and kidnap his brother, eventually enacting their evil plan in full. There are other threats he'll contend with like powerful evil spirits, but the greatest threat comes from within - Mob suppresses his true power along with his emotions, but when knocked unconscious a separate personality takes over which destroys everything in Mob's path. You'll arrive on the day Mob is called in to deal with the ghost who jumped too high and smashed his head through the ceiling.

+1000 CP

Origin

Select an origin. Perks are 50% off for matching origin. 100 CP perks are free for matching origin.

Background Character

You're a completely normal person. So normal and mundane that most people barely even notice you. If you're an adult you're just another office worker and if you're a kid you're an especially unsocial school student. If you wanna stand out you're gonna have to try some self-improvement! ...Or you could become a psychic terrorist, either works.

Con Artist

Most people choose to become honest, upstanding members of society. You've decided to take advantage of those people and make that the way you earn your living. With some charm, luck and bullshitting skills you may even get away with it! It's especially likely you've gotten involved in the "spiritualist/psychic" grift that's practically evergreen. If you really can help people with their spiritual problems, you're probably gonna overcharge them.

Hero

There are evil forces in this world and you've dedicated yourself to taking them down. Whether it's evil spirits or terrorists like Claw, you've trained to be able to combat these threats. You could be a random good samaritan or possibly an agent of the government hired to hunt down supernatural evil. Either way, you won't be bored here.

Citizen

You're one of the true "main characters" of society. The student council president, the school idol, the leader of a massive gang - you've become someone who's already accumulated many friends and made a name for yourself in the community.

Villain

Playing by the rules and living like just another NPC is a fool's errand. You chose to enact your own will on the world using your abilities because they make you better than everyone else. You could be a cult leader brainwashing people into being happy, a psychic terrorist hellbent on world domination or maybe just a rogue evil spirit taking pleasure in tormenting humans.

Race

Human

As you'd probably expect, humans exist! While most people are your everyday average man or woman on the street, some rare people possess the power of ESP, or psychic abilities. These people often end up having to battle evil spirits and other espers. How bothersome.

100 - Evil Spirit

Not all people pass on peacefully when they die. Things like regret, hatred and sorrow can bind them to this world after death, causing them to return as an evil spirit. Evil spirits do not always appear as they did in life - on the contrary, they can appear in countless shapes and sizes, from giants to tiny animal-like creatures and nearly anything your imagination can conjure up. They can also morph their shape to some degree. All evil spirits have powers practically the same as those of espers, with psychic energy being what's used to exorcise them. As spirits, they can pass through solid matter, float and even haunt the dreams of the living. They can even eat other spirits to steal their energy. Spirits can also choose whether or not they'll be visible, though espers and those with supernatural awareness can spot them regardless. Some rare spirits are conjured from psychic energy directed at an idea, such as Kuchisake-Onna. Despite the label, not all spirits are evil; they have the capacity for good, evil or even change just as humans do.

Perks

Free/Mandatory for Evil Spirit - Esper

All people are special, but some people are more special than others. A select tiny proportion of the world's population have awakened their latent psychic potential. These people are called espers. Espers gain the ability to see supernatural phenomena and also gain access to a new world of amazing abilities - mind reading, teleportation, gravity manipulation, control over elemental forces and far more. Most espers start out only able to use telekinesis and basic barriers, but with time and training any esper ability can be learned and mastered. Espers can sense the presence of supernatural beings and other espers, meaning they're surprisingly common to run into as an esper. Psychic abilities are one of the few things that can exorcise evil spirits.

Evil spirits have abilities technically distinct from esper abilities, but they are functionally identical. Unlike humans, all evil spirits possess these abilities.

Background Character

100 - Change

Having psychic powers might seem really cool, but it's honestly not that great. Moving things with your mind doesn't get you good grades in school, it won't bring you real friendships and it certainly won't give you the confidence to ask out the girl you like. What's the point if all the things you really want are out of reach? Thankfully, just because you don't have those things doesn't mean you can't. You have the willpower and stick-to-it-iveness to make the choice to better yourself and stick to those changes. Working out, studying harder, getting a job. You're going to better yourself every day and nothing can stop you!

200 - The MC Of My Life

You've been like a background character in your own story for far too long. It's time to become the main character you were always meant to be. You've been instilled with a great level of confidence to take on even the most daunting tasks, like finally asking out your lifelong crush! Also things like facing down an organization of psychic terrorists, which is considerably easier. Not only are you more confident, but you're wiser too - if someone's trying to scam you or take advantage of you you'll realize straight away. You've grown up so fast.

400 - Conviction

How strongly do you hold to what you believe in? Are you willing to suffer for it? To struggle and fight? Even die for what you believe in? In your case, you really are. The strength of character and will that you possess would be legendary even among the greatest soldiers, let alone for a middle schooler. There's nothing that could make you go back on what you believe in. Even under torture and imminent death you wouldn't hurt another person with your powers if you were resolved not to. There's nothing that can break you.

