!!!!!My Hero Academia: The Quirk Table!!!!!

(Jumpchain CYOA Supplement) (Version 2.0: The Quirk Singularity Update)

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!!!Quirks!!!

In the current era, 80% of the populace is gifted with innate powers that manifest between birth and the age of four. This is their individuality, also known as "Quirks", and they behave as just another function of the body, like your muscles.

Quirks can be trained to become stronger, or degrade if neglected. They can even develop previously unknown qualities or fall into disrepair from atrophy. Quirks often have clear, natural limitations as well, just like any other body part such as the heart or lungs.

The ways an individual's Quirk can manifest are too numerous to count, so to help out, I'll be sorting Quirks by type and price tier below for you to pick and choose from.

The descriptions for different types are observations of established powers that help you with picking and understanding your Quirk rather than canonical designations, while Tiers largely detail general potency and price.

Each of the Quirk types will have its own individual description below, but Tiers can be explained now. There are four Tiers going from weakest to stronger as well as cheapest to most expensive.

Tier 0 Quirks are very weak, but **Free**. You may peruse at your leisure and select one if you think it has potential, or more likely want to avoid becoming Quirkless, due to the inherent limitations and lack of potential involved with them.

As you go up from Tier 1 to Tier 3, you'll see Quirks get more noticeable potential, immediate usefulness, and/or less noticeable or severe limitations, but also becoming more expensive. The price of Tier 1 Quirks is "100CP." The price of Tier 2 Quirks is "200CP." Finally, the price of Tier 3 Quirks is "300CP."

Remember, unless you are a Nomu, you may only purchase and take one Quirk. Also, remember that all below Quirks can be trained or atrophy due to being extensions of your body. What you see are not hard limits, and there is room to grow from here.



!!!Quirk Perks!!!

-"Power Lottery" (Free!): As the world began to grow more accustomed to Quirks it became apparent that their quality was a growing factor in one's social influence. Rather than marry for love, there were those who attempted to find partners that would help them attain this influence through strong children with calculated Quirks.

This practice of 'Quirk Marriage' would eventually become outlawed due to the abusive circumstances around it, as well as the misplaced idea that strength always resulted in strength. In truth, the quality of a child's Quirk is prone to high variance, and they may even get the worst qualities of their parents as inheritance.

You are the product of your parents, and they of their parents. If you want a Quirk that's more personal, why not make your own? You may pick any two Quirks representing those of your parents, and fuse them into something new for yourself.

Note that this isn't the purchase of multiple Quirks, but the making of something new. Even Todoroki's Half-Hot Half-Cold as divided as it appears has underlying mechanisms that feed off of one another, use of both sides needed to regulate his internal temperature.

Maybe you don't want to work with just two though. Why not four? Have the Quirks representative of your grandparents. Speaking of, older generations were more likely to be Quirkless so why not just three? These options are available at no additional cost.

What is the cost you ask? This specific option is actually free! When using Power Lottery, you may determine the Final Tier of the Marriage no matter what the components may have been, and will then pay for the Quirk as you normally would.

Did your parents have a pair of Tier 0 Quirks? Well maybe they synergized super well and yours is a Tier 2. Maybe you lost the power lottery and were left with a Tier 0 from a pedigree of Tier 3's. When designing a Quirk for a particular Tier, use other Quirks of that Tier as a reference. Then, just pay for your Quirk as you would any other of that tier.

If you do favor a Quirk that already exists but just want to touch it up a little, you may even use this perk to raise or lower the Tier of that Quirk, and scaling it up or down with changes to its potency or versatility to suit the desired Tier.

-"Quirk Proficiency" (200CP): I see you've tussled with the boys and girls in spandex before! Wait, was it beside them, or against them? Can't remember! Regardless, over those years of flexing and accumulating experience, something spectacular has happened! You got good!

Ordinarily you would have little to no experience with making use of your Quirk; maybe some time on the streets or a small hero school but you're no big shot. Sure you might be well aware of what it does, but there's way more to it than that.

By purchasing this, you obtain two important things, with the first being training. Ever since you were young, you've been allowed to experiment with your Quirk in an environment that let you to figure out the nuances, strengths, and weaknesses.

You could have attended a prestigious hero school and learned from some recognizable names in the industry. You could have picked things up through trial and error in the criminal underworld. It could just be an overbearing pair of parents that beat it into you. You definitely know how your Quirk though.

The second advantage is experience, several years worth of experience in applying your Quirk. Perhaps you've figure out a neat trick or two that no one could have predicted. Perhaps you've mixed in complementary skills into your Quirk usage. Something else? Whatever the case, you've fostered it well.

!!Manipulation Quirks!!

>Manipulation Quirks: Manipulation Quirks are all about controlling some external substance, element or object. Examples of which can include anything from fire or earth to bullets and concrete.

As Manipulation Quirks are trained and grow, the users can usually control more, control whatever it is they control better and control whatever they can control for longer.

The most common limitations of Manipulation Quirks are how much of something they can manipulate, how well they can manipulate it, their own stamina and actually having it on hand.

Manipulation Quirks may sometimes overlap or be confused with Generation Quirks, but Manipulation Quirks affect external substances/elements/objects while Generation Quirks produce and control them from their own body.

==========Tier 0 Quirks==========

>Quirk 1 (Shadow Puppets): The Quirk User gains the ability to manipulate the form of their shadow; stretching it, twisting it, shaping it, creating gaps where they previously didn't exist, shrinking it down, or even lightly adjusting the shade.

This Quirk doesn't provide the user's shadow with unique properties, and the maximum size it can be made to take is limited by the initial size. By default, the Quirk User is able to grow their shadow about twice its base size.



>Quirk 2 (Season City): The user of this Quirk is able to manipulate miscellaneous common flavor enhancers one could find in the average kitchen. Common spices or condiments like salt, sugar, pepper, ketchup, or mustard would be examples of the Quirk User's influence.

The Quirk User is limited in what they can exert their influence over to one substance at a time; the User is unable to manipulate both salt and sugar at the same time. The versatility the Quirk is also negated somewhat by low strength without training.

>Quirk 3 (Headlights): The user of this Quirk is able to collect photons through their eyes, and then manipulate the captured photons into linear beams or conical rays. Of course, while they can influence the projection, it is ultimately just light.

The user might be able to use the Quirk to temporarily blind an opponent or light their way, but real damage is beyond them. This is primarily due to the low storage capacity and energy efficiency of the Quirk, requiring regular recharging. Tends to make it hard to see while active as well, so using it with just one eye or the other at a time is advised.

>Quirk 4 (Airburst): The user is able to compress small quantities of air into marble shaped pockets and project them. The marbles are easily ruptured - such as through physical contact with something - popping with the force of a large balloon.

The marbles even sound like popping balloons, serving as a startling, attention grabbing distraction, though they are ultimately harmless. The user must hold their breath while collecting and throwing these marbles of air, so stronger lungs means better marbles.

>Quirk 5 (Leaf Manipulation): The user of this Quirk has the power to exert control over leaves from their surroundings, and project them as small, sharpened blades at a given target. They lack control after firing, but can easily grab and project many leaves at a time.

In fact, the user of this Quirk generally doesn't have much control over leaves beyond sharpening and projecting them. The lack of mass or flight speed also limits any destructive potential as well, and the user has difficulty influencing heavily damaged leaves.

>Quirk 6 (Weak Attraction): With this Quirk, the Quirk User may pull small, lightweight objects closer to them. This is a Quirk of convenience, grabbing things from the other side of the room like keys or drinks or food.

It is heavily limited by the weight of the individual objects it can grab, mostly focused on small, lightweight things under a few pounds. The Quirk User can halt the pull they exert to keep an item suspended, but cannot push it back away.

>Quirk 7 (Confetti): This Quirk bestows the ability to manipulate pieces of paper after the Quirk User has come into contact with them. Their control is such that they can manipulate many pieces over a wide area, making folds and cuts as desired to shape and split it up.

Not that this Quirk is unable to manipulate any one piece weighing more than a standard piece of notebook paper, such as a magazine or a poster. The Quirk user loses the ability to manipulate paper that's been wet too much, the paper's integrity failing and weight becoming too great.

>Quirk 8 (Curveball): This Quirk allows the user to apply a delayed rotation to small objects, designating the direction at that time. This rotation activates the moment the object begins to move at any significant speeds, and will scale in speed with the speed of the object.

The Quirk may be activated and applied through one degree of separation, such as through striking something with a club or bat. The effects of this Quirk end once the object affected comes to a stop, after initial activation.

>Quirk 9 (Snow Shoes): The Quirk User is able to disperse exerted forces of their body over a larger area upon establishing a point of contact, allowing them to do things like walk over mud or snow more easily without sinking, or life awkwardly shaped objects.

The Quirk User becomes no more stronger or agile, simply being able to alter the way they can physically interact with the world. The tensile strength of the projected force is similar to that the Quirk User's body, and may be disrupted by applied kinetic energy.

>Quirk 10 (Placebo): This Quirk allows the user to create small, strangely patterned pills from their hands. Those who swallow one of these pills become more suggestible, making them more likely to believe the Quirk user over what the pill was supposed to do.

Despite the odd appearance, these are just synthesized sugar pills with no actual effect on the biology on most creatures. The suggestibility may be broken if the target is informed over the nature of the pills, though this doesn't offer permanent resistance.

==========Tier 1 Quirks==========

>Quirk 1 (Anivoice): This Quirk allows the user to communicate with and command animals to an extent. Animals being what they are, are by and large unable to perform complex communication, but can nonetheless able to deliver information to the user, who is able to understand them thanks to their Quirk.

Commands delivered are followed faithfully for the most part, unless they become hurt or frightened away, or potentially if the user deliberately creates a poor relationship with them. The definition for animal is quite wide as even insects and worms fall under the user's control, but obviously anything simply mimicking an animal is not applicable.

The Quirk User must be able to audibly deliver commands, generally, and if unable to do so, are unable to use the Quirk. The Quirk User has a special horn or horns of some kind, and the Quirk's growth and development is tied in with the horn's shape. It's not impossible that one day commands could be delivered through other means…



>Quirk 2 (Babel): This Quirk acts as a form of auto-telekinesis, commanding inanimate objects to stack on top of each other in a perfectly balanced tower at the user's discretion. This effect is accomplished by making use of each object's center of gravity.

The user must target the objects they wish to stack in this manner first before activation, before said objects fly to the "foundation" to quickly twist, turn, adjust and stack themselves up to form a tower or pillar.

The user is limited by both weight and number of objects. They're unable to target anything heavier than what they could pick up, and will get headaches of varying intensity if stacking too many things at once due to the complexity of the task.

>Quirk 3 (Homing): The user of this Quirk is able to lock onto an opponent within their effective range, causing any projectile they release to home in on said target. The initial effective range of this Quirk is about two hundred meters, but this can be trained.

The Quirk User can lock in with a variety of projectiles, even bullets fired from guns they're in contact with will work. The Quirk User is unable to establish fine targets it appears, and so projectiles may target a person's head, hand, foot, or any other body part at random.

>Quirk 4 (Echo): The user of this Quirk is able to control and collect nearby sounds into constructs resembling music notes before projecting them forward, causing them to bounce around and make noise as they travel.

The Quirk User is able to designate the speed of the music note and whether sound is released passively during transit, or from physical contact with surfaces. This allows them to mislead others by literally throwing their voice, or shocking others with loud sounds floated subtly into position behind them.

While forming notes, the user dims the sound being sampled. Quirk User's body is placed under varying amounts of pressure based on the volume and length of recorded sounds, which may cause mild side-effects like popping ears, though side effects may intensify through extreme over use.

>Quirk 5 (Signal Pirate): This Quirk allows the user to hijack electronic signals and manipulate the audio and video of nearby electronics. This would allow them to broadcast their face and voice over television screens or computer monitors, make themselves invisible to security cameras, or blow out speakers with top volume cacophonies.

This quirk has an effective range of just over 50 meters, and is obviously reliant on access to said electronics. The Quirk User is only limited by their imagination in regards to what kind of output they can generate.

>Quirk 6 (Larceny): This Quirk allows the user to steal any objects they can see on a target's person, including manifestations of their Quirk that aren't permanent fixtures of their body, such as tentacles, flowers, or crystals.

'Stolen' objects transport straight from the target to the Quirk user's hands. While the speed of the theft isn't terribly high, the drag is, making it incredibly difficult to stop the user from taking whatever they have their eyes on.

Larceny cannot be used to steal anything too large, leaving them unable to take something like a entire suit of armor for example. As the Quirk user needs to confirm a target with their eyes, being blinded or blindfolded will lock off the use of Larceny.

>Quirk 7 (Size): The Quirk user is able to increase the size of objects they've interacted with by up to several dozen times over. The activation condition for this effect is the user touching their five fingertips on each hand together, similar in nature to a prayer.

The user may increase the size of objects from quite far away after initial contact was made, even outside their line of sight, providing they're able to focus on their target(s). They may manually deactivate the changes with the same gesture as before. The Quirk user is unable to affect living things such as plants or people.



>Quirk 8 (Storage): The Quirk user is able to take in objects in that they're currently in contact with, storing them inside a separate space located inside of their body. Oxygen may optionally be able to be filtered through their skin into this space, providing fresh air for living creatures being stored inside.

At any point after initial storage, the Quirk user is able to pull out what they've stored. Limited storage space, unable to store overly large objects. Larger objects take more time to store and retrieve. Volatile or resistant objects, such as an angry person, can potentially force themselves out.

>Quirk 9 (Boomerang): The Quirk User is able to channel a visible energy into miscellaneous objects after grabbing them. Upon throwing them, they can temporarily accelerate and alter their trajectory as desired, allowing the Quirk User a great deal of consistency in their throws.

It appears as if the initial force of the projectiles thrown with the assistance of this Quirk influences their top acceleration. Additionally while they can be sent careening harder and faster than normal, the projectiles themselves are not altered and can be intercepted.

>Quirk 10 (Anthropomorph): The Quirk User is able to transform any roughly human sized objects such as desks or motorcycles into puppets using a kind of liquid emitted from their hands. The appearance of these puppets is up to the user's discretion, with greater attention to detail and familiarity even allowing physical duplicates of existing figures or persons.

After creating a puppet, the Quirk User can order to move at their discretion, with the puppets possessing abilities roughly on par with an average adult human. There are some difficulties with creating and controlling too many, requiring a more limited number should the Quirk User wish to prioritize precision.



==========Tier 2 Quirks==========

>Quirk 1 (Fiber Master): The user of this Quirk is able to freely control and manipulate the fibers making up textiles. This gives them a massive advantage in urban environments where cloth is abundant, and an advantage against anyone that wears clothes. Given that's virtually everyone in the civilized world, you may see the value.

The user is able to manipulate fibers such that they leave affected cloth in tact, or unravel it to specifically manipulate individuals fibers. During manipulation the user has some influence over material qualities as well, though it's hard to say how much.

Notably, this power can be used to both restrain enemies, as well as protect allies by manually moving them away from harm. This power is notably tricky to use and difficulty varies by the type of textile, working best on denim, while sweats remain very tricky.



>Quirk 2 (Water Accumulation): The user of this Quirk is able to exert extremely fine control over water, even able to pull moisture from the air in order to supply themselves when otherwise away from large bodies of water.

The user is able to make fine, detailed shapes out of water such as functional hands, letters, signs, recreations of someone's face, drills, or paddles as just a few examples. This Quirk is focused around the user's hands, limiting them if their hands are bound. Dry and arid places make application of this Quirk extremely difficult.

>Quirk 3 (Repulsion): The user of this Quirk is able to manipulate a repulsive, invisible force that bounces anything that comes in contact with it away, functionally identical to magnets with the same polarization.

The user is capable of either wrapping it entirely around them or shape it into various invisible shapes like bars, barriers and varying geometric shapes to protect themselves or others. It could also be used to project objects, or bounce the user into the air.

The major limitation is that while the force cannot be broken, it can be overpowered and pushed through if enough force or weight is behind something it tries to repel, and the user will be subjected to intense vertigo should this happen.

>Quirk 4 (Cement): This Quirk gives power over cement and cement-like materials simply by being in contact with them, able to exert a great deal of control over a large quantity of the material at once.

The user of this Quirk is even able to expand, 'grow,' or repair the materials they're using as well. A little cement can become a lot of cement surprisingly fast. While powerful and convenient in urban settings, this Quirk falls off hard in places lacking in the requisite materials or substances.

>Quirk 5 (Handyman): This Quirk allows the user to mentally grab and manipulate the pieces of a broken object before putting it back together, the object regenerating any additional damage upon doing so.

Handyman gives a period of around one minute where the Quirk user has full control over the broken pieces before they'll fly together and attempt to reform the original object. After fixing an object, they lose control over the pieces.

Objects must be broken before they may be 'repaired.' This quirk is unable to affect the pieces of an object that has been almost completely destroyed/pulverized/molten down/etc. The Quirk user has some influence over 'how' they fix something.

>Quirk 6 (Extend-o-Hair): The Quirk user has incredible control over their own body hair, allowing them to grow and manipulate it with great ease. Hair is exceptionally healthy and strong, allowing them to leverage it for offense, defense and utility. This includes self-enhancement or enemy incapacitation.

The Quirk user grows hair from most everywhere to supply the Quirk. The Quirk user's hair is prone to tangling as hair is want to do, which can prove painful at times and requires regular self-care to prevent.



>Quirk 7 (Dust Bunny): The Quirk user has powerful, highly refined control over dust and similar particulates over a wide area. With this ability, they may simulate the power of a sandblaster to grind away at things with abrasive powder, or obscure the area around them by kicking up a dust storm.

Beyond the straight forward applications, the Quirk User may also create 'dust bunnies,' which are filthy, fluffy constructs with the capacity for flight. Large enough 'dust bunnies' are even able to carry people through the air.

Overuse of this Quirk causes the skin to chafe as the Quirk attempts to coax the body into shedding dead cells faster to supply the Quirk user with more material.

>Quirk 8 (Flight): The Quirk user is able to manipulate a special aerodynamic barrier that passively covers their body. The barrier is very strong and temperature controlled, allowing the Quirk user to use it for high speed flight without concern of upper atmosphere cold.

The Quirk user can feign physical enhancement by leveraging their barrier to lift or strike things in their surroundings. The Quirk user may share their barrier with whatever they're in contact with, though this thins the barrier out and leaves it more vulnerable to overpowering forces or temperatures.



>Quirk 9 (Mummification): The body of this Quirk User produces red bandages from their body, that they may then control by will. By wrapping these bandages around an inanimate object they may transform it into a mummy-like golem.

Even objects as large as cars could be affected, and as long as a line of bandages connect the Quirk User to the golem they may maintain their control. Although the Quirk User can't specifically mummify a person, they can affect their clothes to do so indirectly.

The Quirk User is potentially able to create and control a large number of golems all at the same time, but the bandages do have durability limits and golems can be disabled with enough damage even if one isn't targeting the tethers.

>Quirk 10 (Magic): The user of this Quirk is able to create dazzling rings of light from their wrists and project them forward, where they expand into platform-like constructs. With these constructs, the Quirk user is able to move large numbers of people or objects around at potentially very high speeds.

Despite seeming flimsy, the stability of movement is much greater than one would expect. The primary drawback of the Quirk is that there are limits to the size these light rings once they expand, limiting the user's ability to move things much larger than a person with any one of them at a time.

==========Tier 3 Quirks==========

>Quirk 1 (Earthflow): The user of this Quirk is able to exert a great deal of control over large amounts of earthen substances such as dirt and stone all at once for a variety of effects such as causing landslides, upturning the terrain, and so on.

In addition to more straightforward uses, the user is also able to make sentient creatures with animal level intelligence out of dirt and stone known as Earth Devils that can prove quite formidable independently even before getting into their numbers.

The only limitations are fatigue and needing a source of earth nearby, which it often is unless you're adrift on a boat at sea.



>Quirk 2 (Meatball): The user of this Quirk is able to manipulate and change the shape of raw human flesh, using their own as a medium, for a variety of effects. The most common application of this Quirk involves gruesomely - yet harmlessly - compressing people's bodies into powerless, ball-shaped lumps of flesh.

As the user needs contact with a target to manipulate their own flesh, they will usually separate pieces of their own body away, remotely controlling them and mixing them together to form larger constructs that they send after their targets.

There are two major limitations of Meatball, the first being that the user is unable to control a target's flesh until their own flesh meets them as previously mentioned. The second is that the effects, such as body compression, break if the user is damaged too much.

>Quirk 3 (Soundgarden): This Quirk allows the user to manipulate large sums of sand and glass through the power of song. Through mid range notes they can manipulate both sand and glass, but they may also transform sand into glass with high pitch vocalizations and vice versa with low pitch vocalizations.

The manner in which they sing and the types of sounds made allow for complex shaping and manipulation of these materials, allowing them to potentially shape, compress, sharpen, bloom, or explode the sand/glass among other applications. The Quirk is so named because shaping the substances in flower-like constructs appears to be the easiest.

The major limitations are lack of protection to the abrasive and cutting abilities of their own power, as well as the condition of their throat. Prodigious overuse of the ability has predictable results in damaging the vocal chords, making continued use difficult.

>Quirk 4 (Bottled Lightning): The user of this Quirk is able to manipulate electricity with fine control, pulling it from their surroundings and flowing it around them for offense and defense purposes inside a range of several meters.

While exerting dominance over electricity, it appears more like glowing, rushing water than captured lightning but maintaining its dangerous qualities and capabilities. It can even be made flow slowly, or accelerated to its more natural speeds.

The user of this Quirk is unable to continue manipulating electricity more than a few meters away from them. They can, however, aim and project it as an improvised ranged attack in a general direction, allowing it to retake its natural speed.

The Quirk User is able to accumulate electricity from the atmosphere and even their own body to build up a suitable resource for battle. The Quirk User has no innately enhanced perception, and so the closer to its natural speed they attempt to manipulate the electricity, the more difficult it becomes to actually do so. Electricity can be dangerous and unpredictable when released.

>Quirk 5 (Fungal Growth): This Quirk allows the Quirk User to detect, manipulate, condense, and rapidly grow even light traces of fungus or fungal growth in their environment, as well as produce fungal spores from themselves.

The Quirk User can both grow a wide variety of mushrooms or swell them to such size that they can topple cars or smash through concrete. There's also more upsetting feats like spreading a person's Athlete's Foot over their whole body, or growing mushrooms directly inside someone's throat to asphyxiate them.

The Quirk User's ability to spread spores may be influenced negatively in arid environments, while high environmental humidity is positive. Common antifungal agents are wildly effective against most of the influenced mushrooms and fungi. Anything grown or influenced by this Quirk will die off on its own in two to three hours.

>Quirk 6 (Maximum Security): The Quirk user has a great deal of control over iron and iron alloys, as well as the ability to command it over a wide area of over one hundred meters.

Although they have full power to manipulate and shape such material, they have a natural inclination or talent towards forming it into bars and chains. In such forms they're able to perform more complex actions when manipulating the material.

They don't actually have the power to sense iron and must be able to find it themselves to assert control. Manipulating truly massive amounts of iron can quickly become tiring. It's easier to hover iron over a surface, horizontal or otherwise, than suspending it in the middle of the air.

>Quirk 7 (Canopic Jar): The Quirk User has the ability to separate their organs from their body, and store them in a spontaneously generated jar of bone with an animal figurehead. After doing such a thing, the user is able to manipulate their body through force of will independent of a brain, and the entirety of it becomes redundant.

This hollowed body moves under external force and cannot be truly incapacitated or killed through normal means, allowing the user to run fearlessly into danger and perform feats beyond what the human body would ever ordinarily be capable of.

Rejoining their organs with their body triggers spontaneous regeneration of damaged tissues. Heavy damage or loss of the body, or simply discarding it with a thought, causes generation of a new one around the bone jar.

The Quirk User will need to rejoin with their organs eventually to replenish nutrients, but is otherwise uninhibited in their control. Growing or repairing a body can eat up a great deal of nutrients preventing the user from rapidly forming new bodies in succession.

>Quirk 8 (Weather Manipulation): The Quirk User is able to more or less freely manipulate the weather over a region, potentially shrouding a whole island under storm clouds, drop rows of lightning bolts to assault city blocks, or achieve flight with the aid of the wind.

The actual power output of this Quirk is abnormally great, but the downsides are equally great. Active use of this Quirk places an immense burden upon the user's body, which can potentially lead to cellular degeneration, excruciating pain, and unconsciousness.

What's more, adjusting the power output can be tricky even with training, leading to runaway effects unless the Quirk User is careful. Still, tornadoes, deluges, blizzards, and lightning exist at the Quirk User's finger tips and that can let one feel like a god.



>Quirk 9 (New Order): The Quirk User possesses the fanciful ability to 'set a rule upon something' by touching it and calling its name. These rules may be direct such as ordering the air away from a target or location to create a vacuum, or conditional such as ordering a road to explode the moment a certain amount of weight passes over it.

Rules or orders may be used to manipulate the target into performing set actions like the above, or changing properties of the target such as giving one's self heightened physical abilities. Rules or orders can be either simple or detailed, straight forward or multifaceted, and don't need to be spoken in order to be imposed.

There are several weaknesses to New Order. First of all, only one rule may be maintained at a time. Second of all, New Order may not be used to influence secondary targets with the rule such as declaring 'the next person to touch this coffee cup will die,' but secondary targets may be included in the details of an order such as 'the air I'm touching will form a barrier around my target to leave them in a vacuum.'

Third, entities with a warped sense of self are tricky targets; the Quirk user must know the name they identify as, and if their internal identity is at odds with the name declared then the effects of an order may fail to take.

>Quirk 10 (Ruin): This Quirk is applied through sight, allowing the user to loosen the chemical bonds of objects they're looking at. This radically lowers the target's durability and would allow even a child to bend something as traditionally resilient as steel after several seconds of the Quirk's effect taking hold.

The Quirk user would be able to punch through concrete, rip through a car, or pulverize boulders. By focusing on a single single target long enough, they may even be able to make their target collapse under its own weight.

Effects will linger for a moderate duration after the Quirk User shifts their attention or deactivates their Quirk. The Quirk User will find great difficulty with selective application of their Quirk, potentially leading to unintended targets when used generally.

!!Generation Quirks!!

-Generation Quirks: Generation Quirks are all about making something from the user's body and are often more esoteric compared to the more basic but flexible Manipulation Quirks.

Generation Quirks can run the gamut from spraying acid to making small black holes. Those with Generation Quirks often have noticeable signs or methods to how they generate what they generate.

Someone who can spray glue might have nozzles located around their head and face, while someone who can produce explosive sweat may only be able to produce it from their palms.

As Generation Quirks are trained, whatever it is the user produces can often be strengthened, an "expanded fuel reservoir" and/or controlled better.

Common limitations of those with Generation Quirks include limited control of whatever it is they make after making it, drawbacks of pushing yourself too hard and how long they can sustain production.

==========Tier 0 Quirks==========

>Quirk 1 (Waterworks): The user of this Quirk is able to produce an outrageous flow of tears and project them a great distance, as if their tear ducts were garden hoses. This Quirk also allows the user to cry on command, and direct the flow in either general or more concentrated streams, thus leveraging the ability as desired.

While the user has a kind of inner reservoir of additional water for the tears to draw from, it's rather small, meaning the user is heavily limited by their body's moisture, needing frequent water breaks. Normal crying can also result in a heavy deluge.



>Quirk 2 (Lighter): The user of this Quirk is able to emulate the action of a lighter, producing a flame over their thumb by snapping their fingers. The user's hand has a degree of heat resistance, and so they may technically hold the flame for quite some time.

Rather than lighter fluid, the flame is sustained using oxygen within the Quirk User's body. Providing the Quirk User maintains steady breathing they may sustain the flame, though may become light headed and disoriented otherwise. The Quirk User can choose to burn more oxygen for a greater flame at their own risk.

>Quirk 3 (Uppercrust): The user of this Quirk is able to create and spread a hard, jagged material predominantly made up of keratin from their hands, allowing them to protect their fists or bind enemies or objects.

The strength of this material is similar to fingernails, but can be layered to strengthen it. The user is unable to produce much at once and the quality of the material can degrade with stress.

>Quirk 4 (Hay Fever): The user is able to produce a pollen-like powder from their body, allowing it to be carried by the wind into the surrounding area. This pollen triggers allergy-like symptoms in whoever breaths it in, either human or animal.

This leads to excess mucus production, watery eyes, inflamed sinuses, itchy skin and similar effects. The user of this Quirk is not immune to its effects, requiring protection should the pollen blow back in their face. Appears to be capable of pollinating most commonly found types of flowers.

>Quirk 5 (Bishie): The Quirk User has the ability to produce a number of sparkling lights around their head and body. By taking specific postures and poses, the Quirk is strengthened, allowing more and shinier sparkles to be produced.

The Quirk User is a bit more attractive, and appears even more-so when the Quirk is active. How did we determine the Quirk makes one more attractive at base? Don't worry about it. May require a mirror for training purposes and induce light narcissism.



>Quirk 6 (Little Pompeii): The Quirk user has the ability to produce and control ashes from their finger tips. The ashes are hot to the touch and can potentially set fire to flammable materials, but lack in mass and are difficult to produce in large volumes.

In active use, smoke appears to be produced in the lungs, though the Quirk User doesn't appear to suffer any health issues from smoke inhalation via this Quirk or other common forms like cigarettes. The Quirk User's fingertips from which ash is produced will glow bright orange as well.

>Quirk 7 (Static): The Quirk User has an internal battery that they're able to charge by rubbing parts of their body parts together. The user may then manipulate the electricity from this battery internally or externally as desired within a short range.

This allows them to potentially give themselves or someone else a nasty jolt that's more powerful than dangerous. When the their battery is fully charged, the Quirk naturally attempts to bleed off excess electrical energy which can result in the Quirk User accidentally zapping themselves or others on contact.

>Quirk 8 (Scarface): The Quirk user has the power to have their voice originate from any point within a radius of ten meters around their body. This gives them limited ability with throwing their voice and a particular talent with ventriloquism if they pursue that.

On this note, the Quirk User is unable to open their mouth while making use of their Quirk, and for several seconds after. Rather than a requirement, this is a side effect of Quirk usage, with their lips quite literally sealed. This can be threatening if their nose is blocked.

>Quirk 9 (Ice Cube): This Quirk allows the user to produce perfectly chilled ice cubes by shaking a closed fist. A drop of water will escape from the bottom before shaping and freezing itself into a cube. Other shapes or types of ice are also possible with practice.

The Quirk User's hands are lightly resistant to cold enough to hold ice without detriment for a little while. Each application of Ice Cube drains the user's core body temperature, and over use may risk the user's health.

>Quirk 10 (Slide & Glide): This Quirk allows the user to produce a force from their body that has both attractive and repulsive properties. This could be used to push, hold, or rotate an object in their hand as a basic example, like spinning a pencil in their palm.

By maintaining three distinct points of contact with a surface, the user can also influence themselves in relation to the surface. This would allow the user to slide seamlessly along the ground, potentially moving around the speed of a casual cyclist.

Although versatile, this force is quite weak at a baseline level. When used for movement, the frictionless action can be tricky to get the hang of.



==========Tier 1 Quirks==========

>Quirk 1 (Cemedine): This Quirk allows the user to expel a large volume of glue-like, viscous fluid that quickly hardens like quick setting glue, making it ideal for repairing damage to the environment, or entrapping enemies in place.

The user of this Quirk is limited somewhat by their body's hydration and potentially getting themselves stuck while the glue is still wet. Overuse can cause the user to dry out.

>Quirk 2 (Urn Pell): The user of this Quirk is able to produce a clay-like substance from their body which quickly sets into something resembling ceramic. The Quirk User has a small window where they can shape the substance as desired, allowing them to create objects like bowls, jars, urns,ablative armor plates, and so on.

Constructs tend to be hard and heavy, but brittle, and will shatter with the application of enough force. Quality of the Quirk's ceramics is influenced by the user's diet, with one rich in oils such as peanut or olive improving their quality a great deal.

>Quirk 3 (Lumber): This Quirk allows the user to generate wood from their body and then control it as if an extension of themselves. Effective as armor in its most simple applications, but also handy with formation of tendril like branches to spread one's influence over an area.

The Quirk User has no control over wood grown by their Quirk after it detaches from their body. Due to being wood based, the constructs of the Quirk User are highly vulnerable to things like fire, and have more defined limits for durability and strength.

>Quirk 4 (Navel Laser): The user is able to project extremely powerful lasers from their stomach; their belly button to be precise. These lasers can be either short or long range, thin or wide, and have dramatic kickback that can propel the user through the air when fired.

The recoil of their Quirk is so heavy that protective equipment is heavily advised. As the stomach is one of the softest parts of the body, overuse of this Quirk risks potentially collapsing one's stomach or causing other forms of internal damage.

>Quirk 5 (Blackwhip): The Quirk User has the ability to generate tendrils of black energy, and command them through both will and physical force. One could for example stretch one out to wrap around an object and will it to come closer, but also physically pull as if tugging rope.

The Quirk User could use these tendrils to grab, lift, drag, or throw people or objects, or grapple the terrain to swing through the air. Whatever you could imagine doing with a tendril or tether, there you go.

Blackwhip's strength is fueled the user's emotions with more intense emotions making it stronger, but aimless rage can likewise make it difficult to control the tendrils or even cause them to form on their own and lash out.

>Quirk 6 (Bad Breath): The Quirk User is able to project a dense, light blocking cloud of multicolored fog from openings of their face, such as mouth, ears and nose. Pores are the hardest to generate the noxious fog from, but also a possibility.

The fog has mild hallucinogenic properties, inducing a lingering state of dizziness, nausea, and haziness of senses in those who breath it in. Due to the thickness of the fog, it can also be used to block vision, and will linger for a while in the area around the user.

The Quirk User can project a heavy stream of the stuff, but it is a light gas and will disperse relatively quickly after doing so. Tends to smell bad and such a thing reflects on the user's own breath; oddly nobody can agree on what that smell is though.

>Quirk 7 (Perfume Bubble): The Quirk User has the ability to create bubbles from their body resembling soap bubbles, with control over how they drift and fly. The Quirk User uniquely has the ability to fill their bubbles with any scent they've smelled previously throughout their lives, at varying degrees of potency depending on their wishes.

The formation and properties of the user's bubbles varies depending on mental state. A calm head would allow the user to produce more bubbles, more easily, at greater sizes. Stress or anger would instead make bubble formation more difficult, but increases the potency of the smells produced.

>Quirk 8 (Crystallization): The Quirk User is able to produce crystals from anywhere on their body. These crystals are very hard, though not unbreakable, which allows them to give themselves a form of crude armor and weaponry as the situation calls for it.

The Quirk user may grow them near instantly, though hair inhibits structural integrity, requiring one shave or wax their body for optimal efficiency. The Quirk User has difficulty shaping their crystals which may cause unwanted shapes or damage to clothing or equipment. Whatever substance constitutes them is apparently worthless.

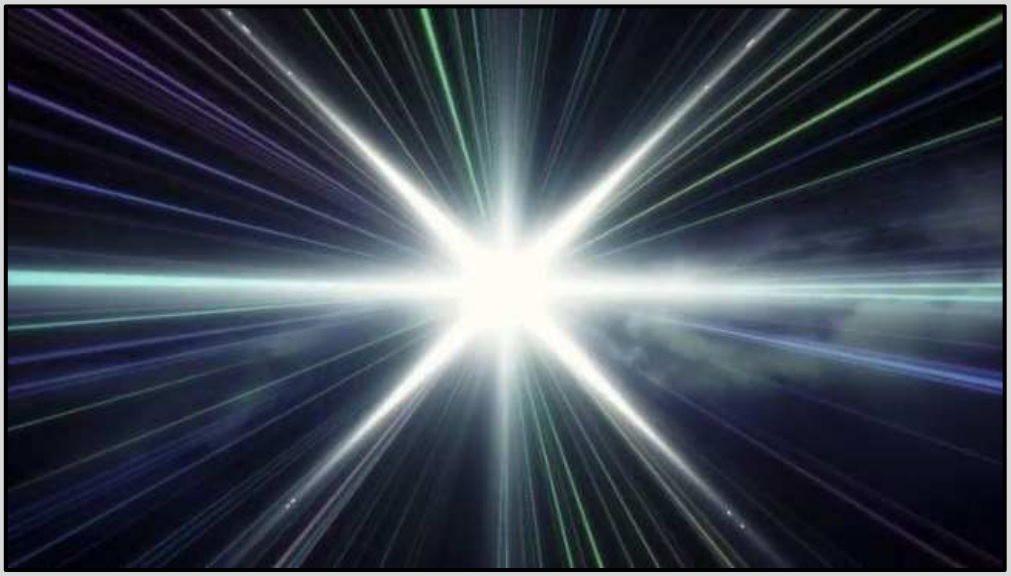
>Quirk 9 (Man of Iron): The Quirk User has the ability to conjure or dismiss a full set of iron armor around their body. There are devices found in the palms of the armor that allow the user to project simple blasts of energy at will, which can be dangerous.

Aside from being composed of iron, the actual structure is not notably durable. The weight of the suit is only somewhat offset by the user's Quirk, requiring exercise and physical training for full mobility while wearing it.

>Quirk 10 (Stockpile): This Quirk contains power which can be drawn on to enhance the user's physical abilities. Over time, the Quirk User will generate more power which is then stored in the Quirk to enhance this baseline ability.

Power is not burned through application of the Quirk, and power can be directed to enhance only parts of the body at the user's discretion. The primary issue is that power generation is glacial, and would under normal circumstances take many years to reach a level where noticeable improvements can be shown.

When taking a pure form of this Quirk, the Quirk is loaded with enough baseline power to augment the user's body to become two to three times stronger. Although theoretically decades or even centuries away, this Quirk may potentially grow to the extent of damaging the user's own body when drawn on.



==========Tier 2 Quirks==========

>Quirk 1 (Acid): This Quirk allows the user to produce corrosive fluids from their skin. When attempting to produce the fluids, the user may adjust its solubility, viscosity, and acidity. One could make it as sticky as glue, or as slippery as oil. The Quirk User could dial back on the acidity so much it might as well not be acid, or crank it up until it melts through steel.

The major downside is of course that the Quirk User is working with acid, and overuse within a short period of time can temporarily erode their own natural resistance to their Quirk's dangers and expose them to harm. Drastic overuse may also cause dehydration.



>Quirk 2 (Clones): This Quirk allows the user to expel glowing, ectoplasm-like slime that can then be transformed into copies of the user. The user could create numerous clones that are virtually identical to themselves, or expend as much ectoplasm to create fewer clones of greater size, or even make partial copies like just a construct resembling their head.

Clones can be manipulated as if an extension of the Quirk User's body. The number limit is normally in the tens for same size clones in a day, but that can fluctuate depending on mood and health.

>Quirk 3 (Explosion): The user of this Quirk is able to excrete nitroglycerin from their palms as if it was sweat, and ignite it at will to make it explode. The amount of the substance detonated at one time and the manner in which it's detonated can create a wide variety of different effects from focused penetration to projecting the user through the air.

The more the user sweats, the more powerful the explosions. During cold weather, the nitroglycerin-like sweat requires more time to ignite, as opposed to warm weather, where conditions are optimal for ignition.

The user needs to be able to sweat to create explosions. Additionally, the user's arm and shoulder aren't fully immune to the kickback of the explosions, wearing them out with repeated use in a short period of time.

>Quirk 4 (Queen Bee): The Quirk User is able to produce bees with syringes for abdomens from their body, and command them as an extension of themselves. With each bee able to suck up or deliver whatever fluids available to them, this Quirk is most useful with access to drugs, poisons, and other chemical substances.

The Quirk User is able to produce potentially thousands and thousands of bees at any one time, and their mind is essentially linked to each one. This allows them to easily spy on a wide area with relative ease.

On the other hand, this connection represents the greatest flaw, as destruction or damage inflicted upon the bees is transferred back to the user as pain. This means while useful in subterfuge, it is highly advised to note use the Quirk in combat.

>Quirk 5 (Somnambulist): The Quirk User is able to produce a highly potent, sleep-inducing aroma from their body on command that can quickly propagate through an area. Even highly aggressive individuals may soon lose consciousness upon getting a whiff of it.

The sleep inducing aroma does have the weakness of enemies needing to actually breath it in for it to work, meaning those who can avoid doing so will remain unaffected. The aroma is more effective against the opposite gender compared to the same gender of the Quirk User.

>Quirk 6 (Easter Eggs): The Quirk User has the abnormal ability to conjure small, colorful eggs from their body. When these eggs are broken, they have an effect that varies based on the color and pattern of the egg, and resemble myriad grenades in practice.

The Quirk User can pick two of six colors and one of three patterns for any given egg. The colors decide what effect of the egg, while the pattern determines the condition for detonation. It doesn't matter which color is the baseline color for this process.

Red eggs cause an explosive, incendiary effect. Blue eggs disperse dense, irritating smoke over a wide area. Yellow eggs release an expanding, sticky slime at the detonation point. Purple eggs create a localized whirlwind. Green eggs emit a blinding flash of light. Finally, orange eggs release a loud, concussive wave.

The three patterns are spots, stripes, and divided. Spotted eggs detonate upon breaking. Striped eggs will detonate after a delay set at creation up to five minutes. Divided eggs are manual detonation by will. Although spotted eggs are less controlled, the other two patterns may be neutralized by breaking them early.

By mixing and matching, the Quirk User can create spotted purple and orange eggs that blow up into rumbling tornadoes crackling with thunder, breach secured areas by setting divided red and yellow eggs, or any number of combinations.

The eggs are colorful and visible so anyone familiar will know what each does. The user of this Quirk cannot make eggs while observed, needing to reach up sleeves or in pockets or simply be out of sight to apply it. Creating eggs consumes calories and may induce fatigue with over use.

>Quirk 7 (Horn Cannon): The Quirk User passively grows curved horns, which they may detach and regrow multiple times in rapid succession. The Quirk User has great control over their detached horns, allowing them to send them flying through the air, lift objects at a distance, or pin down enemies.

The Quirk User may have difficulty focusing on more than a few pairs of horns at a time. The Quirk User may be put in a tough situation if their horns can't be detached, such as through being trapped or by being held in place.

>Quirk 8 (Glamour): The Quirk User may emit a mist from their mouth, which can then be manipulated to form complex visual and auditory illusions over a wide area. Sound and appearance with a bit of thought can reach lifelike realism or become a fantastic spectacle.

The Quirk User must emit their mist before forming illusions. The Quirk User's mist will dissipate given enough time, canceling the illusions in place if not replenished.

>Quirk 9 (Toxic Chainsaw): The Quirk User is able to generate copious amounts of deadly cytotoxic venom from their body. While this on its own would terrifying, the user also possesses the ability to rotate the venom at very high speeds.

This rotary action and the means in which the venom is held gives it incredible slicing potential - like a water cutter - grinding through flesh and bone with ease. After digging into an enemy's body, the venom spreads, causing cellular decay.

The long term health complications caused by this Quirk's venom are not to be understated, if a victim manages to survive in the first place. Venom not being rotated will quickly drip away, forcing the user to replace it should they ever pause the rotary action. Should the rotating venom of the Quirk meet a surface that's difficult to chew through, the Quirk can potentially damage flesh and bone as a result of severe recoil.