600 - Just Like Mob

It's easy for people to become arrogant or set in their ways. They think that something like psychic powers makes them better than everyone else or that their evil actions are justified by their motives and suffering. They'll soon run into their greatest obstacle - you. You have the power to change people's hearts through your righteous words and the example you set. An evil mastermind bent on world domination could come to see the folly of his ways and turn to good after just one conversation with you. Of course, with more stubborn people you may have to beat them into submission first, but once you do they might just become your best friend.

Con Artist

100 - Read the Room

If you're going to take advantage, help people with their problems, you need to be able to understand them. You have a way of seeing into people - what's bothering them, their feelings, if they're acting like themselves. You're sharp enough that you could tell whether you were talking to a normal little girl or a spirit possessing the little girl that's pretending to be normal. It's like you can read their minds! (even though you probably can't)

200 - Secret Moves

Esper powers may be impressive, but you have a power even more formidable - the element of surprise! Due to your disarming disposition and seeming weakness, your enemies always leave their guards down around you. A powerful esper would think you're no threat at all right up until you deck them in the face or hit them with cursed knockout spray. It's for this very reason that you're the most powerful spiritualist of the 21st century!

400 - Great Sensei

The world is a scary place these days. The poor youth need guidance and you're the one for the job! While you may not be able to teach special psychic powers, what you can teach are valuable life lessons. When someone's at their lowest you know just what to say to guide them on the right path. Not only do you guide others, but their respect for you through being their teacher often causes them to feel indebted to you and become your disciple, willing to help you in your own goals. Of course, not all are receptive to such advice but those who are will never forget your kindness.

600 - Power of Personality

You've got "it". A preternatural charisma that's pretty much otherworldly. Getting people to believe you're a powerful exorcist with zero proven abilities is just the start of what you're capable of with your honed skills of persuasion. Your ability to bluff is so great that you could walk right into the base of an evil group of espers, immediately convince them that you're their boss, then convince them to stop being evil just by acting like you belong there. You could even become the rising star of the nation and have them all fooled, barring a massive scandal. Beyond convincing basic rubes, you can even get one over on sharp and powerful individuals with your gift of gab, even someone like Toichiro Suzuki. What an immense aura!

Hero

100 - Purge

Hunting evil spirits isn't as easy as it seems. There's a reason most people just wait for someone else to come with them for a problem. When it comes to you, though, those vile beasts will have nowhere to hide. All espers have the ability to sense psychic energy and spirits, but you have a sixth (seventh?) sense for tracking them down and wiping them out, especially if it's a specific target in mind. With almost no leads you could tell exactly where and when a specific evil spirit would resurrect and if it did flee from you it wouldn't get far before you'd tracked it down and wiped it out. Just make sure you can actually kill them in the first place.

200 - 100% Living

If life is a game, you'd be near the top of the leaderboards. You're one of those people that has it all - your grades are top notch, you're in great shape, you're good at making friends and even winning the hearts of romantic interests. It'd be easier to list all the things you're not good at than vice versa, even though you might not be world class in any one thing. You should keep your head held high - there's people that wish they could be as awesome as you.

400 - In Your Blood

Have you ever found it odd how some people have esper powers yet their family members often display none? If it's an inborn ability shouldn't they share the same potential? Well, they do, but for most it lay dormant. In your case, though, you can actualize the potential of your blood! Whatever abilities those you're related to have, you'll eventually be able to replicate, be it something like esper powers or other things. In many cases these powers will be dormant at first, but with a good deal of effort you can eventually unlock them and use them at full proficiency. I'm sure they'll be freaking out once they see the new you.

600 - Genius Rival

It's tough realizing you're not special, that you're not the best. But that just means you have to pull yourself up to that level! You learn exceptionally quickly, especially when it comes to supernatural abilities like psychic powers. Learning new abilities could be only a matter of days once you understand the basic principles and some abilities like psychic whips are so simple you could copy them instantly. Not only that, but you're skilled enough to use multiple esper abilities simultaneously, such as barriers and telekinesis, which is a normally near impossible feat for most espers. You won't be surpassed for long!

Citizen

100 - Paranormalcy

The truth is out there - in fact, it's actually standing right next to you! Strange and supernatural things seem to find their way to you as if you were some sort of antenna for them. Be it espers, spirits, or even aliens it won't be long before your life is filled with all sorts of wacky paranormal shenanigans. Who knows what else might be out there for you to find? Vampires? Bigfoot? El Chupacabra? Giant broccoli that thinks it's God?