>Quirk 10 (Shield): The Quirk User is capable of generating an array of rapidly multiplying, hexagonal plates over and from their body, each incredibly durable and sharp. The user may also join the plates together to produce larger and more complex shapes.

At a moment's notice, the Quirk User can create shield walls, armor, or bladed armaments. On that note, the plates can be detached from the user's body at will, allowing them to potentially whip the sharpened plates as projectiles.

Even at a baseline the plates are ridiculously resilient for how thin and lightweight they are. Although capable of joining and detaching plates with one another while within contact, all control is lost when detached from the user's body completely.

==========Tier 3 Quirks==========

>Quirk 1 (Black Hole): This Quirks allows the user to generate small black holes at the tips of their fingers. The black holes can suck up and disintegrate matter at the atomic level, as well as certain forms of energy such as light.

This Quirk is highly volatile and can easily be used to kill people or cause large collateral damage if not regulated properly, or even be turned back on the user. Despite resembling black holes, their destructive capacity only emulates them.

>Quirk 2 (Creation): This Quirk allows the user to produce inanimate objects from any exposed part of their body. Apart from living things, you can create virtually anything you can think of, from diamonds to electronics to matryoshka dolls.

Although immensely versatile, it likewise has several issues interfering with casual usage. The Quirk User must bare skin to pull or eject items out of. The Quirk User must have an exacting understanding of the atomic structure of the items they're attempting to produce. The Quirk User supplies the creation of items by converting the calories within their body. Although meeting these conditions isn't easy, the benefits speak for themselves.



>Quirk 3 (Gamma Maximum): The Quirk User has the ability to spit glowing, green slime from their mouth at variable intensities ranging from garden hose streams to cannonball-like masses that can crack stone.

This slime emits radiation that specifically influences invertebrates such as ants, spiders, worms, or crabs, causing them to grow hundreds of times their natural size. Due to a unique pheromone generated by the Quirk User, influenced invertebrates are naturally submissive towards them, and the user may give them shockingly complex directions.

Mutated invertebrates will shrink back down after ten minutes away from sources of this Quirk's radiation. Mutant Invertebrates will acquire independence if moved out of range of the user's pheromones which can cause potentially great collateral damage.

>Quirk 4 (Warp Gate): The user of this Quirk is able to generate and manipulate a black fog that allows them to obscure vision, and link two points of space. While the first would be at the site of the Quirk User, the second point need not be anywhere even remotely close.

The Quirk User must have the coordinates for the destination they wish to travel towards, requiring one pinpoint the exact position where they wish to open the way. This isn't an issue when attempting to create portals within line of sight however.

The fog can transport anything it comes into contact with, allowing the Quirk User to establish a destination, then sweep things away locally to force them through. It's a precise and tricky power, and the Quirk User's body is always 'present' even if they attempt to obscure it or intercept attacks with the fog.

>Quirk 5 (Wave Motion): The user of this Quirk is able to convert their vitality into pure energy and project it from their body in the form of spiraling shockwaves. The user is able to control the output, and project these shockwaves from anywhere on their body, ultimately allowing for a variety of applications.

Weaker shockwaves from the feet can allow for a form of pseudo-flight. Pulsing them from the body can be used to make hairpin turns or sudden dodges in the face of an enemy attack. Of course you could always shoot someone, that's on the table.

As an innate property, the shockwaves always travel in a spiraling flight path that causes them to travel slowly and awkwardly. As the user is converting stamina into power, fatigue is always a potential issue. The greater the user's vitality, the greater their potential power and endurance with this Quirk.

>Quirk 6 (Edge Master): The Quirk User has the ability to create and project bladed objects from their body ranging including most bladed weapons, as well as things like guillotine blades or other eccentric designs.

Projected blades can be sent out in a controlled lob, or at dangerously high speeds for offensive purposes. The Quirk User can also adjust flight paths such that projected weapons curve wildly as they travel through the air.

These objects have the makeup of an incredibly high quality iron alloy and they can easily slice through concrete or mundane iron without chipping or warping, easily flying through when projected. That only goes for when they've been properly formed however.

This Quirk asks for great mental focus of the user, and failure to focus can result in warped constructs that are more brittle and lower quality. The Quirk User is thus at risk of mental fatigue more than others, though physically it's easy to just keep spitting things out.

>Quirk 7 (Comic): The Quirk User has a strange power relating to language. They may choose while vocalizing onomatopoeia - sound effects - to manifest giant letters with varying effects based upon the sound they're calling out. Words like "Blam!" might create giant letters that crash through an area like a wrecking ball.

Meanwhile, something like "Boing" could be vocalized to make letters with elastic properties, bouncing whatever comes into contact with them like rubber. Any language that the Quirk User can speak is viable, though the onomatopoeia must already exist for the Quirk user to form word blocks out of them.

Power and range of effect grows with vocal training. Likewise, this Quirk puts stress on the vocal chords with use. Greater displays apply more stress, and overuse can result in the Quirk User potentially exhausting or losing their voice for a time.

>Quirk 8 (Hatcher): This Quirk allows the user to make obedient 'monsters,' like the mythological Echidna. To make these monsters, there's an activation period, which memorizes whatever is consumed by the Quirk User. After the user has consumed anything, they may then deactivate the Quirk to regurgitate an egg.

The Quirk User may then declare when they want the egg to hatch. When the egg hatches, a monster will be born with traits reflecting what was consumed, with priority given to meats. This Quirk has a great deal of nuance relating to its functions.

If the Quirk User wishes to avoid everything they consume contributing to a monster, they can temporarily toggle development off. The Quirk User may prepare eight monsters at any given time. Both preparation and toggling are tied to the user's fingertip color; black when a slot is inactive, red when active, blue when paused.

While the Quirk User may determine when the egg hatches, the longer it was incubated, the stronger the end product. Whatever the case, the creature inside will rapidly mature to an adult stage upon hatching allowing potential instant combat application.

Physiology varies wildly based on what was consumed, and certain combinations may be more or less cohesive than others. The eggs are sensitive to temperature, so keeping them in a temperate environment is necessary.

Finally, the Quirk User has the ability to active a form of catabolysis, contributing their own fats and tissues to an egg to bestow human physiological cues as well as some of the user's own knowledge. This is a dangerous ability and must be used sparingly however.

>Quirk 9 (Double): The Quirk User has the ability to create copies of themselves or others. These copies have almost the full capabilities of the original, including the use of their Quirk, however they're comparatively more fragile and will melt when sufficiently damaged.

The Quirk User is limited to making two copies at a time, however as they can copy themselves, the copies may also make their own two copies, and those copies may make their own two copies, and so on.e

This Quirk is not without its share of caveats though. The Quirk User must have a precise mental image of the target - including their measurements - to copy them, and this mental image must be updated if the user wishes to adjust for the target's growth.

Second, all copies are independent with personalities matching the original. This means attempting to copy an enemy would see the copy turn on the user, and copies of the user have independence and desires as if they were the user. This can easily lead to in-fighting, especially if the user's personality has a strong sense of self or individuality.

>Quirk 10 (Toy Soldiers): The Quirk User has a ticking clock in the center of their chest. Every twelve hours, the clock face opens and ejects a rapidly expanding clockwork automaton or brass and iron equal in height to the user once finished growing.

Upon being granted an order by the Quirk User, the 'Toy Soldier' will attempt to complete the order, before returning to the user. Every Toy Soldier inherits the full sum of the user's own intelligence, knowledge, and judgement making ability so even vague orders will be completed as competently as if the user had given them complex instructions.

Toy Soldiers have no true independence or sapience however, and do not act outside their guidelines. Toy Soldiers have the ability to produce $1/10^{th}$ scale copies from clocks found in their own chest, at a rate of one per hour, which will aid them in completing commands they've been given by the Quirk User.

The Quirk User shares a mental link with all Toy Soldiers that updates the Toy Soldiers with newly acquired knowledge or information. Although the user does not learn anything from them, the more Toy Soldiers active, the greater the mental burden placed on the user. Each Toy Soldier has a switch in their chest to deactivate them. The Quirk User also has a switch in their own chest to immediately deactivate all active Toy Soldiers.

!!Augmentation Quirks!!

-Augmentation Quirks: Augmentation Quirks are all about manipulating, enhancing and controlling your own body for a variety of effects, either part of it or the whole thing.

These Quirks often vary in complexity based on how limited they are in scope. One person may be able to affect their entire body but only change size, while another person may only be able to control their teeth but have incredible flexibility with their power.

As Augmentation Quirks are trained, they're usually able to be pushed farther or reveal new tricks that may have previously been unknown or overlooked.

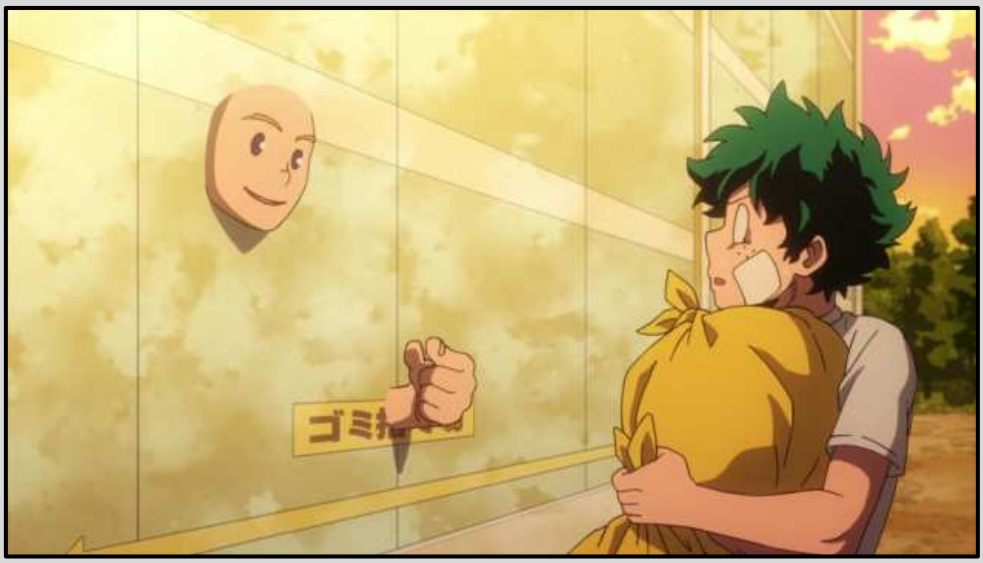
Common Limitations of Augmentation Quirks are often centered on your health, specifically the health and condition of the parts directly pertaining to your Quirk.

==========Tier 0 Quirks==========

>Quirk 1 (Permeation): The user of this Quirk has the ability to become intangible, causing everything to pass through them harmlessly, and vice versa.

When the user sinks into an object with their power and deactivates their perk, they're shunted out due to matter being unable to overlap, popping them back up on the surface, rather than melding them or burying them.

With everything passing throw them, the Quirk User is unable perceive their surroundings or breathe while the Quirk is active. Selective intangibility is possible, but very hard, and that's before accounting for potential sensory deprivation.



>Quirk 2 (Blade Arms): The Quirk User has the ability to sprout small, short metal blades from their arms. The blades have the same general sharpness and strength as an average kitchen knife. These blades can only be sprouted from the back of one's arms, and tend to be awkward in application as a result.

>Quirk 3 (Telescoping): The user of this Quirk is able to lengthen their spine and torso up to five times its normal length, or contract it down to half its normal length. This Quirk allows the user to essentially stretch themselves to grab on to high ledges before contracting themselves back to normal, or fit in relatively tight spaces. The Quirk User's weight slides up and down in accordance with their stretching and contracting.

>Quirk 4 (Green Thumbs): The user of this Quirk can transform their thumbs into long, prehensile vines with leaves growing off of them. These vines transmit sensory data as if they were normal flesh and bone.

The vines can be used to grab or whip things, and have a limited capacity to supplement one's diet by soaking nutrients from soil and sunlight. They have a length limit of five meters, and damage will be just as painful as if they were the user's normal thumbs.

>Quirk 5 (Hardening): The user of this Quirk is able to harden any part of their body. This protects them against not only physical force, but also heat and shock. Such protection is minimal to start - with even playground bullies potentially punching through - but has immense potential for growth. Hardening effects can be worn down with repeated abuse.

>Quirk 6 (Badger): This Quirk grants the power to lengthen and harden the user's nails on command. This can be helpful with peeling tags, clawing people, poking through plastic, scratching a difficult part of the back, and so on. Comes at the expense of the effects not being very potent; breaking a nail can be a rough experience.

>Quirk 7 (Gyrate): The Quirk User has the ability to rotate their body parts independently of one another at potentially high speeds. The Quirk user can get hurt due to their otherwise normal body attempting to rotate when stuck, or colliding with hard objects.

This Quirk treats clothing over rotating body parts as an extension of the body part, allowing one to do things like spin a leg like a drill without tearing their pants. The Quirk user may become dizzy if they spin their head or eyes, having no resistance to this.

>Quirk 8 (Wall Run): The Quirk User feels the affects of heightened gravity in the direction their feet are facing. This allows the user to do things like slow their falls, extend their leaps, or more easily climb steep inclines based on how they move their feet, though the Quirk is too weak to ignore gravity entirely.

As the Quirk is active at all times, the user will feel more burdened walking around compared to others. The Quirk user is able to reduce the effects, but is unable to completely turn them off entirely.

>Quirk 9 (Suicide Bomb): The Quirk User has the remarkable ability to explode with incredible force equivalent to their weight in TNT. This is done by willing a wick on their head to start burning down, and once it finishes, kaboom.

The Quirk User's wick can't ordinarily be lit in other ways, even if exposed to mundane sources of fire. The wick grows longer over time like hair. Notably, the Quirk User is not immune to their own Quirk, and will die if they actually use it a single time.

>Quirk 10 (Switch Up): The Quirk User has the ability to flip a mental switch to coordinate perfectly in reverse. They can easily run backwards, reach backwards to manipulate objects with finesse, and have a better understanding of what's going on behind them.

This Quirk also makes the user's body more flexible when toggled on. While toggled, the Quirk User becomes more awkward when attempting to act normally. Their senses aren't disrupted, but their coordination has been fit for reversed movement.

==========Tier 1 Quirks==========

>Quirk 1 (Blood Control): The user of this Quirk is able to manipulate their own blood. They move it, shape it, harden it, liquefy it, and even pull it back inside their body without nearly as many deleterious effects to their health as you might expect.

The Quirk User has a much larger reservoir of blood in their body than it may appear externally, and so they may suffer levels of blood loss that would be fatal to anyone else. Running through this reservoir can still prove incredibly dangerous however.



>Quirk 2 (Bone Spear): This Quirk allows the user to sprout super hard drills of bone from their body for both offensive and defensive measures. The number, width, and length may be determined at the time of creation.

The Quirk User is unable to move them across their body or alter their shape after formation, and so must retract them for ease of movement. The growths and their strength are tied to the user's own bone health which is something they'll need to care for.

>Quirk 3 (Hypertrophy): The user of this Quirk is able to greatly enlarge one of their body parts at a time, vastly increasing its strength and durability in the process of doing so.

The Quirk User could for example swell their arm to the size of the entire rest of their body combined, with the enhanced muscles granting them strength enough to crumple steel and crack concrete with a single strike.

The user is limited to one body part at a time, and the rest of the body remains normal and vulnerable. While the strengthened body part is more durable, things like bladed armaments or fire can still prove just as dangerous as ever.

>Quirk 4 (Roughest): The user of this Quirk is able to manipulate the texture and properties of their own skin, making it rougher, smoother, softer, tougher or more elastic.

With this control over their skin they can adjust how they interact with their surroundings, such as giving themselves small flesh hooks to grip on top surfaces and improve traction like a lizard, or smooth it down enough to slide across the ground like ice.

The primary limitation of this Quirk is the actual health of the user's skin, which can become sensitive and peel if they change it too much in rapid succession. Creams and moisturizer are a must.

>Quirk 5 (Black): The Quirk User has the ability to merge with anything seen as the color black. This includes shadows, which are simply black due to the absence of light. The Quirk User may move quickly around and through anything they're currently merged with, allowing them to cross great distances providing there's unbroken shadows or black objects.

The Quirk User may ready this ability ahead of time to instantly merge with something black upon contact. If the current target of possession is destroyed, the Quirk User is forced from their hiding place, which includes shadows dismissed by light. With time, the Quirk User may be able to influence or manipulate whatever they're currently fused with.



>Quirk 6 (Tongue Web): This Quirk allows the user to strengthen, extend, expand, and branch their tongue to an incredible extent. Spreading it out as a binding net, or lashing out several meters with multiple long tongue whips, would be relatively simple feats.

As the tongue is already a mass of muscle, the Quirk User is capable of surprising feats of strength by leveraging it well. The tongue being the focal point for the sense of taste and having a sensitive sense of touch makes active use of the Quirk unpleasant at times.

>Quirk 7 (Sugar Rush): The Quirk User is able to multiple their strength five times over for three minutes for every ten grams of sugar they ingest. As the Quirk appears to operate off of a multiplicative factor, the stronger the user originally is, the greater the gains through activation, though they would be capable of super human feats even at a baseline level.

Beyond the need for sugar to actually fuel the Quirk, active use causes a state of hypoglycemia, inhibiting the cognitive functions of the user for the duration of its use.

>Quirk 8 (Air Walk): This Quirk grants the user the ability to stand on and control the air around them to an extent, essentially granting levitation. With these abilities, the user can run or jump off the air as if it was solid ground.

The Quirk User can also leverage the abilities of this Quirk to float straight up, useful for getting into the air and leveraging these abilities in the first place. This Quirk requires active focus, and lapses in focus can lead to the air giving out beneath one's feet.

>Quirk 9 (Transform): This Quirk allows the user to transform and take the appearance of another person after consuming their blood. While transformed, they're even able to emulate key details such as the target's voice.

The length of time the Quirk can be used is proportional to the amount of blood consumed. One cup of blood would allow the user to stay transformed for up to a day. Consuming the blood of multiple individuals would allow the user to actively swap between each of their forms until the blood was fully digested.

The vector for transformation is a kind of gray slime, and when the Quirk wears off, the user is seen shedding their appearance in the form of this slime. When transforming, the user may manipulate the slime to emulate the texture and appearance of clothing, allowing them to copy what the target is wearing as well.

This Quirk causes the user to desire blood, imbuing the desire to look at it, taste it, and drink it. If repressed, these impulses may become an issue.



>Quirk 10 (Copy): This Quirk gives the fantastic ability to copy the Quirks of others, and bestows a basic understanding of what they've copied, however there are a number of conditions and flaws to the ability. First of all, the copy another person's Quirk, the user must touch them, though even a few hairs is valid.

After this point, the user acquires access to the other person's Quirk and can use it to whatever extent they're aware of. The user may copy a few Quirks at one time, but not an infinite number, and can only use one at a time.

When swapping between copied Quirks, effects engaged by one Quirk will remain active, unless they change the structure of the user's own body; an example being the increase in size of an object using the Size Quirk.

The Quirk User also has a time limit for how long they can store any given Quirk, starting at five minutes. Lastly, although the Quirk User may Copy a Quirk, they might not necessarily be able to use it if it requires conditioning or resources unavailable to the user.

==========Tier 2 Quirks==========

>Quirk 1 (Blade Tooth): This Quirk grants the user the ability to enlarge, reshape, sharpen, and manipulate their teeth to form extremely dangerous, branching, flexile blades. Even at base however, the user's teeth are many times stronger than any normal person's.

The jaws and nearby anatomy have also been strengthened, allowing the Quirk user to lift themselves up by their extended teeth and suspend themselves in the air with no discomfort as they move like a spider.

Dental health plays a vital roll in the strength of this Quirk. While the loss of teeth can be crippling in the short term, the user will eventually regrow lost teeth.



>Quirk 2 (Foldabody): The Quirk User has the ability thin and stretch their body, allowing them to take the form of thread, or fold themselves like origami. The Quirk User could thus pass through the slightest gaps, or otherwise transform to suit their needs.

Despite the idea of 'becoming thin,' the Quirk User's body can become incredibly strong when folded correctly, to the extent of potentially piercing straight through a person by projecting themselves in the form of a sharpened blade.

Although incredibly versatile, the Quirk does have limits, and by stretching themselves too thin, the Quirk User may be unable to transform sections of their body back and lose body mass, requiring a lengthy recovery period if they survive.

>Quirk 3 (Harpoon): The user of this Quirk is able to project steel spikes on lines resembling rope from their body at bullet like speeds. These spikes have barbs that grow upon penetration, allowing the Quirk User to anchor themselves to the target.

The user is able reel the spikes back in with incredible force to drag even heavy targets in, or retract the barbs for smooth retrieval. The user is also able to fire additional spikes from the lines of others to attack from unpredictable angles.

The Quirk forms these spikes from the user's blood iron content. A balanced diet allows the user to project up to twenty of these spikes at any one time. They can reel them in for re-use, though if a line is cut, it will take time to replace the lost spike.

>Quirk 4 (Tool Arms): The user of this Quirk is able to sprout additional arms from their upper body. Each of these arms - rather than a hand - will end with a tool of some kind, such as a saw, screwdriver, or hammer as a few examples.

The Quirk User is also able to produce fully functioning power tools such as drills, jack hammers, or chainsaws, though they may look abnormal as they protrude out. As easily as they're produced, the user may retract the arms and tools back into their body.

The Quirk User's tools are influenced by the user's diet, with an imbalanced diet that lacks minerals leading to inferior tools that break down more easily. This would require retracting and replacing the arms more regularly.

>Quirk 5 (Strongarm): This Quirk allows the user to rotate and move their shoulders at extreme speed and power, like pistons in a motor. This allows the user to essentially punch with pulverizing force, and throw dozens of them in the blink of an eye.

The Quirk User's arms and fists are increased in durability as well, allowing them to handle the forces generated. However, the Quirk can only be used in bursts of a few seconds at a time, as the Quirk puts a huge burden on the user's muscles while active.

As the ability is tied to the unique muscles found in the Quirk User's shoulders, active exercise can increase the effect of the Quirk itself.



>Quirk 6 (The Hand): The Quirk User is able to summon a massive hand from their body that mimics the appearance of their dominant hand. The hand is twice the size of their body, and many times stronger than their actual hand even if it was scaled to similar size.

The hand is able to float and crawl at high speeds with highly dexterous movements. While floating, it can also anchor itself to a central point to 'swing' or pivot as if connected to a larger body. The hand is semi-autonomous, following the will of the Quirk user as best it can while also interpreting what's needed.

Hand strength scales upwards with the user's. If harmed, damage transfers to the user's hand at a somewhat reduced rate. Range is limited to a few meters, where the hand leashes to the Quirk User if attempting to move beyond that range.

>Quirk 7 (Lizard Tail Splitter): The Quirk User is able to split their body apart into pieces, which may each be manipulated through the air through thought alone. Despite various organs being separated from each other, all bodily systems will continue to function as normal while separated.

After a moderate amount of time, the Quirk User may fracture themselves and control more pieces than when they started. The Quirk User needs to rejoin their pieces after enough time has passed or risks losing control over them. Body parts that don't contain vital organs may be regenerated over time.

>Quirk 8 (Muscle Augmentation): The Quirk User is able manipulate and amplify their muscle fibers, and even have them harmlessly protrude from their skin. While doing so, they can essentially augment and armor themselves by wrapping the fibers around themselves.

Through these abilities, the Quirk user is able to massively increase their strength, speed, and resilience. They may also use their muscle fibers as makeshift tentacles to bind others or manipulate nearby objects in their surroundings.

The Quirk user is only able to amplify their existing muscles so much, requiring exercise that can build up their base musculature to make the most out of this Quirk. The Quirk user is only able to amplify their muscles, leaving other parts of their physiology vulnerable. Muscle may still be damaged, inhibiting their individual use.

>Quirk 9 (Transforming Arms): The Quirk User is able to radically manipulate the shape of their arms in a wide variety of ways such as stretching, bending, contorting, expanding, contracting, splitting, conjoining, and much more.

The Quirk User would be able to potentially turn their arms into functioning wings, or elongated whips, or grab a person's entire body before tossing them like a baseball. The almost amorphous physiology of their arms also grants great strength and resistance to blunt forces. The rest of the user's body remains relatively normal, limiting potential options.

>Quirk 10 (Double Time): The Quirk User is able to 'overclock' two organs or body parts at a time, multiplying their functionality in various ways by several times over. The manner in which this Quirk works operates under somewhat whimsical rules of purpose.

For example, the user could overclock their hands and because hands are meant to manipulate objects in their environment, they would become much more dexterous, but by designating the arms as a whole which are meant to exert strength, the arms would become stronger even if this includes the hands.

Eyes could be enhanced to see farther, lungs enhanced to take deeper and more efficient breaths, or legs enhanced to move faster. When enhancing body parts they grow slightly larger. After the Quirk's effects ends, the enhanced body parts shrink slightly and experience light deterioration in ability for a short time.

The Quirk User is able to influence additional parts beyond the two selected per activation, but each activation emphasizes specific effects as mention in hands weighed against arms. The more parts enhanced at a time, the more tiresome the Quirk is.

==========Tier 3 Quirks==========

>Quirk 1 (Gigantification): The user of this Quirk is able to instantly grow to about 68 meters in height, while not suffering from the colossal increase in mass that goes along with it. As a result, the Quirk User isn't just massive, but capable of incredible feats of destructive force.

The Quirk User is unable modulate the size they take, making it all or nothing. This means the user requires space to transform other there can be serious issues for themselves or their surroundings.



>Quirk 2 (Temperature Modulation): The Quirk User is able to survive extreme temperatures. More notably, the user has the power to manipulate their own body's temperature to make it hot enough to melt steel with their bare hands, or so cold as to freeze water with a touch.

The Quirk User can either let their body's adjusted temperature radiate, or isolate it to their body, or even a specific body part. It takes a moment to ramp up or lower temperature, making it hard to use it in a reactive capacity, which can prove dangerous.

>Quirk 3 (Manifest): The user of this Quirk is able to manifest the body parts and/or characteristics of any animal they eat. They are even able to sustain multiple transformations at the same time, combining them into new shapes or forms.

The Quirk User can influence the shape and form of manifested anatomy, such as manifesting octopus tentacles from their fingers and growing and extending them many times their original size.

The major limitation of this Quirk is that the user is only able to manifest characteristics of animals they eat in the last 24 hours, potentially rendering them powerless if they go hungry for too long. Packing emergency snacks would be wise.

>Quirk 4 (Transfer): The user of this Quirk is able to transmute their body into any inanimate material by touching it. The user may also merge their body with any material they're emulating, and use it travel at high speeds as long as they remain in contact.

The Quirk consumes the material in the process of transforming the user into it, so a moderate amount of a given material is required to fully transform the user's body. The Quirk User may transform different parts of their body into different materials, but may only merge with a material with whatever parts of themselves match.

>Quirk 5 (Fat Absorption): The Quirk User has the ability to manipulate their body fat to absorb both tangible objects and kinetic forces. In the case of the former, the user's fat will quite literally grab hold and drag the item in question deeper within. This action is rather difficult to escape from, and small enough enemies can be pulled in and restrained.

The defensive qualities provided by this Quirk are incredible, with normal guns and blades not even being able to cause damage. When physical forces do bypass the user's protective fat, the Quirk User will 'hold' the kinetic force within their body, at the expense of burning fat with each strike taken.

The Quirk User is able to discharge this accumulated kinetic energy in a single strike, delivering force equal to everything they endured thus far and then some. A pure purchase of this Quirk provides a dense layer of fat to leverage it. The Quirk otherwise gives no special ability to bulk up. Defensive qualities weaken the less fat the user has.

>Quirk 6 (Ring Fingers): The Quirk User is able to transform their fingers into metal rings and control them with their will. Each finger is able to turn into seven rings, with their size suitable to completely covering the finger they were made from if all worn over it.

Rings are able to be manipulated into flying through the air at high speeds and deliver impacts like a professional boxer's haymakers. With a potential seventy rings total, this can be extremely threatening.

By forcing a ring on the finger of another, the Quirk User is able to enforce their will upon the victim and control their body. The amount of control varies on the victim and the finger the ring is worn on, with rings on the ring finger granting the most control.

Rings cannot be replaced normally if damaged or lost, though the user has an awareness of where each ring is. If detached for over thirty minutes, the force the user is able to exert upon a ring is halved.

>Quirk 7 (Overclock): This Quirk augments the user's body, brain, and senses when activated, allowing them to move at extreme speeds while perceiving the world around them as slower or even frozen in relation. This Quirk is heavily influenced by the user's state of mind.

In a normal, every day situation the Quirk may only accelerate the user around three to ten times their normal speed. When adrenaline flows through their system however, the effects jump up radically to let the user move several dozen times faster and outpace bullets.

The Quirk stimulates the brain to achieve several of its effects, causing it to consume massive amounts of oxygen during activation, limiting the duration to a few seconds at a time with a light cooldown between uses.

Even still, during activation, what is in reality just a few seconds, is easily enough time with the user's accelerated thinking to take stock of one's surrounding situation, carefully think about one's options, and act out one's decisions before the effect ends.



>Quirk 8 (Myth): The Quirk User has the ability to transform into a larger and more powerful form. This form emulates the appearance of a mythological creature of choice, selected at the time of purchase, and bestows a number of physiological changes and abilities based upon that choice.

The choice of a dragon could give protective scales, wings, fangs, claws, and a tail, as one example. The choice of a kraken could enable the ability to breath underwater and bestow a number of powerful tentacles, as another.

Otherwise magical abilities based upon those creatures like immortality or passing through walls are not included with the transformation. Physical abilities within this form, no matter the choice, are far greater however. This form is often between the size of a bus and a two-story house.

This transformation is more stamina consuming than the Quirk user's base human form. More specific weaknesses such as gaps in natural armor or inability to handle certain temperatures vary depending on choice of creature made.

>Quirk 9 (Stress): The user of this Quirk has the ability to convert anger, frustration, and general stress into raw power. With this power they can enhance any part of their body in this way, or their entire body all at one time, or potentially even project it outwards.

Enhanced body parts will grow in size proportional to to how much power the user is drawing out through. Black markings will also appear over enhanced areas. If enough power is drawn out, the user will eventually appear as a great, oily black monster.

As the Quirk is fed by negative emotions, it requires poor mental health to optimize. In return however, the Quirk User is capable of drawing on such immense strength so as to pop a man's skull with a flick of their finger, or collapse buildings with a single strike, at least under optimal conditions.



>Quirk 10 (Cow Catcher): The Quirk User is able to garb themselves in a semi-translucent energy coating. At rest, this provides mild physical augmentation and protection, however as the Quirk User moves and builds momentum, the benefits begin to surge up dramatically.

The Quirk User will grow stronger, faster, letting them build more momentum to become even stronger and faster. The energy field will also become stronger as momentum builds, and at high speeds will acquire outwardly destructive properties. In combination, the user eventually becomes an unstoppable force that plows through all opposition.

The user could crash through a busy highway, straight through a stack of reinforced walls, into a bank safe, out the other side, and collect nary a scratch. As this Quirk's potential is heavily influenced by speed, locking the user down or disrupting their footing can heavily weaken them until they can build up their speed again.

!!Alteration Quirks!!

-Alteration Quirks: Alteration Quirks are normally strange close range quirks that normally carry powerful effects or affect the way things work.

This can range from disintegrating things you lay your hands on to shutting off gravity‘s hold on objects touched by your fingers, but as a whole they can be physically demanding or hard to control.

As Alteration Quirks are trained, they may grow even more powerful or be pushed even harder than before, but rarely become much more flexible than they start out.

Common limitations of Alteration Quirks include the potential to “always be on" and thus a potential danger to one’s self and others, or carrying drawbacks if used too much like causing headaches.

==========Tier 0 Quirks==========

>Quirk 1 (Love): The Quirk User is able to directly enhance the strength, speed and resilience of a single individual by declaring their love for them. The potency of the enhancement scales directly with the intensity of the love felt towards the target, having no effect on strangers or those disliked by the user.

The Quirk may only be used once every 24 hours. The target must be within range to hear the Quirk user’s declaration. The enhancement is temporary, lasting a moderate length of time before wearing off. Pink heart shaped smoke emanates from the target while the effect is active.



>Quirk 2 (Coating): The user of this Quirk has the ability to smooth and polish whatever they touch, giving it a slippery, shiny, glossy quality as if waxed. This can allow the user to create low friction surfaces that are difficult to maintain footing on, or sharpen a rough edge.

The user of this perk needs to be able to press and wipe their hand across the surface of their target to affect it with their Quirk. As such, not all objects or surfaces are generally applicable. Damage to an affected surface cancels the effects locally.

>Quirk 3 (Graffiti): The user of this Quirk is able to project a short, conical beam that alters the color of whatever it touches to a color of the user’s choice. By holding the beam on a specific spot, the color can spread out up to a meter.

The effect is a change that occurs at the atomic level, and yet despite that, it can still be ‘washed away’ with water due to a chemical reaction between it and the Quirk’s effect.

>Quirk 4 (Barbs): The Quirk User is able to sprout small barbs or thorns from inanimate objects they're touching, causing them to protrude out up to an inch in length. The thorns take the hardness of the material they sprout from, but not the toughness.

This barbs are in fact relatively brittle regardless of base material, and they may be snapped off with a bit of force. The area of effect from the point of contact is several meters, allowing the user to grow barbs over a reasonably wide wall or floor without moving.

>Quirk 5 (Sunburn): The Quirk User is able to grab and peel off a thin, top surface of inanimate objects as a translucent sheet. This would allow the user to easily remove dust from surfaces, grab hold and remove screen protectors with ease, or take off an unwanted layer of char or seasoning from a fresh piece of meat.

Regardless of the base material, these sheets produced are pliable yet solid, even if that would be contradictory such as if formed by a granular substance. Unable to use the Quirk in rapid succession on the same target. Harder surfaces are more difficult to influence.

>Quirk 6 (Soda Fountain): The Quirk User has the capacity has the capacity to turn water into another fluid at a whim. The water must be within several inches of the user, but larger bodies may be transformed from the original point of influence.

The Quirk User's options for transforming the water are determined by the last eight liquids they've ingested. If a liquid not of the eight cataloged is ingested, the oldest is removed from their options. The Quirk's rate of transformation is half a liter a second.

>Quirk 7 (Mochi Press): The user of this Quirk is bestowed a long, prehensile tail ending with a hard, cylindrical club resembling the head of a mallet. This tail is able to crush and bind substances and materials into a cohesive, dough-like mass with repeated strikes.

Whether it's a loose powder or pure liquid, the substance will take on an increasingly soft and squishy texture the more it's beaten. As the user's tail is ultimately made up of flesh and bone, certain substances or materials may damage the tail if they attempt to beat them, such as harder stones or metals.

>Quirk 8 (Negative): The user of this Quirk is able to alter the way objects or persons they touch interact with the visible light spectrum, essentially rendering the affected as a photo-negative in human eyes. All colors are reversed, dark becomes light, and so on.

The Quirk User may use this to better identify subtle details by causing them to stick out where before they may have blended in to shadow and scenery. The Quirk User themselves is passively under this effect at all times, as well as objects they have prolonged contact with, such as their clothing.

>Quirk 9 (Glowstick): The Quirk User is able to crack their joints at will. When cracking one of their joints, surfaces in close proximity to the joint are 'painted' and acquire the quality of glowing in the dark for up to twenty four hours.

The range of the Quirk is dictated by the size of the joint cracked, and the length of time since it had last been cracked. The low end of cracking a finger every other day creates a foot wide area of effect, while rarely cracked shoulder or spine could paint a whole room.

>Quirk 10 (Finger Trap): The Quirk User is able to embed snare traps made of paper by poking the object. This is done by pointing, after which ribbons of paper will form and fly from their finger into the targeted surface.

The next time something tangible exerts force on the spot, the ribbons fly out and snare it with an interweaving basket-like pattern. Material composition limits the Quirk's strength, and pushing back against the trap causes it to release the snared object.

==========Tier 1 Quirks==========

>Quirk 1 (Vertebrae): The Quirk User's body has a number of pointed ridges growing from each of their vertebrae and out of their back. At will, the Quirk User can project them out as spine-like tentacles to grab or poke at their surroundings.

Each tentacle tip is able to inject a toxic fluid that is able to 'stop' a victim by locking up their muscles. Although it has the properties of a toxin, it's also able to influence inanimate objects with moving parts, spreading and gunking up the works.

The Quirk User is not immune to their own toxin and must be careful about how they lash out. The effects end after one minute passes from the time of infection.

>Quirk 2 (Magnetism): The user of this quirk is able to magnetize people around them, causing them to behave as if extremely powerful magnets. Rather than attract metal, it's more that those affected begin to interact with other magnetic fields. Mundane magnets will be able to interact with these affected individuals as well as they would other magnets.

The Quirk User is able to affect any person within a range of four meters. Men are automatically polarized south, while women are polarized north. With this in mind they can use the poles to cause two men or women to reject each other with incredible force, or send many men or women flying to an individual of the same gender.

The Quirk User is unable to affect themselves.

>Quirk 3 (Weld): The user of this Quirk is able to 'weld' inanimate objects together seamlessly at the atomic level, binding them into a singular object at the point of contact.

This would allow the user to repair broken objects with ease, as there is no greater process or material requirement beyond simply joining the pieces. Likewise, creating fortifications or shelter would be as easy as bringing the materials together.

This Quirk cannot be activated unless the user is either touching the objects they wish to join directly, or with one degree of separation, such as with tweezers. The Quirk User cannot deactivate the effect and must be careful about what they weld.

>Quirk 4 (Shake): The user of this Quirk is able to vibrate whatever they touch, and adjust the strength and speed of the vibration to suit their needs. This also makes the user more resilient to other vibration based abilities and forces.

Using this power, the user can shake apart and break more brittle things quite easily, change the shape of the battlefield, rattle an enemy until they're debilitated or dead, or whatever other applications you can imagine.

The user of this Quirk is limited by the aftershocks of their own ability, becoming stunned or even immobilized for an extended period of time if they shake something with too much strength or speed.

>Quirk 5 (Water Balloon): The user of this Quirk is able to alter the surface tension of liquids within their surroundings and keep them that way. They're able to leave the surface of a liquid hard, rubbery, soft, velvety, even abrasive, or just return them to normal.

Inventive applications include literally walking on water, trapping someone in a liquid jail by making it impossible to breach, even handling useful liquids like adhesives or poisons by turning them into water balloon style projectiles and altering their properties at the last second.

Being so reliant on outside resources can prove troublesome. The Quirk user's influence extends to the surface, not below, reducing their total options somewhat.

>Quirk 6 (Lock Down): This Quirk allows the user to lock objects in space, essentially immobilizing them. This is done by pushing the user's finger, which gains key teeth protrusions, into the desired object and turning that finger like a key.

This allows the user to prevent pieces of furniture from moving, stopping objects in the middle of the air as a form of obstacle or platform, intercepting projectiles, or even entrapping enemies by targeting their clothes.

There are limits on size and force, making the task of stopping out of control trucks or giant pieces of falling rubble daunting threats. This Quirk may not effect living things. The Quirk User may delay the effect's activation after 'turning the key,'

>Quirk 7 (Scissors): The Quirk User has the ability to cleanly cut through almost anything with their body by mimicking the shape and motion of a pair of scissors. This would mean using the index and middle finger, or crossed arms, or the user's legs.

Even reinforced steel seems to have no apparently ability to stand up to the cutting force, with the user able to casually cut right through. The primary limit is the manner in which the cutting must be done, making it ineffective against objects too large to fit one's body around when making the specific gestures.

>Quirk 8 (Mimicry): The Quirk User has the ability to merge themselves with inanimate objects, and then manipulate or shape those objects according to their whims. The Quirk user cannot be directly harmed while possessing an object, and must be forced out first.

The Quirk user may move into objects much smaller than themselves, but not into anything more than two to three times their size. The Quirk user is unable to perceive their surroundings unless they manifest their sensory organs externally, leaving themselves partially vulnerable depending on how they conduct themselves.



>Quirk 9 (Solid Air): The Quirk User has the ability to solidify air. The effect begins in the lungs, and finishes after exhalation. At a basic level this creates solid platforms that remain static within the air as shields and footholds.

At more advanced levels, a wide variety of shapes could potentially be made, at greater distances. This would be reliant on the strength of the user's lungs, however. Solidified air has incredible insulation properties and can completely block sound.

>Quirk 10 (3D Printer): The Quirk User is able to transform existing objects or materials into any object they've previously 'memorized.' Memorization of an object involves touching the object, with smaller objects taking just a minute, and larger objects much longer.

The Quirk User can replicate objects out of any material, though with more complex objects such as electronics or machines, using the incorrect materials will likely result in a loss of functionality in the final product.

==========Tier 2 Quirks==========

>Quirk 1 (Heal): This Quirk allows the user to rapidly accelerate a target's natural healing by kissing them; with their lips extending up to several feet to accomplish this. The process of months of healing can be condensed into just a few seconds.

The Quirk works off of the target's natural healing, and their stamina, such that more serious injuries can leave them terribly exhausted. If the user attempts to heal someone too grievously injured, the expense might even cause their death, requiring the user's discretion on when to use their Quirk versus traditional methods.

The Quirk User is able to restrain their Quirk to heal the target partially so as to not exhaust them too much in one go. The Quirk cannot mend injuries like lost limbs.

>Quirk 2 (Softening): The user of this Quirk is able to soften anything they touch until it becomes a fluid, mud-like consistency.This would allow them to collapse structures by softening their foundations or supports, or trap enemy as if they'd stepped in quicksand.

This Quirk's effects can extend from the original point of contact in any direction desired, allowing the user to target the ground beneath someone's feet while well outside their range. The consistency is loose enough that one could potentially swim through it.

The Quirk User is unable to affect living targets such as humans or animals. Should the user fall unconscious, anything that they're currently influencing with their quirk will return to its normal state.



>Quirk 3 (Zero Gravity): The Quirk User has the ability to completely shut off the influence of gravity upon a target, using small pads on the ends of their fingers as a medium. This essentially renders the weightless for all intents and purposes.

The effects of this Quirk may be canceled at any time by touching the pads on their fingers together. Should the Quirk User attempt to cancel the gravity on objects that weigh too much in a range of tons, they may become nauseous, and using the Quirk on themselves inspires similar feelings. Too much, and the user may become sick to the point of vomiting.

>Quirk 4 (Skateboard): The user of this Quirk is able to sprout wheels from whatever they touch, potentially propping an object up on those wheels if desired. After this point, the user can command the wheels to spin at high speeds.

The user could use this to drastically increase their mobility by giving wheels to their shoes, project large objects at enemies by driving something like a garbage can or dumpster right into them, or use static wheels to lob smaller objects like a pitching machine.

The size of a wheel can be anywhere from a skateboard's to a minivan's. The faster the Quirk User rotates any manifested wheels, the more stiff their body feels, requiring they sit still or have great control of themselves while actively using the Quirk.

>Quirk 5 (Need For Speed): This Quirk allows the user to slow or accelerate any moving object they come in contact with by a factor of up to twenty, including one's self. This allows the user to slow an attacking enemy to a crawl, accelerate thrown projectiles to bullet-like speeds, burst into extreme sprints, or leave dangerous obstacles drifting through the air.