200 - Idol

Are you a supermodel or something? You were blessed with the kind of looks that could start a cult following. People can't help but have their breath taken away and stare when they see you walk by and for many it might be a task just to work up the courage to speak with you. The amount of suitors you'll have could literally form a massive line like you were some sort of celebrity. Let them down gently, alright?

400 - BODY IMPROVEMENT

Fight on! Fight on! Fight on! You've dedicated yourself to the goal of improving your body and the results speak for themselves. You can go on endurance runs for hours easily, have immense lifting strength and enhanced durability thanks to your rippling muscles and could beat up dozens of dozens of delinquents all by yourself. If you really pushed yourself you could even survive and resist attacks from powerful espers temporarily, albeit only a few. This is the power of hard work and dedication!

600 - Otherworldly Love

It came from outer space - and it's looking for you! For reasons basically inexplicable, you are extremely beloved and admired by extraterrestrials. After being on an alien world for just a few days you're liable to become their hero king and have a harem of alien women all over you. It's even easy for you to figure out communication with these beings even after only a few days in their presence. In spite of this, they'll also be understanding when you decide to leave them. This whole situation is somehow way more common for you than it has any right to be.

Villain

100 - Shadow Lord

World conquest will come. Your victory is inevitable. Until then, you will bide your time in the dark corners of society. You've mastered the art of keeping secrets. Not only can you hide from the public and the government, but you can keep an entire worldwide terrorist organization under wraps from the entire world until the perfect time to strike, even while kidnapping hundreds of people. This may not be infallible depending on how cautious you are.

200 - Depths of Despair

Hope is truly despicable. There's nothing better than seeing it crushed. You have a talent for both manipulating people and breaking their will. You know how to find people at their lowest moment and swoop them up in your arms, making them so loyal to you they'll blindly follow you regardless of the atrocities you commit. When it comes to your enemies, you've mastered the ability to break their very wills. Even someone as mentally strong as Mob could be broken even if it took months to do so.

400 - New Leaf

This road you're on... what if it isn't the right path? What if there's a better way? But even if there was, would you be able to turn back? It may not be too late. If you surrender and repent of your ways your enemies are almost always willing to give you a second chance. Even if you're unrepentant they're very unlikely to finish you off, but if you choose to try the path of righteousness then nearly anyone will be willing to give you at least one more chance. This isn't to say you'll escape any consequences for your crimes if they're too severe, but you'll be given the chance to show you're sorry. Even bad guys get a happy ending sometimes.

600 - God/Devil

Thoughts are reality. If enough people think about something, that thing only becomes more and more powerful and brand new entities can even manifest into reality born purely of people's thoughts. You have the legend of being either a divine or devilish being, with differing results depending on which you pick. As a divine being, many people are directing their psychic energy to you, believing that you are what ought to be worshipped and followed above all things and that you possess the power and majesty fitting of such a being. Their belief enhances your psychic abilities, and the more worshippers are converted to your cult the more power you attain. Those who worship you feel the need to spread the word of you to others as well, so it's doubtless your cult will spread.

If you are instead an urban legend, people are sending their fear to you and you feed on that fear to grow more powerful. You can gain new abilities based on what your legend is purportedly capable of, and should someone who knows your legend and fears it stand against you their psychic abilities will only fuel you rather than harm you, as they're merely feeding you yet more fear. Your legend spreading grants you power, though likely less than that of a god. If you become something everyone greatly feared then you would become monstrously powerful.

ESP/Spirit Abilities

As an Esper or a spirit, you have the same type of special abilities, which are purchased in this section with ESP. You gain +1000 ESP to spend in this section and can convert CP to ESP, gaining +200 ESP for every 100 CP spent.

The options purchased here can be learned/achieved with enough training, but purchasing them grants you the ability to use them proficiently right away.

Varies - Aptitude

Not all psychics/spirits are created equal. Some are born with far more potential and raw power than others. The tier you choose here only represents your initial level and it's possible to improve massively beyond your starting strength.

You can gain +500 ESP to begin at the level of an extremely weak Esper. It could take all your power and focus just to bend a spoon or create a flame on par with a lighter. Again, you can improve past this level, but for now your abilities are so weak they're less useful than your body.

For free and by default, your powers are at the level of most lower level espers and evil spirits. You can achieve mildly superhuman feats like throwing people in the air with your mind and protecting yourself from mundane attacks like bullets via barriers. Any decently powerful spirit or Esper would do you in rather easily, though.

For 200 ESP, you are decently powerful. You could begin throwing around cars and enhancing your body to the point regular people couldn't track you with their eyes. The psychics above your level are the likes of the scars from Claw, the top 5 of Claw and freaks like Toichiro or Mob.

For 400 ESP, you are on the level of the scars of Claw or powerful spirits like Dimple (before being reduced to a fart cloud). You could perform feats like projecting dozens of ethereal clones and firing lasers that could level a whole building.

For 600 ESP, you are on the level of the elite 5 of Claw, only below Toichiro himself and rivaling someone like Ryo Shimazaki. Your basic abilities alone could defeat any Esper or spirit of a lesser caliber relatively easily. You could probably throw a whole skyscraper .

For 1000 ESP, you are among the likes of Keiji Mogami and Toichiro Suzuki, a level of power that's nearly unfathomable. Where even the elites or Scar could lift a building, you could throw hundreds of them simultaneously. If you were to release all your energy in one burst the destruction would be akin to an atomic bomb.

For 2000 ESP, you are the only equal to Mob himself in this world. When you access your true full power, akin to "???" Mob, you're completely unstoppable even against the likes of Toichiro and your power only continues to grow the longer you go all out. Destroying an entire large city would be the work of a few minutes for you.

Free - Basic Abilities

Virtually all espers and spirits possess three basic abilities. The first is the ability to perceive and sense supernatural phenomena, being able to see spirits and sense the presence of them as well as espers. The second is telekinesis (or the poltergeist phenomenon in the case of spirits), the ability to move things with one's mind. The third is the ability to create barriers around yourself and others to protect from attacks.

100 - Object Enhancement

Despite the litany of ways espers have to harm others, many prefer the old fashioned route. By pouring your psychic energy into an object, you can reinforce it with your energy to turn it into a highly effective weapon, also able to extend the reach of the weapon by extending your shaped energy around the object.. Even an umbrella could be turned into a nigh impenetrable shield or a business card into a razor sharp sword.

100 - Smoke Control

Hey, be careful! Smoking is bad for you! You've mastered the ability to manipulate and amplify smoke, turning even just the smoke from a cigarette into a massive cloud. You can control and shape the smoke, but most importantly you can solidify it into a substance as hard as steel. This can form sturdy walls for defense, restraints and cages for your enemy and can even suffocate them if solidified while they're fully enveloped.

100 - Astral Projection

The ability to separate spirit and body. You can disembody your soul to remotely spy on others and even fly into their bodies to exorcise evil spirits from the inside. This leaves the user's body helpless while executing this technique. It's generally beyond useless for a spirit, as they're already disembodied and can do more in that state than the projected spirit.

100 - Psychic Whips

Time to whip them into shape! You've learned to fashion your psychic energy into long, whip-like constructs that can grab onto people and objects to throw them all around. It's a more efficient tool for this purpose than raw telekinesis as it's far harder to shrug off with superior power. For a decently powerful user, these can extend up to 60 feet long.

100 - Puppetry

How adorable. Childish as it may seem, you have a special affinity with dolls and puppets which allows you to control them remotely over a considerable distance. These dolls can effectively be given orders and will carry out those orders automatically and continuously so long as you remain conscious. This ability is limited to anything you consider a doll or puppet, but can't control something that's actually alive.

100 - Body Enhancement

Wanna feel physically superior to those meatheads that bullied you in school? Here's your chance! This ability is a stand-in for various abilities that allow you to amplify your body itself, be that through manipulating endorphins in your brain or the muscles directly, the result is generally the taking on a far more muscular form and gaining vastly improved physical abilities, including speed. Funnily enough, this ability is exponentially greater the more developed one's muscles are naturally, as even a weak user could outclass a top tier user if their body was extremely physically fit to begin with.

100 - Telekinetic Helix

By wrapping spiraling psychic energy around your limbs they act like a psychic drill, ripping through barriers and the natural psychic defenses espers cloak their bodies in to do severe damage. The one limitation of the ability is that it must be used in this close quarters combat style, but honestly that's the most fun part of all.

100 - Storage

This is far from the flashiest power, but the payoff is immense. You can store the psychic energy you aren't actively using for later use, creating a separate pool to draw from. While immediately useless, it gets more and more useful the longer you use the ability. Attacks using months of your stored up energy could exceed your regular maximum output tens of times over and with years and even decades stored up you could begin to constantly perform at multiple times your normal level constantly as it would take quite some time for the power to run out. Be patient.

200 - Elementalist

Oh my, how fancy! You have the ability to generate an “element”, such as fire, ice and electricity, and control and direct them for powerful attacks or other purposes. You could burn your enemies to a crisp, freeze them solid and so on. You can purchase this option multiple times, with each purchase beyond the first only costing 100 ESP.

200 - Chlorokinesis

This is the power to control life itself! ...in a manner of speaking. You have the ability to control, manipulate and stimulate the growth of plants. A small seed could be turned into a tree in a matter of moments, but furthermore that tree could then be controlled to fight for you, extending its roots to ensnare your enemies.

200 - Explosion

Boom! You've mastered a technique to generate explosions with your psychic power. While difficult to control and use precisely, for obvious reasons, this technique is also quite powerful and disorienting. Using it at the right time could completely take an opponent off guard and blow them away. Be careful to avoid collateral damage.