As an interesting side-note of this Quirk, objects slowed by it keep their momentum, impacting as they would at normal speeds if something touches them. This does not alter the perception of time for those affected, for good and bad alike.

The effects only last as long as an object continues moving, ending when it stops. It may only affect a moving object, meaning it can potentially be planned around by someone who becomes experienced with it, and canceled just by pausing.

>Quirk 6 (Elasticity): The Quirk user is able to bestow elasticity to whatever they touch, including the ground, the air, large objects like entire buildings. This can be used to manipulate the environment to one's advantage, such as creating trampolines for 3D movement, or trapping others in air-based rubber walls.

The Quirk User is unable to affect living things with their Quirk, limiting them to environmental and object-based manipulations. The Quirk user may not manually disable the effects of their quirk. Objects affected will instead return to normal after a moderate amount of time has passed.



>Quirk 7 (Dead Zone): The Quirk User is able to reduce the electrical conductivity of everything in the area around them down to zero. This effectively neutralizes the danger posed by lightning, live wires, or other forms of electrical damage.

Electronics and other electricity reliant objects in the area will also shut down while within the the Quirk's field of influence, which can be as restrained as a few meters, or extended up to half a kilometer.

This Quirk is unable to penetrate the surface of a living being, thus leaving nerve impulses or pace makers unaffected under normal circumstances. The Quirk User cannot shape the field, only influence the range.

>Quirk 8 (Twin Impact): The Quirk User has the capacity to create secondary impacts at the site of any observed impact. This secondary impact is many times stronger than the initial impact, allowing even smaller blows or strikes to transmit considerable force.

The Quirk User need not be near, or be the one who caused any initial impact, simply being required to observe the impact in person to double it. They may not, however, double any impact more than once. Secondary impact force is highly difficult to moderate, with the user needing to be careful lest they crash.

>Quirk 9 (Decay): The user of this Quirk is able to destroy virtually anything they lay their hands on, causing it to rapidly crumble to dust. In order to activate the effects of the Quirk, all five fingers of a given hand must rest on the object in question.

The Quirk User may disintegrate not only what they're touching, but objects touching what they're touching with many degrees of separation. By touching the ground, the Quirk User could for example crumble everything around them also touching the ground.

The main issue of the Quirk is that it's always on. Though the user may dictate to what extent the Quirk the influence of their Quirk spreads, they can't help by destroy whatever they lay their hands on unless they block at least one finger's contact.



>Quirk 10 (Displacement): The Quirk User has the ability to transform their arms, causing them to become significantly larger, with the hands in particular becoming huge and acquiring a net shaped webbing between the fingers.

In this state, anything 'swiped' by the user's hands becomes displaced, compressing into an orb shape and propelled quickly in the direction the user swiped. This allows them to functionally intercept physical projectiles or turn nearby surfaces into huge projectiles. The user may even project large blasts of wind by swiping at open air.

The user must be able to swing their arm to activate their Quirk, and so if their arms are restrained or not given the chance to build momentum, the Quirk can be locked down.

==========Tier 3 Quirks==========

>Quirk 1 (Compress): The Quirk User has the ability to shrink anything down inside of a spherical prison resembling a marble, causing no harm to the persons in question in the process. To activate the Quirk, the user must touch the object in question with their hand.

On activation, the Quirk will entrap both the target, as well as anything in the designated area around them. The user may designate if they themselves are also shrunken. Shrunken objects also drop considerably in weight, making the marbles highly portable.

The Quirk User may cancel the containment of a marble and return anything trapped within to their full size with a whim and a snap of their fingers. The Quirk User can destroy objects or mutilate enemies by designating an area smaller than the whole, such as shrinking off one of a target's arms.

The Quirk User's arms host the entirety of the Quirk's power, and if they're bound or damaged in some way, the user may lose access to their abilities. These marble prisons can be broken from the outside, dispelling their containment.



>Quirk 2 (Blackjack): The user of this Quirk is able to forcibly bend anything they grab up to 90 degrees without compromising its structural integrity; this can even include people or otherwise extremely durable or delicate machinery. Providing they can be said to touch it, they can even bend non-solids like a water flow.

While bent, the target continues to function as normal. The Quirk User may bend a given target at multiple junctions for more intricate bending and shaping. The user may dispel the effects of their Quirk at any time by willing it and cracking their knuckles.

If the Quirk User is unable to place their hands or other body parts on either side of a given object, they are unable to affect it with their Quirk. If an object is freed from the effect of the Quirk but doesn't have space to snap back to its original form, it can acquire catastrophic damage depending on the material composition of the target in question.

>Quirk 3 (Drain): The user of this Quirk is able to create a 'drain' on whatever they touch, resembling a shower drain. This drain greedily sucks in surrounding or ambient moisture while pumping it into the target in question.

Less elastic materials can spontaneously crumble or explode as the fluids continue to funnel in. The Quirk User is also granted elastic skin and an internal reservoir that interacts directly with these drains, allowing them to balloon themselves before ejecting water from their mouth, or ports found on either hand, as a high pressure spray.

The drains always work one way, but if the effect is dismissed with a click of the user's tongue, a temporarily hole is left behind that water pours freely from, shrinking until the target has been drained. The Quirk User does not have an infinite containment and can cause damage to themselves as well if they overdo it. Harmlessly draining a room or funneling water into designated containers is also possible with this Quirk.

>Quirk 4 (Noise): The Quirk User can apply one of two effects to objects they point at; both a special kind of electric field. The former is is a Disruptive field that scrambles electronic signals, while the latter is an Attractive field charging the target with ambient electricity.

Disruptive fields can be used to disable electronics, machines reliant on electronic components, or even people by disrupting nerve signals. Targets affected will scramble photons that come in contact, causing them to appear as if covered in television static.

Attractive fields can be used to charge batteries or supply power to small or medium sized objects well outside the confines of civilization, or turn targets into lightning rods that pull lightning or exposed currents straight towards them. Targets affected appear to glow.

The Quirk User has a negative relationship with their fields and will be shocked if they come into contact with one. If the user is forcibly rendered unconscious, active applications are canceled. Targeting an object twice can also cancel the effect.

>Quirk 5 (Melting Point): The Quirk User may dramatically alter the boiling point or freezing point of any inanimate object in sight. This would allow them to make cold water to boil into steam, then freeze the condensation it produces, at room temperature.

That is just a small example, with applications extending to any kinds of materials the Quirk User might desire. Melt the walls of a safe and the guns of those trying to apprehend you, freeze a villain's sweat and encase them in an ice prison, and more.

If a given material does not possess a boiling point, melting point, freezing point, or what have you then the Quirk User may not induce one upon it; such as wood for example.

>Quirk 6 (Rewind): The user of this Quirk possesses a horn, which accumulates an unknown element over time. The Quirk User may then expend this element to revert any living, biological organism they're touching to a previous state.

The Quirk User is able to potentially heal extreme physical trauma by simply reverting the body to the point before it occurred, or rewind a target until they de-age right back out of existence to kill them.

This is ultimately a biological ability, and extreme, active change in a target's body can cancel out the effects of this Quirk by overwhelming its influence. If very carefully harnessed, the user only potentially rewind only parts of a target.

Under lab conditions, this Quirk was even shown to eventually be capable of rewinding genetics to a previous evolutionary state. While active, the user's horn will grow in size and glow. Difficult to control at first, and unable to be used on one's self. The Quirk cannot activate without its resource.

>Quirk 7 (Layers): The Quirk User is able to stretch and compact inanimate materials to form them into sheets. Despite being flexible and appearing thin, the incredible density of the sheets often renders them incredibly strong and heavy.

Despite their weight, the Quirk User is able to lift and manipulate the sheets with ease. The user can convert large amounts of a given material at one time through the original point of contact. The user may also fuse sheets together to build upon them.

When not being directly manipulated, the sheets are less flexible and more visibly express their weight. As the user manipulates the sheets, the shuffled mass causes a build up of heat in the user's body, though they can redirect this into the sheets themselves.

The user has no special resistance to heat, so may require protection or equipment to help them deal with the conditions. Depending on sheet material it may catch fire or melt if enough heat is filtered in. The user can cancel the effects of their quick by flicking a sheet.

>Quirk 8 (The Purple): The Quirk User has the ability to spread a bizarre energy field through inanimate objects that alters their physical properties, acquiring a kind of 'super-tangibility.' This ongoing effect is marked by a vibrant purple coloration and soft glow.

The glow of an affected object transmits a signal to the brains of entities that observe it, making the object extremely difficult to ignore or shift their attention off of. This is merely a side-effect however.

The item's super-tangibility causes the item to express itself on its surroundings to a greater extent; a playing card influenced by this Quirk could for instance slide straight through a telephone pole like a hot knife through butter.

The user themselves can interact with any affected items as if they were normal, allowing them to do things like wear affected gloves or go unharmed by dropping an affected object on their foot, or what have you.

The Quirk User is limited by how much of the field they can spread over items, equal to an area twenty meters tall and wide, though they can divide it as much as they want. The Quirk automatically spreads to any item in prolonged contact with the user such as clothes.

>Quirk 9 (Officiant): The Quirk User has the ability to fundamentally change the effects of someone's Quirk. By laying their hands on two people, or parts of them like some of their hair, the user may mutate one's Quirk with the properties of the other.

Essentially, this works similar to Quirk Marriage where the target's Quirk is the dominant gene, being altered with the qualities of the second party's. Targeting an individual with fire breath, using another person's Quirk who can jump really well, could mutate the fire breathing individual's Quirk into some sort of rocket feet Quirk.

The Quirk User does not have specific control over the final product. The changes are generally permanent barring some other ability that could directly revert such changes. The Quirk User can target the same person multiple times. The Quirk User can target themselves, but this may result in sidegrade or downgrade that reduces their versatility.

>Quirk 10 (Mirage): The Quirk User the ability to alter the speed and intensity of light, and acquires instinctive awareness of its movements. The changes can be up or down, and - in the case of accelerating light - this can cause very strange things to happen.

Our understanding of time is based on the speed of light, so by slowing or accelerating light bouncing off their form, the Quirk User can make themselves appear as if they're where they were a short time ago, or where they will be a short time later.

Manipulating light intensity meanwhile allows for feats like dampening it until the user disappears into shadow, or creating such intense rays as to compare them to lasers. In combination with the former aspects, the user can project beams where an enemy was.

The Quirk User must limit their application of light intensification due to lacking innate resistance to heat. The Quirk User cannot influence the direction of light with their Quirk, but with their understanding they can manipulate ambient light, or the light reflecting off their body, to perform their feats.

!!Affliction Quirks!!

-Affliction Quirks: Affliction Quirks are focused on directly hindering, affecting or exerting control over others while carrying few personal advantages.

Affliction Quirks can vary but commonly focus on the same themes, such as being able to paralyze enemies by looking in their eyes or direct mind control if they verbally respond to you.

Training Affliction Quirks is difficult since they need a target and can be inflexible, so training one's self to best make use of them is advisable.

Common limitations of Affliction Quirks is heavily centered on how many of them require a certain condition to be met, like consuming the target's blood or requiring they do something specific.

==========Tier 0 Quirks==========

>Quirk 1 (Enfeeble): This Quirk allows the user to paralyze the muscles of a target for three seconds. To do so, the user must establish eye contact with the target, with the activation of the Quirk marked by a glint in the user's eyes. The Quirk only targets the muscles, with the mind left conscious and all other abilities untouched.



>Quirk 2 (Ringer): The user of this Quirk can temporarily dull a target's sense of hearing by striking their ear. Under the effects of this Quirk, the victim's hearing sounds heavily muffled, almost like they were underwater. The Quirk User must time activation of the Quirk with the strike as activation has a small window. This effect lasts for five minutes after activation.

>Quirk 3 (Sunspots): The user of this Quirk is able to flash a light originating from their palm similar to a camera flash. If an individual was looking at the user's hand during this period, their vision will temporarily be crippled by light exposure.

The center of a target's vision will be dominated by a bright purple circle, leaving only their peripherals available. The circle lasts until the target blinks about twenty times. The user is unable to use their flash more than once a minute.

>Quirk 4 (Pepper Breath): The Quirk User's saliva induces a chemical reaction with the stomach acid of humans other than the user's. When the two meet, a thick, acrid smoke will be produced and will continue to be produced for a short period.

This smoke is unsavory, causes coughing due to the irritating composition constantly entering the lungs, and can potentially cloud vision. It also causes reddening of the face as if the user just got done exercising or ate something spicy.

The Quirk's strict activation requirements make it difficult to use in most situations. The period of time where smoke is produced is based on the amount of saliva ingested by the target, starting at around five minutes.

>Quirk 5 (Trace Empathy): This Quirk allows the user to broadcast their emotions, influencing those around the user into feeling the same as they do. The effect scales based on the intensity of the user's emotions, with more intense emotions being more influential. Due to difficulty of controlling one's own emotions, actual application is generally difficult.

>Quirk 6 (Interject): The Quirk User has the ability to disrupt a target's train of thought through any sort of vocalization while the target is speaking. This causes a temporary loss of whatever thoughts they were holding at the time and induces a state of confusion. There's no long term effects on the target's memories, and they may soon recall their thoughts.

>Quirk 7 (Rule Breaker): The Quirk User has the ability to flip the biological sex of living creatures, turning women into men and vice versa. The user requires physical contact with their target for ten seconds before they may activate this ability.

The Quirk user has the ability to reverse the effects the same way they applied them. Those affected by this Quirk will revert to their original gender regardless after twenty four hours have passed.

>Quirk 8 (Anesthetic): The Quirk User is able to temporarily numb a portion of a living creature with a poke of their fingers. This poke is accompanied by the sensation of being pricked by something, but is followed with a loss of sensation for ten to twenty minutes.

The Quirk User can used to temporarily treat pain in an area around the poked spot, allowing remove of splinters, delivery of shots, and other small feats. The Quirk User can use this on themselves as well.

>Quirk 9 (Bruise): The Quirk User is able to produce a mild toxin from their knuckles. This toxin causes discoloration and heightened nerve sensitivity on skin contact, causing the spot to appear and behave like a bruise. It leaves a patch of skin purple and tender.

Repeated doses to the same spot intensify the color and effects. Due to low production speed, any given application of the quirk is relatively minor.

>Quirk 10 (Cold): The body of the Quirk User naturally produces a virus capable of causing symptoms functionally identical to the common cold. As the virus is produced by the user's body, the user's immune system makes no attempt to fight it off. While this poses no issue to the Quirk User, they become a carrier that can easily afflict others with acts like coughing.

==========Tier 1 Quirks==========

>Quirk 1 (Chronostasis): The Quirk User has two arrow shaped locks of hair; a larger one towards the front called the 'minute hand,' and a smaller one in the back called the 'hour hand.' The user may, at their discretion, project the arrow forward like an elongating spear.

Though they usually behave as hair, they're very sharp and fully capable of damaging human flesh. An entity damaged by either arrow has their movement dramatically slowed, with the duration depending on - and appropriate to - the arrow that landed.

The victims of this effect unless capable of immense speed or remote control of powers are essentially immobilized and can be detained easily. The Quirk User is unable to move while using their Quirk, needing to reel the arrow back in to move again. The arrows can only fire in straight lines making aiming tricky, especially with the hour hand.



>Quirk 2 (Chute): The user of this Quirk can compact the body and body parts of a victim via sufficient physical impact. The Quirk User is also twice as strong as any normal person their age, allowing them to more easily leverage their abilities.

This would allow the user to do things like smash a person's head down into their chest cavity, or hide allies by packing them up into a small contain. These expressions of the Quirk are not dangerous by themselves.

Applications essentially deprive a target of their mobility, or and also quite literally disarms them. Sufficient strength and space would allow a target to eventually 'push' their compacted body back to normal, popping back to normal, meaning stronger individuals are more resistant. Victims properly contained, the effects could be prolonged indefinitely.

>Quirk 3 (Popcorn): The user of this Quirk is able to expand the fat inside a target's body on contact, causing them to irregularly puff up like the Quirk's namesake. Despite how this appears, this isn't directly deleterious to one's health.

While nonlethal, it can stifle breathing if the throat is targeted, or drastically inhibit movement by targeting the joints. The effect wears off under normal circumstances after about twenty minutes. The reaction is fueled by the user's blood sugar, requiring a diet high in candies and junk food to utilize this Quirk in prolonged conflicts to its fullest.

>Quirk 4 (Bloodcurdle): The Quirk allows the user to temporarily paralyze a person by consuming some of their blood. This ranges from around a minute when consuming the blood of someone of a different type than the user, up to eight minutes when consuming the blood of someone with the same type as the user.

The Quirk also grants an especially long tongue. Technically speaking,the user only needs to lick the target's blood for the Quirk to take hold. The effect can't stack, but can be immediately applied the moment it wears off.



>Quirk 5 (Absorb & Release): This Quirk allows the user to absorb enemy attacks - whether physical or in the form of some energy - then hold them within their body, and release them whenever and however they wish.

Although potentially very strong, the Quirk User isn't bestowed with any special form of mitigating damage, and so will suffer whenever they wish to actually apply their Quirk. Alternatively, building a stockpile from many lesser forms of damage is also viable.

>Quirk 6 (Confession): The Quirk User has the ability to force anyone to answer their questions with a truthful answer. This is not just the truth, but the truth delivered to the absolute best of their abilities, rather than full of half-truths or deceptions.

This Quirk is king for interrogations, and can even be used to question an individual and get a truth they may refuse to acknowledge or not be consciously aware of, like their true feelings on difficult subject matter. Although the user can dig up any sort of truths they look for, they must still know what questions to ask for the results they desire.

>Quirk 7 (Good Face): The Quirk User has the ability to warp an individual within their line of sight, causing the target to acquire a more 'charismatic' and flamboyant behavior. They will also gain a stoic, 'cooler' appearance, and sparkle under intense light like the sun.

The target is entirely aware of what's happened to them, but is unable to break the effects or behave differently. Intense anger can temporarily disrupt the effects, however. The Quirk user will find themselves keenly interested by the target while the effects are active. Effects end after several hours.

>Quirk 8 (Army Man): This Quirk allows the user to harmlessly ‘implant’ small, inanimate objects within a living creature. The act has no sensation, meaning the target may never notice the exchange if the Quirk user was able to perform the act with enough subtlety.

Once past the skin, objects will find or create a space for themselves to exist, as opposed to fusing with tissues. This means the act alone will not bring harm, though the nature of the object may still allow harm to be caused.

Simply by pressing on the same spot, the Quirk user has the capacity to pull objects back out. Alternatively, if the space created for the object is ruptured, the object will be ejected from the space and into the open. The ability is undetectable by normal means.

>Quirk 9 (Muddied): By touching the target’s head, the Quirk User is able to induce a minor form of amnesia that makes the victim’s memories of the previous five minutes, and next five minutes, vague and hard to collect.

These memories can remain hazy for months or years, especially if no active efforts have been made to recall them. Adrenaline can allow the target to resist the effects, and so the Quirk is best used with a subtle, discreet touch.

>Quirk 10 (Despot): The Quirk User has the ability to extend strings from their body, and when properly looped around an individual’s neck, that person may be controlled according to the user’s will; as well as a variety of hand gestures.

The Quirk can potentially exert control over a very large number of people at once, though significant shock to the ‘puppet’ or Quirk User can break the effect, making it best used for overwhelming numbers or hostage situations. Victims remain self-aware.



==========Tier 2 Quirks==========

>Quirk 1 (Brainwashing): The Quirk User has the ability to brainwash others, taking control over their body and forcing the target to follow their commands. To do so, the user must vocally prompt the target in some way, and if the target responds, they become ensnared.

Victims are vaguely aware they're being controlled, but can't express it externally. The Quirk User does not have to know who they're responding to, or even give anything resembling a logical reply to fall under the effect. Great pain will break the Quirk's control.

>Quirk 2 (Erasure): The user of this Quirk is able to shut off the target's Quirk by staring at them. As long as they continue to keep the target within line of sight, the target is wholly unable to use their ability.

Any lapse in sight line can cause the effect to break, such as the user blinking, or a given target hiding behind a wall. The effect is lightly penetrative as even full body clothing does not keep from having one's Quirk shut off.

Importantly, Quirks that don't have any sort of element of activation or control are unaffected. Say for instance the target has a tail from their Quirk; while the tail will suddenly hang limp, it won't disappear all together.



>Quirk 3 (Outburst): The Quirk User is able to tell empowered their jokes, making it so specified targets crack up on hearing them. The Quirk influences the brain, making the target feel as if they were told the funniest thing ever, and the laughter is so intense that their cognitive and motor functions become dulled.

The activation of the Quirk is seen through the subtle, blue aura surrounding the user. As long as the user maintains it, the victims of the Quirk will continue to laugh and laugh. If the Quirk User can't finish their joke or gag, they can't apply it to their target. This extends to a target avoiding the consumption of the joke or gag in the first place.

>Quirk 4 (Black Cat): The user of this Quirk is able to project a pseudo-intelligent and malicious intelligence into a target. This Quirk generated intelligence holds light abilities involving corrosion and gravity with which it can use to influence the host's environment.

Generally this would involve the rapid weakening and loosening of screws to drop heavy objects upon the host, moving debris so as to trip the host up, weakening floor boards to drop them down, or tilt tall, awkward objects upon them by shifting their balance.

The longer the effect of the Quirk is applied to a target, the stronger it gets. However, a similar intelligence will also eventually begin to grow in the user, slowly building malice and strength to inflict similar 'bad luck' upon them.

The effect must be applied by meeting two conditions within two minutes of each other, physical contact with the target, and the target's having some level of aggravation. The user may dismiss the effect at any time.

>Quirk 5 (Forced Activation): This Quirk allows the user to manifest branching, black spears with a circuit pattern from their body to pierce the body of others. This can be made harmful or harmless at the user's discretion.