200 - Restructure

This is one of the most versatile psychic abilities and, arguably, one of the most useful outside of combat. This ability allows you to reshape matter itself on the fly. You could create a human-like doll out of random leftover meat from the fridge or rebuild an entire burned down house down to the smallest item. What you can create depends on the base materials, but that still leaves tons of room for creative applications. In combat, you can do things like restructure plant matter rapidly to create a shield of fibers or rearrange rubble into a giant rock golem that fights on your behalf. While versatile and powerful, it takes much more intelligence than most Esper abilities to bring out its full potential.

200 - Ethereal Bodies

Hold on, where did there get to be so many of you?! This ability allows you to create ethereal projections of yourself that can operate, act and fight independently. You can produce them easily, though they're slightly weaker than you and far less durable. As projections they can also phase through walls. With enough projections, most foes would be overwhelmed.

200 - Telepathy

This is the greatest of all psychic powers - after all, it's the only one that allows you to communicate with aliens! Telepathy is the ability to both communicate with others using your mind and read their thoughts. Not only can you read their present thoughts, but use your abilities like a lie detector and delve into their memories to gain further knowledge. You can also send out psychic pulses like a radio signal to contact other telepaths, including aliens!

200 - Energy Projection

You wield power in its purest form. You can form your psychic essence into projectiles of pure energy, be it spheres, bullets or lasers. This is the most straightforward long range attack an Esper could hope for, aided by their rapid travel speed. These attacks can be some of the most destructive in an Esper or evil spirit's arsenal.

200 - Clairvoyance

The ability of prediction. At lower levels this ability seems to be a power to make a correct guess. You could find the only two matching sets of cards on a table accurately or know the correct path through a maze that you'd never navigated before. At higher levels this is escalated to the ability to foresee future events, with greater clarity depending on your power and the closeness of the future event to the current time. It's not generally combat applicable.

200 - Light Distortion

Now they see you, now they don't. By bending light around yourself you become completely invisible to the naked eye. This ability is most useful for dealing with normal people, those who don't know you're there and those who are heavily weakened or exhausted; an Esper or evil spirit who's already aware of you and isn't exhausted would likely still be able to sense your psychic presence and combat you as if they could see you.

300 - Illusion Creation

Reality is much more subjective than most would like to believe. Using your powers, you can make others see whatever "reality" you desire, including showing them visions so horrible it breaks their mind. You can manipulate all the senses of your targets such that the illusions you craft are virtually indistinguishable from the real thing. At a higher level, this ability allows you to trap an opponent in an illusory world of your own creation in their mind in which months can pass in just a few minutes. Beware that espers significantly more powerful than you can not only resist the illusions, but reflect them back onto you.

300 - Gravity Manipulation

You've learned to manipulate gravity itself directly. While seemingly similar to telekinesis, this ability is far more potent in restraining and crushing opponents, as even those noticeably stronger than you would find it near impossible to move under your full gravity. Another aspect of your ability is increasing your own gravity to strike with massively increased force. You can also create black spheres, black hole-like orbs which are launched like projectiles and suck up and obliterate in their path, though they aren't actually black holes and aren't nearly as powerful as them. Your enemies will be crushed to dust!

300 - Teleportation

You're here, you're there, you're everywhere! You can instantly teleport at will to any location you're aware of, though the range of your teleportation depends on your overall psychic power. You can transport not only yourself, but anything or anyone you're touching barring certain size limits. This is incredibly useful not only for transportation, but to dodge incoming attacks.

300 - Precognition

Sight can go far beyond the physical. Using the power of extrasensory perception you have an incredibly acute awareness of everything in your surroundings, from the number of people in a large packed room to every attack coming at you from multiple directions. This ability allows you not only to be very aware of your surroundings, but to predict the actions of people and the movement of objects in order to dodge and block attacks. If you were to hone this along with your other psychic abilities you could effortlessly dodge bullets coming in from every direction. The one weakness of your ability is that the more honed in your focus is, the easier it is for things you were ignoring to blindside you via sneak attack. At maximum focus you can perfectly predict anything you're focusing on and also hit their vital weak points for maximum damage, but anything you're not focusing on could get the drop on you trivially.

300 - Spirit Taming

The default assumption of espers is that evil spirits should be purged, but there are better ways to put them to use. You have the ability to capture and dominate evil spirits, turning them into your servants. Capturing a spirit requires that you have greater psychic power than it does, but this gap can be closed by first weakening it through combat. If the gap between you and the spirit is too wide, however, even after it's captured it might not obey you. You can either store evil spirits in certain types of containers or, alternatively, inside your own body by consuming them. You'll be able to tame similar types of beings from other worlds as well.