While piercing the body of another person, the user is able to activate and manipulate their Quirk against their will. This can be used to turn the target's Quirk against themselves or their allies, or use it to the user's benefits. This can even be used on those that are unconscious or otherwise debilitated.

The branching spears aren't immensely powerful or durable, so competent enemies who are ready can be hard to catch out. The user acquires no inherent understanding of the target's Quirk or how to use it without through their own Quirk.

>Quirk 6 (Fuel Siphon): The Quirk User is able to drain the stamina of whoever they're touching through inhalation, appearing to draw out some kind of orange energy from the victim's body and into the user's lungs.

The longer and stronger the inhalation, the more energy sapped. By draining stamina in this way, the victims become enfeebled, and the user becomes significantly larger and stronger, continuing to scale as they continue draining others.

Draining stamina reinvigorates the user as well. The effects are temporary allowing the target to rampage but not keep their drain gains. The user's activation of their Quirk can be disrupted with the disruption of their breathing.

>Quirk 7 (Landmine): The Quirk User has the capacity to turn anything they touch into an explosive, including other people. After that point, the target becomes a bomb that be remotely activated at the user at any time.

These explosives are independently relatively weak, and an average person turned into a bomb won't die even if detonated. The Quirk User is able to mass produce explosives however to compensate for this weakness.

The user can choose to localize the effect of their Quirk, only turning part of something they touch into an explosive, allowing them to make more dangerous bombs that go off in a chain reaction, or directional explosives they can hold.

>Quirk 8 (Zombie Virus): The Quirk User is able to produce pink gas that - when inhaled - transforms victims into ‘zombies.’ Victims have their cognitive abilities significantly dulled, are made aggressive, and can pass on the effect to others through bite.

Victims also display notably heightened endurance and strength making them difficult to fight off. Those affected acquire gray skin, warped faces, have their vocalizations replaced with moans, and see others with zombie-like appearances as allies regardless of if they have also been victimized by the user’s Quirk.

The effects of the Quirk fade after several hours pass. The Quirk User is not immune to the effects of their Quirk; both the gas and the bites of victims capable of turning them.



>Quirk 9 (Spirit Possession): The Quirk User has the ability project a construct made of light and detach their consciousness to operate it. This construct resembles their own body, causing the ability itself to resemble a kind of astral projection or ghostly reanimation.

Through this light construct, the user is able to pass through narrow gaps, become mostly transparent but not fully invisible, and sap energy from their environment such as heat or electricity. By touching a living creature, the user may also engage in a battle of wills, and if successful they will be able to temporarily take control over them.

The light construct takes energy to maintain, and has a low operation time if the user doesn’t regularly absorb energy from their environment. Long term possession is possible but dangerous as the user will passively sap the host of heat. The user’s own body will be vulnerable until they dismiss their ability and return to it.

>Quirk 10 (Incite): The Quirk User is able to layer their voice with an electromagnetic pulse.If someone who considers the user to be an authority figure is within audible range, then their physical and mental abilities will dramatically improve for a short time.

The volume of the user’s voice can improve the effects, even if the method is artificial such as through a loud speaker. Along with strengthening of the body and mind, recipients also acquire a scaling zealous fervor.

Recipients of this Quirk’s strengthening do not have their bodies made more durable, so the increased output can become deleterious if the Quirk User or recipient push too much. The user is reliant on others for optimal Quirk usage.

==========Tier 3 Quirks==========

>Quirk 1 (Impact Recoil): This Quirk allows the user to reflect opposing physical forces back where they came from. Essentially, if the user desires, if someone were to punch the user, the Quirk User could make it so all the force in that punch goes right back into the fist.

This Quirk can be applied not only to one's self, but to nearby allies as well, allowing the user to either protect them from assaults, gunfire, and so on, or use the bodies of others as a meat shield for themselves.

There's a slight delay before the effect comes online, and so the user can be caught unawares before activation of their Quirk. Activation of the Quirk is accompanied by a sparkling, mirror-like force over affected areas or individuals. Pure energy attacks can bypass this defense.

>Quirk 2 (Overhaul): The user of this Quirk has the ability to disassemble and reassemble matter by touching it with their hands, and reconfigure it as desired when doing so. The applications of this Quirk are as numerous as they are fantastical; and downright limitless.

The Quirk User could obliterate a person or wall with a slap. They could mend a broken object to be good as new. Chronic ailments could be corrected right out of someone's body. Hell, the freshly deceased could be brought straight back to life.

The user can even perform more fantastical feats like fuse multiple distinct individuals into a kind of composite entity, or fuse people with inanimate objects to drop them into a hellish existence from which death would be preferable.

Any living entity affected by this Quirk experiences excruciating agony, including the Quirk User themselves, and so while healing is a potential application, it's inadvisable outside dire emergencies.

The Quirk User cannot simply wish for a result to happen and must to some degree be able to conceptualize what they want to do. The effects are entirely localized to the user's hands, and so binding, depriving, or avoiding the user's hands is a key way of countering the otherwise great array of applications.



>Quirk 3 (Rage): The Quirk User is able to inflict terrible headaches and delayed nervous systems signals upon the target by speaking within hearing distance of them. The angrier or more upset the target is, the more harsh the effects of the Quirk become.

Not only will victims be unable to think clearly as their brain is wracked with pain, but everything they attempt to do will be delayed and awkward, an arm or finger moving a second after the brain sent the signal telling it to do that in some cases.

At the low end the effects can be shrugged off, but at upper levels the victim can be left in a state that is nigh unbearable which only aggravates the effects further. A centered individual with the ability to calm themselves down can dull the effects of the user's Quirk.

>Quirk 4 (Sleeper): The user of this Quirk has the ability to plant a copy of their consciousness inside of a target. It is not immediately lucid, being more like a seed that they can cause to bloom on command, causing a secondary self to take control temporarily.

To activate their Quirk, the user must touch the victim's eyes or eyelids with their bare hands; the effects are tied to the sweat and natural oils produced by the skin. From there, simply willing it will cause their mental copy to take command.

When a body is commandeered, your copy will acquire access to their hosts knowledge, memories, and abilities so as to emulate them and take their place. However, the user's mental copy will terminate half an hour after being activated.

After termination, the original owner of the body will awaken, unaware of what transpired while they were possessed. There is no limit to the amount of individuals that can be influenced by this Quirk at any one time, but the Quirk cannot be used on the same person more than once at a given time.

>Quirk 5 (Dreamcatcher): The Quirk User is able to pull anyone who they acquire eye contact with into a shared, mental realm where the user controls the laws of reality, as if in a lucid dream. While unable to do physical harm to their real body, the user can make them feel fabricated sensory input as if it was real.

The potential is there for psychological torture, interrogation, covert meetings with allies, hastened distribution of knowledge, leisure, and more. Time within this space passes sixty times faster inside than outside; a minute inside is a second outside.

The Quirk User can hold a given victim within the shared world for up to twenty four hours. However, there is a cooldown on the Quirk of one second per minute spent within the shared world. The user experiences no accumulation of mental fatigue no matter how they use the Quirk, though the same cannot be said for victims.

>Quirk 6 (Mania): The Quirk User is able to fully manipulate the five senses of up to two people within line of sight, allowing the user to control what they see, hear, smell, taste and feel to a complex, realistic extent as if bathing them in a world of illusion.

The victims will essentially be subject to the reality the Quirk User decides for them. Clever use of this Quirk would allow for intricate short or long term manipulation of targets, allowing the user to stimulate or lead them in almost any direction, like pinning enemies against one another, or making them eventually believe the user is the only one acting sane.

Victims of Mania will show white eyes as a side effect of Mania's application. Although near every sense may as well be as the user defines for the victim, pain can still be triggered against the user's designs, causing victims to feel phantom pain when injured and potentially tipping them off about something being wrong.

>Quirk 7 (Transfusion): The Quirk User has the ability to trade 'cell memory' with a target. Essentially, they treat the body as being aware of its current status, and by performing this trade, they can give or take injuries, illnesses, health, or conditions in an abstract sense.

If the Quirk User has a broken arm, they can make it someone else's broken arm. The exact mechanics involve a rapid transition to and from a stem cell state, and activation involves the user 'passing their body through' the target's, sliding through solid flesh.

The change in both the user and target's bodies is near instantaneous. What's more, the Quirk User is able to skew the trade, and so their own stab wound to the arm, could become the stab wound to the target's heart. The user's body remembers its prior states, and can inflict those upon another as well rather than making a trade of current statuses.

>Quirk 8 (Trigger): The Quirk User's tongue may be transformed into a needle-like tendril that can pierce human flesh, and inject a substance resembling the drug called Trigger. This substance has the power to augment the target's Quirk in dramatic yet volatile ways. When targeting someone without a Quirk gene, it can even facilitate the growth of one.

The substance begins working soon after entering the target's body, mutating their Quirk gene. This could transform Quirks like fire breath into complete fire manipulation, or make a heavier punch strong enough to crater streets as examples. In all such cases, whatever it was is now stronger.

On the other hand, there's several major issues. First, the user is immune to their own Quirk. Second, while the augmentation is generally permanent, those affected are often mutated along with their Quirks and can become monstrous or unrecognizable. Those originally without a Quirk gene are at risk of health complications as well.

Additionally, while the substance is circulating through a target's system, they'll suffer from reduced cognitive abilities that may include: heightened aggression, mood swings, delusions of grandeur, delusions of impending doom, mania, and more. They'll be fine after, but generally rampage when first dosed unless heavily restrained.

>Quirk 9 (Kiss of Death): The Quirk User has the ability to impart suggestions so powerful upon a victim that they're able to manifest physical changes to the body. To apply the effect, the user must - as the name suggests - kiss the target.

Applications of the quirk cover a wide range. More basic applications instill a thought or idea; such as a phobia of clowns or the belief that the sky is actually red instead of blue. More advanced applications include making someone believe they're sick with any given disease and having them believe so strongly that their body just makes the symptoms.

The effect is strongest when kissing the target on the lips. Effects generally wear off with time, but may leave psychological aftermath in the long term. Suggestions aligning with someone's beliefs or personality may be much stronger or more permanent; an especially meek or frightful individual might actually die in seven days after having the idea embedded.

>Quirk 10 (Lethe): The Quirk User is able to produce a thick yet gently flowing mist from their body. The mist feels light on the skin, yet does a remarkable job of blocking sight. Those exposed to the mist are afflicted with memory loss and passivity.

The longer a given target is exposed to the mist, the more severe the effects. They'll be less willing to do anything, remember less of themselves or what's happening, and may develop full on amnesia as the memories become all together lost.

In such cases, long term rehabilitation may be needed to recover, and it's not a sure thing. The user has great control over the mists produced by their Quirk and can form it into various shapes or false silhouettes to trick others into entering the mist. Effects can be transmitted through skin contact, but are strongest with inhalation.

!!Mutation Quirks!!

-Mutation Quirks: Mutation Quirks are some form of permanent feature or body part the user was born with. While most Quirks are “like" parts of your body, Mutation Quirks often truly are.

Mutation Quirks can be as simple as a muscular tail or pair of impressive horns to something as strange as being born with a sapient, symbiotic monster made of energy inside you.

Mutation Quirks after training, if they can be trained, normally get better in more traditional ways like any other body part, stronger, more dexterous, less tiresome.

Common limitations of Mutation Quirks are the same as many other body parts, muscle fatigue, natural limitations or limited scope of use.

==========Tier 0 Quirks==========

>Quirk 1 (Big Horn): This Quirk grants the user a large pair of horns. The horns don’t do anything, but can be whatever shape or size the user would like at the time of taking this Quirk. Design the horns, and those are now your horns.

The horns are quite strong and would need industrial equipment to break or cut. The user’s skull and spine are also strengthened and reinforced to allow for charging or headbutting actions without near as much recoil. Mostly though, they’re just horns.

>Quirk 2 (Four Arms): The Quirk User is granted an additional pair of arms that are fully functioning and mobile. They’re able to do everything the ordinary pair of arms can do, and are about as strong as well. The user of this Quirk has a preferred ‘side’ like normal people, so their right or left hands will feel more natural than the other side, but they’re just arms.

>Quirk 3 (Invisibility): The Quirk User is born with an ability which causes light to pass through their body, thus rendering them functionally invisible. As this is a mutation, the Quirk User has no ability to shut it off and passively exist as an invisible person. This does not extend to clothes, so the user must strip if they want to use it for stealth purposes.



>Quirk 4 (Orbit): The Quirk User is born with a gravitational field; the field passively pulling small objects or particulate towards the user and into a steady orbit around them. The user may change the 'center of gravity' to make things orbit different body parts like the hand, head, or legs, but can't shut it off entirely.

>Quirk 5 (Pheromone): The Quirk User's natural scent is both favorable, and causes the production of serotonin in the brains of those who smell it. Others inherently associate the 'happiness' they feel with the smell. The effect dulls if the user's smell is dulled, such as from showering or perfume. The effects works on the user as well, improving default mood.

>Quirk 6 (Wild Lice): The Quirk User is born with a symbiotic relationship with an invertebrate species spawning from their body and living within their hair. When the user becomes stressed, the creatures spread out to attack those touching them.

Attacks by the insects come in the form of irritating bites producing itchy allergic reactions in most people. They hate water and will flee at first signs, causing them to fall away every time the user showers. Eventually more will replace them though.

>Quirk 7 (Bendy Fingers): The Quirk User's fingers have a radically heightened range of movement compared to other people. They could bend them backwards until the nail touches their wrist, move them side to side like they were on ball joints, or curl up like an old tube of toothpaste. They're more comparable to octopus tentacles honestly.

>Quirk 8 (Hedgehog): The Quirk User grows metal quills from their back, similar to a hedgehog or porcupine. These quills will grow larger and stronger with time, protecting the user from attack from behind though are also inconvenient live with. Abnormal cold can make quills fall out, but new ones will eventually.

>Quirk 9 (Tail): The Quirk User is born with a large, muscular tail designed to the user's specifications at the time this option is taken. This prehensile tail alters the user's center of gravity and is quite strong, functionally acting as an additional limb. Other than being a bit strong, there's nothing particularly noteworthy about it.



>Quirk 10 (Wings): The Quirk User is born with a pair of wings of a type of the user's choosing at the time of taking this option. They're somewhat large and strong, but not so much that they can lift the user off the ground with their own power. Generally speaking, they're best suited towards gliding or otherwise breaking falls.

==========Tier 1 Quirks==========

>Quirk 1 (Engine): The Quirk User has structures resembling engines in their calves, with protrusions resembling mufflers. These structures provide tremendous leg strength when activated, and allow the user to run at incredible speeds.

The user can increase the strength of their leg engines by moving up through multiple levels called 'gears.' The user's engines require fuel to operate; with this fuel being orange juice. Carbonated drinks meanwhile disrupt the functionality of the engines.

The Quirk User can potentially upgrade the functions of their legs by removing the mufflers and allowing new ones to eventually grow in, however this process is immensely painful. Overuse of the Quirk or interference with the mufflers can temporarily lock the user's legs up until the problems are resolved.



>Quirk 2 (Pop Off): The Quirk User produces sticky, springy spheres from the top of their head. The user may freely pluck them from their head, causing a new sphere to grow into place more or less instantly. They may then use them in any number of ways.

The orbs have extreme adhesive properties and are shockingly durable, so the user can use them to immobilize enemies, treat them as glue to stick objects together, or use them as bounce pads given the user themselves won't stick to them.

The stickiness is based on the user's health; potentially remain sticky for a whole day. Plucking too many in rapid succession will begin to damage the user's scalp.

>Quirk 3 (Jet): The Quirk User has holes in the soles of their feet that they can expel strong bursts of air from. This allows the user to shoot themselves off of hard surfaces at high speed or reposition themselves while in the air.

The air used to apply this Quirk is taken from the lungs, limiting the strength of any one burst. Thankfully hyperventilation is not a common concern, though the Quirk does put stress on the body which can complicate using it when older.

>Quirk 4 (Longevity): The user of this Quirk has functional immortality, being able to continue aging with no real upper limit, similar to certain animals like lobsters. The user does not suffer from normal forms of cell degeneration, never technically leaving their prime.

If the Quirk User has purchased Quirk Proficiency with this pure Quirk and did not select 'Take 14' as their age option, they have multiple decades added to their age along with a huge assortment of skills, connections, and life experiences to draw upon.

The user is still vulnerable to dying via illness or physical trauma, as they are otherwise just a normal human by this world's standard.

>Quirk 5 (Gatling): The Quirk User possesses metallic organs around their forearms resembling large revolver cylinders. These organs behave as guns with a high rate of fire owing to many barrels each, and are able to shoot claws made of keratin like bullets. The high rate of fire and the damage potential similar to small arms fire.

The irregular shape of the projectiles causes steep accuracy and damage fall off as they travel through the air, limiting the effective range. The user has an internal ammo storage of several thousand rounds. The user may completely replenish this supply in a relatively short amount of time if the user is healthy, such as a good night's sleep.

>Quirk 6 (Food): The Quirk User's appears to have abnormal potential to bite through, chew, and digest almost anything they can get their jaws around. Even reinforced steel could be bitten through, and seems to put up no real resistance in the process.

While the Quirk User is applying their Quirk, they appear to digest everything consumed at incredible speeds, such that they won't become full even if they devour miscellaneous materials as fast as they can.

The reach and range of motion of a human jaw limits what they can potentially get their jaws around. Abnormally toxic materials may make the user sick.



>Quirk 7 (Rocket Thrust): The Quirk User's right fist is made of metal, and at the user's will may be sent flying with rocket propulsion from their arm. Upon impact, the fist will discharge a second rocket thrust aimed at the user who may recollect and attach it.

The fist is quite strong and could blow a man off his feet. If prevented from returning to the user, the user will need to manually go get their fist back. The fuel for the rocket propulsion is synthesized from the user's body fluids requiring they stay hydrated.

>Quirk 8 (Pliabody): The Quirk User's body has an extreme range of motion and pliability, like an octopus, or dough with muscles. They may stand on two feet like they had a normal, rigid skeleton one moment, only to rope around an enemy to tie them up the next.

The Quirk User can not only bend and stretch, but twist and flattens themselves without damaging any of their internals. As a mutation, if the user is overpowered they may be contorted against their will. There are limits to their pliability with tearing and other forms of damage potentially occurring if pushed too far.

>Quirk 9 (10t): The Quirk User is bestowed with oversized breasts that have incredible mass and resilience. The Quirk User themselves is also bestowed with a reinforced spine and the abnormal ability to walk and move around without issue. The dominant application is thusly as improvised bludgeoning implements with force comparable to wrecking balls.

Although the Quirk offloads most of the burden, there may still be some occasional issues of back pain and balance. The user won't see the full potential of this Quirk until physically mature. At the time of selecting this Quirk, the user may alternatively designate their ass for mass and resilience enhancement, or testicles if male.

>Quirk 10 (Traject): The Quirk User's body produces a number of bandage wrappings that give them the appearance of a mummy. By unraveling one or more of these bandages and creating a loop, the Quirk User is able to alter the trajectory of anything passing through.

It doesn't matter whether it's a person, bullets, fire, light, the user may alter its trajectory. The loop will self-stabilize once formed, collapsing only when the user pulls back. Momentum is maintained without issue. The limit for altering the trajectory of any given target is about 90 degrees.



==========Tier 2 Quirks==========

>Quirk 1 (Earphone Jack): This Quirk bestows the user elongated, prehensile earlobes tipped with metal resembling white, plastic wires and earphone jacks. Despite their appearance, they're quite strong and can crack or penetrate solid concrete.

By plugging the jacks into a solid object, the user may either pick up the slightest sounds via vibrations traveling through the object, or channel the amplified vibrations of their own heart to rattle it apart.

The user may elongate their earlobes up to six meters to use them as powerful flails or whips. Because of the ability to pick up feint sounds, the user may become overwhelmed by spaces with many disparate sounds of higher volume.

>Quirk 2 (Dupli-Arms): The Quirk User is bestowed with two pairs of tentacles connected to their arms via webbing. The user of this Quirk can use these tentacles as vectors to duplicate any of their body parts, including more of these tentacles.

Other than the production of more tentacles, duplicated body parts are enhanced, allowing the user to scout their surroundings easily with duplicated sensory organs, or waylay the enemy in melee by making more fists for themselves.

Each tentacle can make more than one extra body part each, but the more parts being sprouted, the less efficient the Quirk becomes, reducing the overall efficacy of all of them. The tentacles will eventually recover if cut or severed.

>Quirk 3 (Tape): The Quirk User possesses cylindrical elbows with small slits causing them to resemble tape dispensers, mostly because they can be used to dispense tape.The user is able to project lengths of cellophane tape-like material with relatively high accuracy.

The Quirk User can not only use this to bind enemies or patch broken objects, the tape is strong enough that the Quirk User can grab and swing foes around, or swing themselves through the air like Tarzan.

The user may project multiple strands, and decide whether one or both sides are sticky. The user can't project an infinite length of tape at once and will eventually need to cut it. Overuse of the Quirk will steadily dry out the user's skin.

>Quirk 4 (Animal Mimicry): The Quirk User is bestowed with a set of appearance, traits, and abilities based upon one animal of the user's choice at the time of selecting this Quirk. Any animal in the natural world is a viable selection.

The various abilities bestowed by the Quirk depend on the animal selected, which is usually a general selection, and are often exaggerations of what the animal can do. Rather than a specific species of frog, the user would just select frog, and acquire abilities ranging from super hopping and a tongue whip, to froggy camouflage and other peculiar bonuses.

Those who select rabbit might kick so hard they shatter bullet proof glass, while those who select orca might be able to produce concussive sound blasts.