300 - Life Absorption

This is a truly scary ability. You can drain the life force directly from those around you, sucking them dry of it until they die. This ability acts rapidly and requires nothing but thought to activate it. Of course, those with spiritual abilities on par with or greater than yours can resist this, but for those who can't this is guaranteed death.

300 - Healing

A rare ability, even amongst espers. You can heal the wounds of yourself and others, using your psychic energy to speed up the healing process. This generally requires getting close to the target. Not only can you heal damage, but this ability can also be used to cure diseases and help someone get over sickness.

300 - Technokinesis

You have the ability to control electronic equipment and signals at will. Almost any piece of modern technology is completely under your command. You can shut down or take control of all technology and radio signals in an area around yourself whose size depends on your psychic power. You could hijack the airwaves to take control of every TV station, pilot all the helicopters in the area like they were RC toys and shut off all phones and cameras so that you couldn't be monitored, just as examples of what your powers are capable of. In a world so reliant on technology, this ability is practically godly.

500 - Mind Control

Time to become a cult leader! You have the ability to control the minds of others, manipulating their emotions, thoughts, and memories however you'd like, such as turning them into weirdos obsessed with laughing and smiling. The effect you have on their minds is permanent unless you become permanently drastically weaker or die. Even other espers of similar level to you are somewhat susceptible to these powers, though strong emotions can break them out of it.

500 - Cursing

Doom be upon ye. Curses are effectively desires made manifest, typically negative ones intended to bring calamity to others. By regularly focusing your thoughts on someone and wishing them some sort of suffering, be that disease, madness or even death, a curse can manifest on them which brings them that very fate. There are countless ways that a curse could manifest and the limitations of curses are vague.

Even normal people can manifest curses, but you are special in that you can harness curses far more effectively and imbue them into objects. These curses tend to work like enchantments and are more effective when befitting the type of object. An example would be a plastic katana cursed to be sharp enough to cut through almost anything. You could similarly make a cursed air gun which fires psychically charged air gun bullets, a cursed cologne that knocks even powerful espers unconscious, or just a totem that brings the same disaster to whoever owns it. You could even make a room cursed to nullify all psychic abilities, even those of someone as powerful as Mob. You can continue applying more and more curses to an object to increase its power further. These objects are just as powerful in the hands of ordinary people as they are in yours. There is no power more evil.

500 - Steal and Share

You have the ability to absorb the psychic energy of others and make it your own to increase your power. This ability can be used to render enemy espers helpless and to negate incoming attacks by absorbing them, though your absorption can be overwhelmed by sufficient power. Not only can you take power from others, but share it as well. Other espers fueled by your abilities will have their own powers increased by whatever amount of energy you gave them. You can give your power to regular humans as well, though they can only hold onto it for a few minutes at most.

This ability can absorb and share not only energy, but emotions too. If you poured your feelings into your energy and gave it to someone they would feel everything you've felt. Likewise, you tend to feel the emotions of those whose energy you absorb. This acts as an effective way to convey emotions to others that goes beyond words. Perhaps that's its true strength.

Items

Two items are discontinued 50% per price tier. 100 CP discounted items are free.

100 - How 2 Summon Aliens

This is a book written by a man who claims to have been able to contact extraterrestrial life. Within it are various rituals which supposedly allow those who perform them to also summon the aliens. Despite the guy who wrote this book being exposed as a hack, the rituals actually work. The aliens are pretty chill, so summoning them will probably be nice!

100 - Ugly Shirt

Dude, where the hell did you get that shirt?! This shirt is so distractingly hideous that even in the midst of pitched combat if you revealed this shirt your enemy is likely to stop everything just to comment on how awful it is. While that will probably hurt your self-esteem, it also gives you an opportunity to de-escalate the situation or sneak attack the other guy.

100 - Storage Room

FIGHT! FIGHT! FIGHT! BODY IMPROVEMENT!!! This is a typical middle school storage room that's filled with so much exercise equipment and weights it's effectively a gym. You could get some serious gains working out here (assuming a good diet, healthy amounts of rest and also depending on genetic and other environmental factors, of course). There's also a section just for chilling out if you're lazy. QUIT BEING LAZY!!!

100 - Artificial Awakening Device

Espers are powerful, but exceptionally rare. However, there are instances where people can awaken to ESP after horrific trauma. Claw sought to capitalize on this by creating these torture devices. Indeed, the devices do work, but... the espers are trash. The ESP of those artificially awakened by these devices is so weak they'd be better off training their physical body. The process isn't even always successful and if it fails once then it can never awaken that person. There are rumored rare cases of it producing powerful espers, but even then their minds have been torn to shreds. Maybe you can still find some sort of use for this.

200 - Cursed Cologne

A KO in a can. This cologne is a special cursed item created by a powerful esper which can knock out anyone who inhales it and put them to sleep. It's capable of bypassing psychic barriers and can knock out even Mob, though depending on the target's psychic power they wake up far faster, with some even waking up almost immediately.

200 - House

Home sweet home. You now own a typical middle class Japanese house with all the amenities, but without any of the usual inconveniences like taxes or bills. The house has a special feature of sorts which is that if it's ever damaged or destroyed it will be psychically reconstructed at most over the course of only a couple days.

200 - Awakening Lab

While ESP would be written off as mystical gibberish by most scientists, certain individuals are willing to research this unknown field! Mostly rich weirdos who also wanna be psychic. This is a well funded though small lab/research facility geared towards measuring and increasing the psychic powers of latent espers with various methods like spoon bending and predictive card reading. The scientists working here are nice and the methods employed do have some effectiveness. Another benefit is that espers seem somewhat drawn to this place and so it gets regular influxes of new espers to research.

200 - Jumper & Such Consulting

Welcome one and all to the number one spirit extermination business in this city - nay, the world! This is your office, home to what is by now a pretty well known exorcism business promising to remove any pesky spirits and send them to the afterlife. Of course, that'll be your job or whoever you can manage to hire. You'll have people coming in all the time and whether you actually solve their spiritual issues or BS them into buying an overpriced massage you're gonna be doing pretty well for yourself when all's said and done.

400 - Cult

Put on those smiles, everyone! It seems you've gotten your own loyal cult ready to serve you. They believe you're basically a deity and are willing to do whatever you want, disregarding any common sense as is all too common with cults. They're already donating money to you and working diligently to spread word of your greatness. There's only a couple hundred members now, dedicated as they may be, but with time and effort you could end up with an organization rivaling the Psycho Helmet cult.

400 - Parents' Fortune

You've got some excessively wealthy parents who are willing to spoil you by sharing their vast wealth, ensuring you'd never need to work a day again in your life and allowing you to pursue whatever weird hobbies you feel like. You've got enough cash that you could drop 1 million yen on something without much of a second thought. While their wealth has its limits, more and more will keep coming every month. What do your parents even do for work?

400 - Cursed Weapons

It's not every day you see top notch armaments like these. You've got two special weapons created by cursing mundane objects. The first is a toy plastic katana that has been reinforced to the umpteenth degree with curses to be able cut clean through stone or even steel, making it both incredibly dangerous and extremely lightweight. The second is an air gun which fires psychically amplified projectiles even more dangerous than the sword. If you know how to curse objects these can be perpetually enhanced further over time.

400 - Spiritual Union

Psychics need to stick together - both for the good of society and because it's good for business. You're the head of an exorcism organization on par with the Rising Sun Spiritual Union. As such, you're one of, if not the most, respected spiritualist in the country. The union finds, organizes and even trains exorcists while collecting dues and seeking out spiritual incidents to put down. Practically every member looks up to you and will follow your orders for the most part, though they're not exactly powerful. It's mostly about the money and prestige.

600 - Spaceship

Far out, dude! This is one of the spaceships those funny pink aliens use. The technology is so ridiculously advanced that it can travel interstellar distances in a matter of less than a day. It also has a tractor beam to pick up all sorts of friends as you cruise through the stars. Just make sure they actually wanna come along and you're not abducting them millions of light-years from home.

600 - Legion

Evil spirits are generally weak compared to powerful espers - they're exorcised practically every day, after all. But these are no ordinary evil spirits. You've got thousands of the most powerful spirits within your body, seemingly feeding off each other to grow more powerful to the point they've effectively become unstoppable. When this full army of spirits is unleashed they're strong enough that even Mob using 100% courage, his most powerful state aside from the ??? entity inside him, would ultimately be overwhelmed and lose against them. There's almost nothing in this world that can stop this evil.

600 - Evil Organization

It's been a long and tedious road, but your organization is poised and ready to strike. Soon you'll dominate the entire world! You have a small army of espers equal to Claw. There are hundreds of psychics at your disposal located in hidden bases all around the world. These aren't all ordinary lackeys either - many of them are as powerful as the scars, with your own version of the Ultimate 5 having espers who could match the likes of Ryo Shimazaki and Katsuya Serizawa. Beyond the espers, your organization has many regular humans as servants and tons of resources at their disposal. Your rule is inevitable!

600 - Divine Tree

It's massive, it's awe-inspiring, it's... a giant broccoli. In either case, this giant broccoli has become the object of worship for people the nation over. Their belief in its divinity feeds it psychic energy, in turn giving it immense power that you can feed off of, as you are linked to it. It only grows more powerful the more people worship it, and those who consume any part of it become brainwashed to worship it, in turn spreading its influence further in a feedback loop that could one day lead to world domination. You have a link to the tree granting you access to all its power, in turn making you one of the most powerful beings in this world. Those who enter the tree have their psychic energy drained by it, so much so that even Mob could be sucked dry. Unlike the original divine tree, the gestalt psychic entity will not manifest to betray you. The entire world will be in your grasp with the power of broccoli!