The major limitations of this Quirk are based on the animal selected, and can be severe. Aquatic Animal Humans need to keep hydrated for their own health way more than other, while cold blooded animals often become extremely lethargic and weak in the cold.

>Quirk 5 (High Spec): The Quirk User is bestowed with incredible cognitive abilities ranging from intelligence, to perception, to reaction, to comprehension. In a matter of seconds the user could solve problems that might perplex others for weeks.

The Quirk User would be able to figure out how to operate most machinery within a matter of moments with a bit of analysis, and then incorporate it into battle strategies three layers deep as they go. As a result of their cognitive abilities, the user also boasts great leadership skills due to their understanding of human psychology and social tricks.

While incredibly gifted, the user is in all other ways a normal person. Without the resources or time to amass knowledge they're no better off against a super threats, and while they may fully understand something they may still require practice for applied skills.

>Quirk 6 (Blood Knight): The Quirk User is bestowed with moderate regenerative abilities focused primarily on replenishing blood. This allows them to lose enough blood to kill any normal person several times over, and without direct consequence to their health.

Whenever the Quirk User is injured to the point of drawing blood, their blood sprays from their body, instantly spreading and coagulating in the form of flexible plate armor. The more the user becomes injured, the more they're armored, the stronger the armor gets, and the more resilient they become.

Even at the very moment the the user is wounded and blood starts to coagulate, it can defend against small arms fire. Heavy enough attacks that can penetrate through the early protection may deal significant damage while the user is most vulnerable. User must have blood drawn to acquire their armor.

>Quirk 7 (Vines): The Quirk User grows numerous thorned vines from their head in place of hair. The Quirk User has immense control over these vines allowing them to move, grow, branch, and otherwise manipulate them to perform various feats.

The Quirk User may for example form large, defensive walls in a matter of moments, burrow their vines down through concrete and back up to snare enemies, and quickly transform the area around them into a home field advantage.

Although the vines are very strong, they may still be cut and destroyed, such as with fire. To maintain their health, the Quirk User needs to provide their hair with plenty of water and sunlight as if caring for mundane plants. If their vines are too damaged they may need time to regrow them enough for active use in the field.

>Quirk 8 (Brick): The Quirk User bodily systems ranging from muscular to skeletal to cardiovascular are much stronger than any normal humans. They are stronger, faster, tougher, can see further and hold their breath longer; they are in a word physically superior.

The Quirk User can outrun cars on the highway, pick them up and throw them with casual ease, and survive being run over with nothing but a few scratches. When studied, the the internal physiology of the user appears intelligently designed despite the human casing.

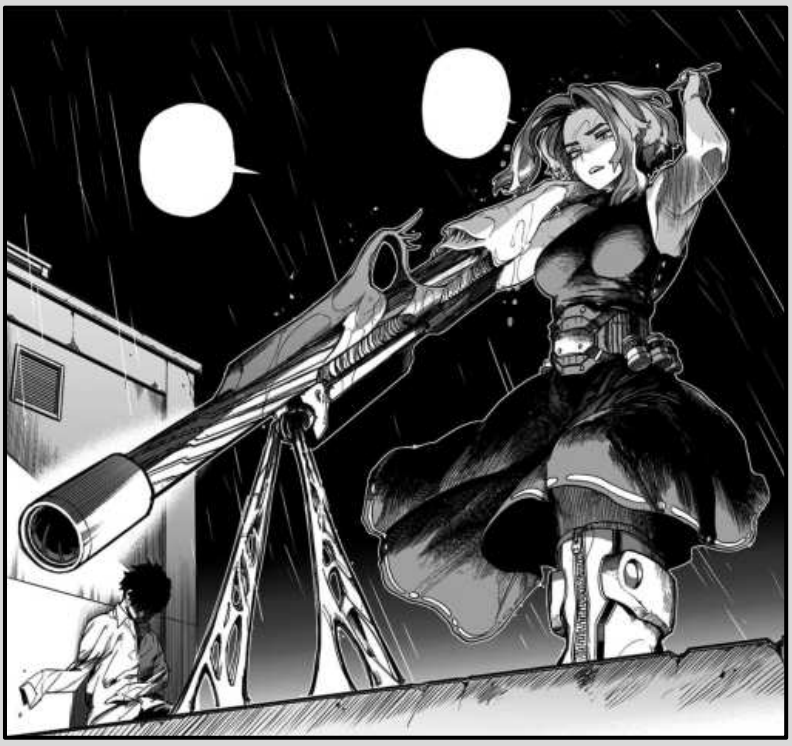
Although the user can be summarized as superhuman, the greater output is joined by greater consumption of resources. The Quirk User needs to eat significantly more than average humans to fuel their incredible body.

>Quirk 9 (Rifle): The Quirk User's is bestowed with two toned hair with properties of epoxy, allowing the user to tug it away and transform it into super hardened substance within moments of mixing the two colors. They have some level of instinctive knowledge on shaping them into bullets.

The Quirk User is also able to produce a large, biomechanical sniper rifle by folding their arm, where the construct forms out of - and extends from - their elbow. They can feed the rifle ammo by feeding it through a port in their right palm, and then project it using a silent, no-flash system of pressurized air, bone, and muscle sinew.

The stopping power generated by the user's organic rifle and their epoxy rounds outpaces most modern rifles. Because it's organic and partially muscle based, the user can also dramatically increase the output at risk of jamming the barrel. The user may also form tripod legs out of a pseudo-liquid substance, and extend a tendril from the rifle up to their eye where it then functions as a high power scope.

The Quirk User can shape their epoxy into various types of rounds, though this takes practice. Their accuracy is likewise something they'll need to independently practice. The user's hair grows slightly faster than normal hair, but it's still advisable to stockpile ammo ahead of time since there's a limit to how much hair they can expend in a short timeframe.



>Quirk 10 (Shiver): The Quirk User's body passively shivers at all times, producing a higher than average body temperature. The user does not suffer from this increased baseline temperature, though will shiver harder when exposed to cold, such that even the arctic can be endured comfortably.

The Quirk User's body also absorbs kinetic energies exerted upon it to increase the force of shivering, slowly bleeding it back off to divert damage. The user can willingly suppress or amplify their shivering, and also divert the background action that causes it to focus in one place, such as a single finger.

Focused, amplified shivering can allow the user to burn and rupture the flesh of an enemy with a slap. User has great difficulty suppressing shivering completely and may have issues with delicate tasks at times. User has some issue dealing with overheating.

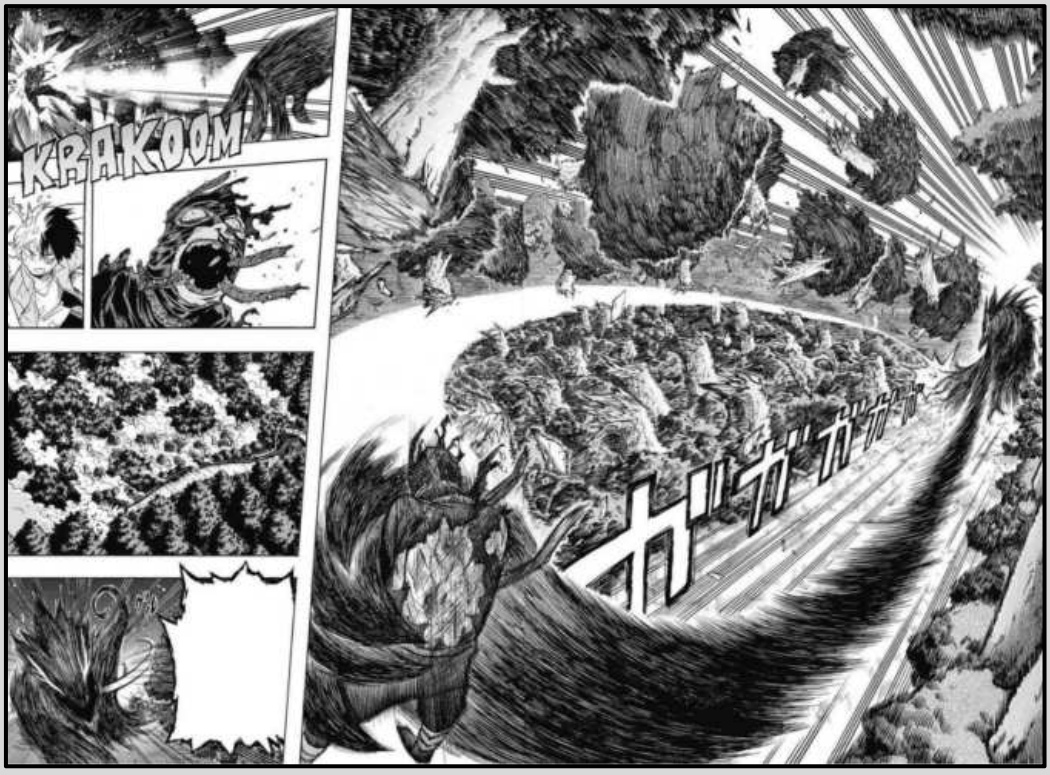
==========Tier 3 Quirks==========

>Quirk 1 (Dark Shadow): The Quirk User plays host to a sapient, symbiotic entity made of dark energy that gets stronger the darker the user's environment and emotions are. This entity is a humanoid roughly resembling the user's shadow, with yellow eyes, and extends out from the user's body.

At its weakest when the user's mood is generally calm and the surroundings are well illuminated, they can stretch away from the user's body by several body lengths and have physical abilities roughly on par with the host's. This form is personable and and cooperative with the user and displays great teamwork.

In the dark of darkest night when the user is at a low point, the entity becomes bigger than a bus, can stretch and distort its form much more, and every massive swing of its arms can cleanly snap dozens of old growth trees at a time. In this state the entity is difficult to control and prone to dragging its host into rampaging.

The entity has its own form of stamina and may need to tuck itself back into the host when exhausted. The entity is generally weak to light based or light producing attacks like electrical or incendiary. The entity can be shaped in more inventive ways with practice.



>Quirk 2 (Sludge Body): The Quirk User is born with an amorphous body composed of a thick substance reminiscent of sludge. Although they can vaguely hold themselves together in a human shape without getting their clothing wet, they can also let themselves melt into a fully controllable fluid form.

Due to being composed of what vaguely resembles a viscous fluid, the user is immune to conventional forms of physical damage as they simply pass right through. The user can also use their form to slip through the slightest cracks, slide through pipes, and hide by waiting in storm drains.

Beyond more simple applications, the user also has the ability to cling onto a target and spread themselves in and around their body to take control of it and their abilities. This takes a moment before they get full control, but is hard to fight off. The user is vulnerable to damage other than kinetic such as fire or acid that can upset their composition. If dispersed too much, the user will lose consciousness and needs time to congeal.

>Quirk 3 (Daw Mour): The Quirk User is bestowed with unusual anatomy relating to teeth, jaws, and their digestive system. Their arms become boneless tendrils of powerful muscle that link to their digestive system, and their tongue can quickly extend and contract many times its normal length like that of a chameleon.

Most importantly however, their arms and tongue are now covered with numerous small, complex organs resembling fang filled jaws. These organs are able to lunge a foot out, bite, and contract as fast as a bullet, and can shear through concrete and rebar with ease. In combination the Quirk User could 'eat through' a concrete wall in the time of one punch.

Despite the lack of bones, their arms are still able to operate normally, better than normal even. The Quirk User digests quickly and can safely digest a much wider range of materials and things than others, but may need to regurgitate hardier material to make room if they eat too quickly.

>Quirk 4 (Fiber Body): The Quirk User is bestowed with a body made up of tens of millions of interwoven fibers which can stretch, unravel, weave, stitch, or otherwise move at the user's discretion and convenience. When injured the user's body simply stitches itself back together. Severed body parts can simply get slapped back on and they'll work in no time.

More active applications of their Quirk would allow the user to do things like extend their fibers from their body up to several meters in any directly like numerous super thin tendrils, and then use them to manipulate things in their surroundings through unified action. Though individually weak, enough together allows the user to exert great strength.

With some effort, the Quirk User is able to more delicately alter the weave and patterns of their body to do things like create rope or high tensile strength blade wire from their body, or make enlarged body parts through shuffled mass. The user's body is stronger and more flexible, naturally, but more at risk of extreme temperatures, fire, and ice.

>Quirk 5 (Rubber Body): The Quirk user gains a body with the properties of rubber. This allows them to bend, stretch, contort and flex to normally impossible extents. This also provides extreme resistance to veritably any form of electrical or blunt damage, the user being able to ignore bullets entirely.

As the user is able to completely ignore usual issues with overexertion of muscles and recoil from physical strikes due to the properties of their body, the Quirk user can also seemingly summon up inhuman strength in their strikes.

Bodily elasticity seemingly never fades, meaning the Quirk user's body won't deform from stretching too much or too far. The Quirk user's usual defensive abilities are utterly ignored by edged weapons, leaving them as a dangerous vulnerability.

>Quirk 6 (Atmosphere): The Quirk User is bestowed with what are essentially super lungs. The user has a lung capacity like that of a deep sea diving whale, lung strength that could send people off their feet and crashing into walls with potentially deadly force, and the organs are so efficient that a single breath supplies enough oxygen for hours of activity.

What's more, the user can breathe in all but the most absolutely toxic gasses and filter them such that the user wouldn't suffer the slightest bit of discomfort. A similar system also allows them to synthesize virtually whatever gases desire by transforming the air within their lungs into them; spew sleeping gas, or puff up with helium to temporarily float.

The user's trunk is able to expand several times over to accommodate their incredible lungs. The user's many abilities are all rooted in their lungs, and so sealing them can also cut off the user's strengths. The Quirk User still can't breathe water and other fluids and must eventually resurface for air if submerged.

>Quirk 7 (Super Regeneration): The Quirk User is able to recover from virtually all forms of damage disease at extreme speeds including cancer, missing limbs, missing what would otherwise be vital organs, and more, within seconds. Lesser damage could be recovered so quickly as to appear like the user wasn't hurt in the first place.

This is an entirely passive ability with no real flaw unto itself. The only weaknesses are cauterization through extreme temperatures or volatile chemicals. This doesn't stop the user's regeneration entirely, but generally such affected areas must be removed for optimal recover to proceed.

>Quirk 8 (Fierce Wings): The Quirk User is born with two large, powerful wings with their choice of feather color on purchase. The user is able to manipulate each of their feathers through thought and whim alone, allowing the Quirk User to detach the feathers for individual tasks or fly by picking themselves up using the embedded feathers as a medium.

The Quirk User's feathers are by default tough, yet flexible, and their form may be manipulated to the extent of becoming as hard as a reinforced blade or as limp as hair. Each one would be capable of great feats on their own, but they're best used together to overwhelm enemies as the user repositions themselves at high speeds.

The Quirk User's feathers continue to feed back sensory input allowing them to be delicately controlled at range, and can be reattached when their job is done. Lost feathers will eventually regrow even if completely depleted, but this may take some time.

>Quirk 9 (Chimera): The Quirk User is born with a varied mixture of abilities and physical traits. They appear to be the anthropomorphic combination of several animals piecemeal style; the body of one, limbs of another, tail of a third, and so on in that fashion. They are also bestowed generally - though not dramatically - heightened physical abilities.

The Quirk User is bestowed with an ability resembling a simple Generation Quirk allowing them to breath some basic element of choice like fire or cold. These haphazard abilities are brought together by another ability, where the user may choose at any time to exaggerate their form and abilities into a more monstrous state.

In this form, previously noted traits become more animalistic, or new mismatching traits will grow in, as they grow several times larger, and all their abilities become much stronger from statistical advantages becoming overwhelming to their unique breath reaching beam-like intensity. The animal traits of the user are by and large entirely cosmetic.

>Quirk 10 (Charles Horse): The Quirk User is a strange mutant with no outward signs of anything abnormal about their physiology. The moment adrenaline begins to pump however, the user begins to rapidly mutate in order to compensate for environmental stressors.

If someone is holding a gun up at the user, the user may quickly develop armor-like skin. The direction of the ability is at least partially based on fear however, and so depending on how the user interprets the dangers of a situation, they may instead acquire heavily strengthened legs and superior vision to dodge bullets or save bystanders from fire.

The Quirk User can quickly display any number of mutation-like abilities, but the Quirk goes into overdrive when actually enduring damage, attempting to compensate much harder to overcome whatever is currently threatening the user. As a fight or hectic situation progresses, mutations will progress, regress, or change to suit the user's needs.

As a situation cools off, the user's newly developed adaptations will steadily recede, returning them back to their default state. The Quirk User's abilities are not formed from upper consciousness and so the user needs to interpret new powers to an extent. Unexpected or enigmatic dangers are especially threatening due to lack of direction.

!!Sensory Quirks!!

-Sensory Quirks: Sensory Quirks expand or improve your ability to perceive or communicate with the world around you. This could range from improving a current sense to getting a new one.

Sensory Quirks with training, if possible, will often become more acute, expand in range and just in general grow in the ways you would expect them too.

Common limitations of Sensory Quirks are as you would expect, mostly based around range of perception or the limits of how precise and detailed the sense is.

==========Tier 0 Quirks==========

>Quirk 1 (Hammerhead): The Quirk User has a small, vertical line going across their face and nose. This is a sensory organ allowing for the perception of electricity, effective at a range of several meters in front of the user; doubled underwater.

The Quirk User is able to make use of this sense to detect hidden lifeforms by their nervous system firing, or electronics that would otherwise be hidden to the other senses. Although useful, the range is short, generally requiring the user scan methodically.

>Quirk 2 (Booze Hound): The Quirk User is bestowed with an extrasensory perception of alcohol within their surroundings. This sense is rather keen, allowing them to detect general location, strength or purity, and volume with relative ease.

Someone with this Quirk would be able to find hidden alcohol through solid surfaces, and check someone's blood alcohol levels by standing in front of them. The sense is at times much too keen, and too much exposure may cause steady inebriation of the user.

>Quirk 3 (Mustard): The Quirk User is bestowed with small antennae that give them a much more refined sense of gravity, allowing them to always be able to tell up and down even while disoriented. A nice side-effect is heightened coordination, letting the user flip and twist through the air without need of visual confirmation of the ground to know how and where to land. The user can also vaguely tell the time of day by the sun and moon's gravity.

>Quirk 4 (Censor!): The Quirk User is granted the ability to censor their own senses, depriving themselves of input in a selective and intelligent manner. They can either block it out completely such as applying a censor bar to something in their vision, or just blur it.

The user has a number of options for how to block out input, but the end result is ignoring whatever it is that they would otherwise perceive. This only works for the user, making it a tool of convenience rather than something generally useful.

>Quirk 5 (Radio Star): The Quirk User has the extrasensory ability to perceive and pick up on radio waves, either interpreting their content manually, or using their teeth like miniature speakers for the sake of others.

Using this Quirk, the user could potentially listen to songs or talk shows in their spare time without a device, or scan for secretive communications. The user has excellent reception superior to mundane radios on the market.

The user is unable to actually shut their power off, and must tune their teeth to dead air or something pleasant to stay quiet or sleep peacefully.

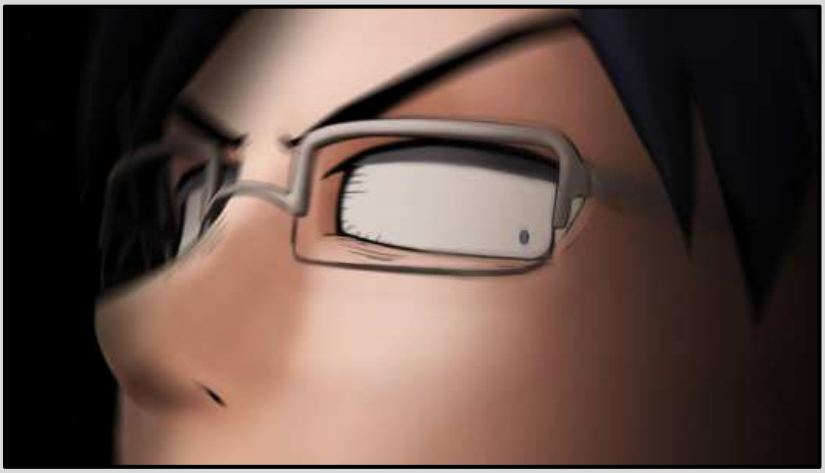
>Quirk 6 (Love Lucky): This Quirk allows the user to automatically cross compare all known traits, features, and knowledge pertaining to two individuals - even if said knowledge is 'forgotten' - and calculates compatibility between the parties based on that information.

Activation is as simple as observing the two individuals and willing it so, with photographs or even drawn pictures serving the user's purposes. After a moment, the user's vision will be tinted with a specific color which indicates compatibility; the brighter this color is, the higher the compatibility, and the darker the color, the lower the compatibility.

The meaning of more specific colors is a nuance the user must figure out themselves. The Quirk is only as good as the user's information on the two subjects. Compatibility does not just mean romantic compatibility, but potential friendship or teamwork as well.

>Quirk 7 (Peeper): The Quirk User has limited x-ray vision, allowing them to see through solid objects and surfaces to peer at what's beneath. The thicker or denser something is, the more difficult it is to see through.

The more difficult something is to see through, the blurrier things become at lower layers before the user's eyes. Difficulties begin with anything thicker than your pinky finger making it best used for glancing beneath surfaces. Some things are better left unseen.



>Quirk 8 (Brail): The Quirk User has a much more complex sense of touch directly linked to the language processing sections of the brain. Through this connection, the user is able to read from physical mediums by simply touching the object containing the text.

The Quirk User must know the language, and this does not work with alternative mediums like digital. Simply holding a book or magazine is sufficient to read from it, at several times the reading speed one is normally capable of.

>Quirk 9 (Sun Dial): The Quirk User has an incredibly precise internal clock allowing them to track exactly what time it is down to the millisecond. They're able to accurately keep track of this information even while busy, giving them impeccable timing in all situations.