Companions

100 - Interdimensional Travel Club

I see you've brought some friends along with you. You can create/import two companions per 100 CP spent, granting them each an origin and +600 CP to spend on perks and items.

Alternatively, you can import/create only one companion per 100 CP, granting them the same benefits but +1000 CP instead of +600.

Free - New Bonds

No doubt you'll make some friends during your time here. If you'd like to bring them along with you on your future adventures, you can do so freely. Simply offer them the option to become a companion and if they accept then you'll be able to take them with you as one post-jump.

Drawbacks

+100 - NPC

Who are you, exactly? Clearly nobody important with the way you blend into the background. Much like Mob, you really don't stand out and struggle to assert yourself. This is a combination of low confidence and a lack of basic skills like socializing or performing well in school or sports to help you stand out. Thankfully, you can work on these things but it's gonna be hard and you can only improve as fast as a normal person. Maybe you can be who you want to be.

+100 - Gullible

Not the most perceptive, are you? You've got a childlike innocence to you that makes you easy to trick and manipulate. A smooth talking conman with no psychic powers could have you believe he's the world's most powerful spiritualist despite never displaying any powers time and again. This is bad enough if someone like a conman just wants to use you, but if someone truly evil managed to get you under their wing...

+100 - Bald

Bad news - looks like your hair's been shaved clean off! You've been rendered bald and now feel extremely embarrassed about it, choosing to cover it up with wigs. The shame you feel towards your baldness is great enough that if your wig were to go flying off you'd chase after it at the expense of whatever else you were doing.

+100 - Wimp

Do you even lift? Apparently not, as you've got the physique of a terminal shut-in. Your body is incredibly weak, to the point even a middle schooler could easily beat you up. While you can rectify this, it's gonna take a long time and you're gonna have to hit the gym very often. Time for some BODY IMPROVEMENT!!!

+200 - Attention Seeker

Seems like you're a bit insecure. You desperately crave attention for one reason or another and you'll do the darndest things to get it, like becoming a cult leader or backstabbing your closest friends to become a nationally famous TV star! Obviously this behavior is less than ideal and it's gonna get you into some real trouble. On the bright side, they finally like you!

+200 - Most Wanted

You messed up big time. Whatever nefarious actions you've plotted or are planning have drawn the attention of the government. They're sending esper spies to foil your schemes and bring you in. As if the government weren't bad enough, other powerful espers will inevitably come to take a swing at you, possibly even Mob himself if you play your cards wrong.

+200 - Cold Heart

Hope is a sad illusion. The world is a cruel and uncaring place that has shattered you, only for you to reform yourself as a mangled ball of hatred. You despise the world, life and everything in existence for the cruelty of reality which you experienced firsthand. Now you only live to make others suffer as you have, tormenting them physically and even killing them for your own sick enjoyment. Your destruction will only escalate the longer you continue to go unpunished. Can anyone stop your rampage?

+300 - ???????

Something in you fractured. A piece of yourself split off and manifested an identity of its own to protect you. Ever since this happened your powers have been limited. How much of your power you can use, whether esper abilities or otherwise, is limited by your emotions. The stronger your emotions the more power you can use, though it will only ever be a fraction of your full self at most. The more pressing issue is what happens when you lose control. Getting knocked unconscious causes the other you to awaken and destroy everything in its path. The only thing that can stop its rampage is you, by winning a contest of wills, though even that won't stick the next time you get knocked out. There can be only one.

+300 - Fraud

So about those esper powers... you definitely don't have those. Or any powers whatsoever. Even if you're an evil spirit you're depowered to the level of Dimple after Mob almost exorcised him, nearly harmless most of the time, but with no way to empower yourself like he does. If you come head to head with espers or spirits you'll be doing it as a normie. Good luck!

+300 - Possessed

Something really bad is in you and it doesn't wanna leave. An evil spirit as powerful as Keiji Mogami (including his army of spirits) has possessed your body. They can take it over whenever they want and even use your powers as their own, at least on the "outside". The only way to get rid of them is to fight and defeat them on the "inside" - in your own mindscape, where they only have their esper abilities. Either you'll have to do this or find someone else who can because if they're not removed by the end of the jump they'll take over you permanently and steal your chain, spreading havoc across countless worlds.

The End

So the story comes to a close. Did you grow and change? Make some friends? Take over the world? Whether or not you did any of those things, remember that your life is your own and you've gotta seize it. Onto one last decision.

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Notes

- Finally.
- Thanks for using my jump! God bless you!