The major flaw is that this sense appears to be solar powered, causing it to shut off during nocturnal hours. During a full moon, the sun's rays bouncing off the moon's surface are brilliant enough to charge the Quirk for continued use.

>Quirk 10 (Loogie): The Quirk User has a complex ability to calculate trajectories and wind conditions in regards to how they might influence objects in flight. The Quirk User is also gifted with greater mouth control and spitting strength.

These features together would allow the Quirk User to spit small objects with high accuracy. The user can throw or shoot normal projectiles but tend to need test shots to establish their calculations first. Volatile environmental conditions can throw off calculations.

==========Tier 1 Quirks==========

>Quirk 1 (Telepath): The Quirk User has the ability to advise and instruct multiple people at once through a form of mental communication, even across great distances. The Quirk User can also use this to clog an opponent's thoughts with distracting junk.

Unfortunately for the user, the communications are one way; the user is unable to hear the thoughts of others. Despite that, the Quirk User can potentially organize whole armies as a logistics center.

>Quirk 2 (Zoom): The Quirk User has the ability to focus their sight, zooming in on distant targets to see them with incredible clarity. The maximum zoom of this Quirk by default is about five kilometers. The Quirk User's vision narrows on the point they're focusing, and so it becomes easy to lose track of things right in front of them. The zooming action of the Quirk is quite fast, so providing the user limits the duration of use, this shouldn't be an issue.

>Quirk 3 (Infrared Ray): The user of this Quirk is able to scatter infrared rays that they can use to sense their surroundings in every direction. This ability works well enough that they could function and navigate terrain even while blind.

Although the user is able to scan their surroundings in every direction, perception is hazy unless focused. By focusing on living things such as humans with their Quirk, the user is able to more or less detect their emotional state. Certain types of electronics and sensors may disrupt the user's Quirk.

>Quirk 4 (Echolocation): The Quirk User's ears and vocal chords are specially adapted, allowing them to project infrasonic screeches and squeaks that bounce around the environment, before returning to them and providing a trove of information.

At the speed of sound, the user is able to comprehend the shape of their surroundings by the manner in which the sounds they send return. This sense can be disrupted by sound dampening materials or cacophonous noise.

>Quirk 5 (Ultraviolet): This Quirk grants the user the ability to see ultraviolet light. This allows the Quirk User to see colors that others can't, enhance perception of certain chemicals and substances within their surroundings, and locate objects in less than optimal conditions, such as insects in the dark.

The Quirk has great utility in tracking, forensic analysis, and otherwise perceiving things others cannot. The primary flaw is that it's always on, and the world's aesthetics weren't designed with you in mind.

>Quirk 6 (Watchmaker): The Quirk User has incredible microscopic vision that can be used to inspect whatever they're looking at in extremely fine detail. If desired, the user would be able to scan each individual pore on a target's face, or observe microscopic organisms.

The user is able to perform this with one or both eyes. They're also granted the ability to move their hands in extremely fine ways so as to interact with what they're seeing. As with certain other sight Quirks, tunnel vision can be an issue.

>Quirk 7 (Polaroid): The Quirk User's eyes resemble camera lenses, their lids like shutters, and small gray squares appear over their eyebrows. With these mutations also come the myriad abilities of a camera.

The user has the ability to lightly zoom their vision, and adjust their vision to focus on specific things independent of environment. They have the ability to emit an extremely bright flash from their forehead squares that can temporarily blind others.

The user also has the ability to take pictures of what they're looking at, with a polaroid sliding out of their mouth shortly after. Like a camera, the user is sensitive to sudden changes in light, with extreme light from dark potentially causing great pain.

>Quirk 8 (Beast): The Quirk User is able to assume a more bestial form causing their body and teeth to grow larger, and fur to grow in all over them. In this form they obtain heightened physical abilities like strength, speed, and reflexes.

More importantly however, their senses all become heightened, including their sense of smell becoming incredibly acute. The user in this form would be able to quickly detect the faintest scents in their environment, identify them based on all scents smelled previously, and track moving targets based on scent along with how fast they're travelling.

Especially pungent scents can overwhelm the user. The user is also consumed by a great euphoria while transformed that alters decision making and cognitive abilities.



>Quirk 9 (Danger Sense): The Quirk User is able to feel incoming threats and dangers in their surrounding environment via a stabbing sensation in the back of their head. This ability works predominantly off the perception of malicious intent directed at the user.

As it works off the sensing of negative emotion that spikes when aggressive action is taken, the Quirk will fail if an attack made without negative intent occurs. Attacks that occur too quickly for the user to react to can also be an issue. As the user is sensing danger via emotion, they have some feel of how to avoid said danger ahead of time.

>Quirk 10 (File Cabinet): The Quirk User has the ability to project the concept of a room within their mind's eye, as if entering a mental space reserved just for them. In this space, the user is able to peruse memories in the form of checking file cabinets, or sort through information in the form of taking notes with nearby stationary.

As they sort through this space, their ability to recall or think through information is enhanced, allowing them to conjure the information at a moment's notice even outside the room by focusing. While the user is operating inside their room, they have a dulled perception of what's going on in reality, and should be careful of when they use it.

==========Tier 2 Quirks==========

>Quirk 1 (Serpentress): The Quirk User has a trio of snakes sprouting from the back of their head of seemingly varied species. These snakes have highly acute senses that they share with the user, including the basics, meaning the user has functionally 360 degree vision.

Among more exotic senses contributed are those such as the ability to basically 'see' heat, a sensitive sense of touch that can perceive slight vibrations in the air, and heightened sense of smell and taste that works even underwater.

The user's snakes - despite the user still being warm blooded - are sensitive to cold and may become lethargic and unreliable in especially cold climates or weather.

>Quirk 2 (Synesthesia): The Quirk User's five senses are linked to form an extrasensory network and perception of the world; a unified super sense. Information gleaned from any one sense is perceived as if through all five, regardless of if that would make logical sense.

Not only would the user be able to smell what they see even if they're watching something through a monitor, they would be able to know what that thing felt like, tasted like, and sounded like as if they were there.

Hearing means feeling, tasting means smelling, and with all five senses operating at the same time, the user understands input from their environment better than anyone else in the world. This even allows bizarre feats like knowing what colors smell like, and provides visual representation to sound.

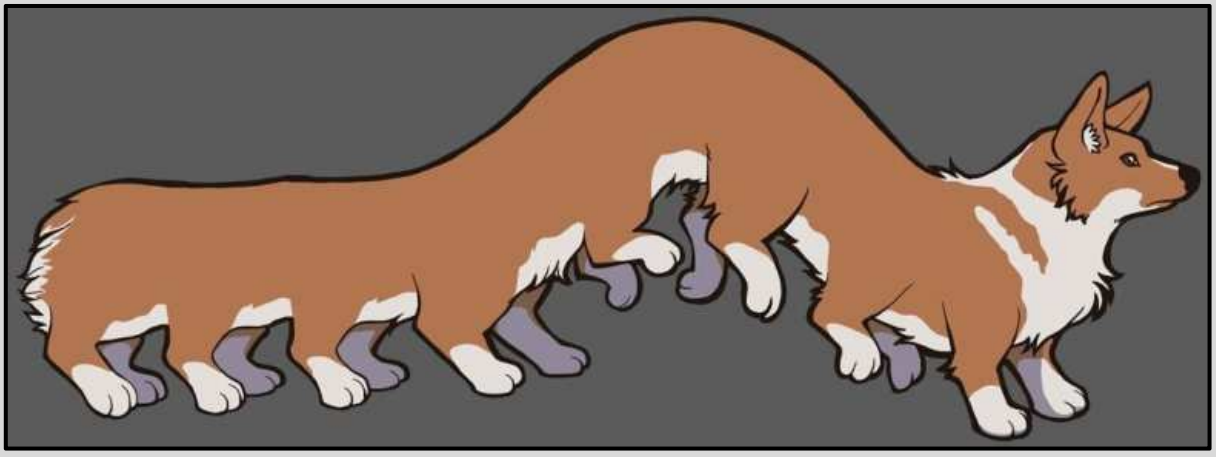
The major flaw of the Quirk is that sensory overload does not just strike one sense. Blinding light would be tasted and felt as well, potentially debilitating the user for a time.

>Quirk 3 (Scouts): The Quirk User is able to manifest a segmented, many legged creature from their body; resembling a cross between a corgi and a centipede. It's about the size of a corgi as well, just much longer, with about eight pairs of legs.

The creature has senses more acute than a human's in every way, and is gifted with incredible cognitive abilities. It's able to follow the user's directions, scouting out the terrain, picking up a bevy of information, and coming to logical conclusions with that limited information in just moments like a fictional crime analysis computer.

To cover more ground, the creature is able to divide itself into multiple creatures by redistributing its mass, up to eight smaller creatures with a pair of legs each. Each segment has all the combat abilities of a much larger, feral dog. By returning to the user's body, they're able to pass on all sensory input and information gleaned to them.

If the creature or creatures are killed, the user endures great pain. It takes one hour to recover lost segments, one at a time. The exact appearance of this creature is left to the user's discretion and may be changed at the time the user selects this Quirk.



>Quirk 4 (Trajectory): The user of this Quirk casts a cube shaped grid of awareness twenty meters long, tall, and wide from their body. This grid is made up of smaller, cube-shaped zones four centimeters wide each.

The user of this Quirk senses anything moving through the grid including the manner in which it moves and other tertiary information, including: speed, rotation, size, mass, shape, trajectory, and similar forms of data. The more zones they pass through, the more clarity the information derived.

Based on the information derived, the user is able to predict, react to, and influence that which exists and moves within their grid of awareness. This includes themselves, allowing them much greater bodily control and agility. Anything that ignores normal laws of motion can be confusing to engage with, such as Quirk guided projectiles.

>Quirk 5 (Diagnosis): The user of this Quirk is able to learn varied and specific knowledge regarding an individual they're personally observing. The longer they observe the individual, the more intimate and detailed the information they acquire on the subject in question.

With this ability, the user is able to acquire everything from the precise dimensions of the subject's body, their age, any medical conditions either existing or prior, past or present injuries, genetic defects, birth marks, dental records, and more. With enough time it even gets into things as abstract as favorite color or notable experiences.

There's virtually no end to the information that can be gleaned on a subject. Can be useful for acquiring the subject's weaknesses, or the means to help them. The Quirk has a consistent rate, and so the user must observe a subject for a long time to gather useful information. The user is able to recall anything gleaned through their Quirk very well.

>Quirk 6 (Flashback): The Quirk User is able to record the area and events around them, either a single moment like a snapshot, or an extended recording. After making a recording, they can then play this back within their mind and inspect it from new angles.

Rather than being locked to their own point of view, the user can navigate the total area of the memory and observe things they weren't previously aware of, listen in on conversations, or replay things to get a better understanding of what they already knew.

The user is able to ignore terrain and bypass things such as locked doors. The user's perception of time is accelerated in the playback allowing them to review it as time very slowly passes with their true body. The capture range of the Quirk is fifty meters in all directions. The maximum recording time for any one instance is thirty minutes. As the user collects more recordings, it become harder to sort through them, but they can be deleted.

>Quirk 7 (Lie Detector): The Quirk User is able to detect a number of things from nearby individuals, including their heart rate, breathing, and perspiration. These tells and how they're processed allows the Quirk user to determine the current mood of those around them, as well as if they're currently lying.

Beyond lies, being able to detect such things allows the user to detect living individuals in their environment regardless of attempts at stealth. The Quirk user is unable to turn this power off, often feeding them too much information about those around them. A world without lies isn't what it's cracked up to be.

>Quirk 8 (IQ): The Quirk User is able to multiple greatly increase their intelligence by drinking tea and closing their eyes to think. While their eyes are closed, the user may mentally envision holographic text or diagrams with which they can use to track compiled information, and more easily calculate equations or solve problems.

Different forms of tea increase different forms of intelligence, though which does what is a process of trial and error. These intelligence boosts are focused, but excessively potent. As the Quirk requires both fresh tea and closed eyes, it's quite difficult to use in a limited timeframe, such as active combat.



>Quirk 9 (Forensics): The Quirk User is able enter a kind of analytical state for a few minutes where their body glows with dull blue light. After entering this state, the user acquires an exponential understanding of their environment or a given subject the more senses they use to observe it. While this may sound like how senses work already, I'll give an example.

If the user is scanning their environment and sees blood, by touching the blood, sniffing the blood, and potentially even tasting the blood they could go from 'this is blood' to understanding when the blood was spilled, the blood type, what it belonged to if it belonged to some other animal or creature, and the presence of any diseases or abnormalities.

When first entering this state, they release a dull pulse wave of light giving a feint understanding of the area to get the ball rolling. After the state ends, the user purges any foreign matter or chemical changes within their body that occurred while the Quirk was active. The user will not purge such things if affected before Quirk activation.

>Quirk 10 (Plague): The Quirk User has the ability to disperse their body - either partially or fully - into a swarm of locusts. Each locust is an extension of the user, and so while dispersed the user becomes a functioning hive mind perceiving the world through all bodies at once.

The Quirk User's constitution contains more locusts than strictly needed to reform, and so up to half of the swarm could be destroyed before the Quirk User begins to actually be threatened or injured. While locusts killed will hurt the user, even if more than half the swarm is killed, the user would simply reform into a more diminutive state.

This stockpile will replenish over time while whole, represented by the Quirk User eventually growing back to full size. The Quirk User's swarm form is more ravenous than their default form, and will need to feed more often for so long as they stay dispersed.

==========Tier 3 Quirks==========

>Quirk 1 (Search): The Quirk User is able to track and monitor up to one hundred individuals at any given time. While doing so, the user is made aware of their location relative to the user, and any weaknesses they might have physically or otherwise.

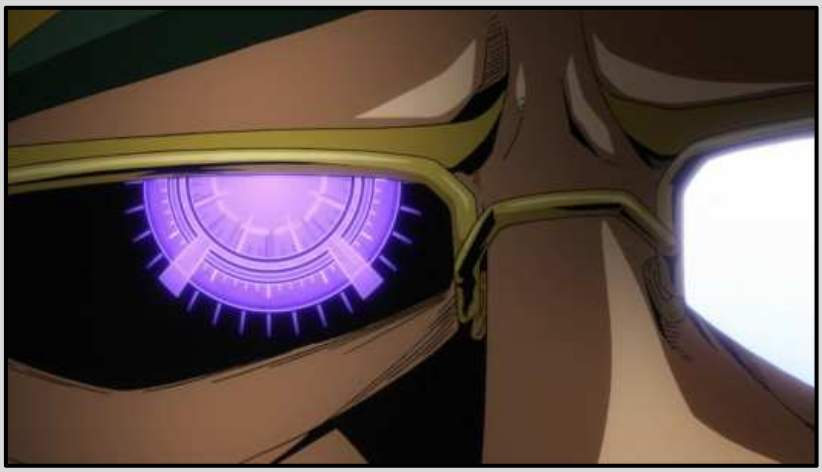
When the user has locked a target in, it will continue to track them even while they're many miles away. The Quirk specifically observes the biology of the target, granting the user an awareness of their Quirk, DNA, and biological traits or abnormalities.

The user records all information gleaned through their Quirk even if they stop observing one target and begin using that slot for another. The user may be tricked by over-reliance on the Quirk's information input, or ambushed by those not being tracked.

>Quirk 2 (Foresight): The user of this Quirk is able to see the entirety of the target's future, second by second, for one whole hour. The user sees the future like frames of a film, and can only see the target from a third-person perspective as well as their surroundings.

The Quirk user must touch their target, then make eye contact with them to activate the Quirk in the first place. The user can only activate this Quirk once every 24 hours, but the futures they see are near 100% accurate.

It appears as if the future is incredibly likely to flow down a predefined path, such that even attempts to change the flow of events may contribute to their coming to pass, however it is not guaranteed and enough concerted force can change the future seen.



>Quirk 3 (Clairvoyance): The Quirk User is able to mark and hijack the senses of any living creatures within five hundred meters. The marking action is reliant on the user's ability to perceive the target in question through any of their senses.

The mental load of processing the sensory data accumulated by all marked targets is dispersed through the network, allowing the Quirk User to mark as many as they want without issue on their part. Other forms of mental burden are also dispersed in this manner, potentially allowing the user and volunteers to alleviate the burden of an ally's mental Quirk.

Markings fall off when a given target exits the user's effective range. When isolated and unaware of other lifeforms in their environment, the user is unable mark anything and thus is unable to use their Quirk.

>Quirk 4 (Peek): The user of this Quirk is able to hasten their perception of time such that things appear to slow down to a crawl around them. During this bullet time, the user may run multiple simulations regarding potential futures within the next twenty seconds.

Essentially, the user may begin a 'scenario' where they play out the next twenty seconds as if actually experiencing it, before returning to their starting point. The user may perform simulation after simulation without time really passing around them.

Once the user is satisfied with a course of events, they may 'lock it in' to perfectly replicate the actions leading to their desired future even if they included accidents that would be difficult to manually replicate.

This Quirk generates great mental burden, with each simulation compounding the burden. Playing out too many simulations in one instance of the Quirk can cause health complications and generate large amounts of mental fatigue.

>Quirk 5 (Auto-Pilot): The Quirk User acquires a secondary intelligence occupying their body, reading their senses to the absolute extent of what is possible, perceiving even things that the user themselves isn't able to consciously comprehend or acknowledge.

Whenever this secondary intelligence detects danger, it will temporarily take over the user's body to guide them out of that danger by dodging or countering with extreme efficiency and competency until the user is once again safe.

While less than impressive in words, it offers supernatural levels of threat and damage avoidance that may see the Quirk user walk away from a stroll through a battlefield unscathed, the Quirk allowing them to casually avoid every bullet haphazardly flying through.

The user may shut off or suppress their Quirk if needed. The Quirk User may synchronize with their secondary intelligence temporarily, massively enhancing their agility and cognitive ability for a short time, at the expense of extreme mental burden.

>Quirk 6 (Sentry System): The Quirk User is able to produce small, gray seeds from their body. When pressed against flora or an inanimate surface, the seed will sink into the surface until buried with no external signs of the user having done this.

Once planted, the seeds will mature over the course of several minutes, spreading roots throughout the object as they anchor themselves. Once mature, they create a large field of awareness covering an area of one hundred meters centered on the seed, that transmits information back to the Quirk User.

The information consists of abstract data, such that the user might not know the exact words said in a conversation next to their seed, but they will understand the content. They might not see everything exactly, but they understand if someone they know walks by.

By default the user can produce a maximum of ten seeds a day with effort. Planted seeds have a natural lifespan of about six months, but may also be destroyed if physically damaged in some way. The Quirk helps process input from seeds, but too many seeds may build mental burden surpassing what the Quirk can offset.

>Quirk 7 (Vector): The Quirk User becomes profoundly aware of physical forces and mechanisms such as kinetic energy, momentum, and vectors of movement within their environment, as well as how to manipulate or engage with such things.

Essentially, the Quirk User has such immense insight into the above subject matter that they could skip over tight ropes during high winds, catch bullets with their bare hands, or allow themselves to get hit by a car only to roll with it and come out unscathed. These feats would be achieved with nothing but awareness and bodily control.

The Quirk User otherwise has normal senses, and is only hyper aware when it comes to the above subject matter. This means the material composition of objects or surfaces in their environment is left in their hands, which can lead to mistakes in approach.

>Quirk 8 (Chakra): The Quirk User is able perceive strange, abstract, electromagnetic fields. The user sees them as myriad colored auras emanating off of everything. The greater the electromagnetic activity of a given thing, the more visible the field is to the user, though curiously even that which has no activity has a perceptible aura.

Electronics, machinery, and living creatures all show up well to the Quirk User, appearing even at long range and through obstructions within their sight like solid walls. Through this aura perception, the user is capable of many additional feats.

By observing subtleties found in aura only truly comprehensible to the user, they could pick out the exact identity of a familiar person with no other input, and see that person's stress levels, health, and the presence of foreign matter. Needless to say but similar things like state of repair of the material composition of inanimate objects is also possible.

Ever-present detection of auras and their consistent presence leaves other senses less reliable, and the world a shifting rainbow. Extremely powerful electromagnetic fields can be disorienting. Even if the user loses their eyes, they would still be able to 'see' auras.

>Quirk 9 (Pointer): The Quirk User is able to accurately point in the direction of basically anything they're looking for as long as it actually exists. To do so, they have to focus on the subject of their search, and then spin 360 degrees.

This can even work with abstraction direction from the user, such as the perpetrator of the crime they're investigating. The Quirk User is able to point in up to three directions at the same time to find multiple targets, using both hands and one leg.

The Quirk points in the direction of where the target was at the time of spinning, so distant or moving targets would require multiple applications to accurately point out. Improperly defined targets may fail to be registered, requiring the user know what or who they're actually looking for.

>Quirk 10 (Third Person): The Quirk User is able to displace their sense of sight to look down upon themselves from above, and may reconfigure tracking or adjust angles as if they were playing a video game. This could even be used to peer around corners, check the other sides of doors, or even look inside locked containers providing their was lighting.

There is no disorientation from the act, and in fact the user acquires significant intuitive understandings of movement and patterns while doing so. From this bird's eye view, the user could observe the movements of even seasoned martial artists for a few moments before becoming able to casually predict their actions.

The Quirk User is also granted greater control over their body and finesse in their actions while their Quirk is engaged. This means within the same scenario as above, the user would even be able to copy the techniques and movements of the martial artist by just watching them enough.

Although the Quirk User is capable of greater control over themselves and intuitive sense of movement, there is no specific buffing of their base physical abilities. The Quirk User may render themselves completely unaware of their surroundings if their sight is positioned haphazardly. Prolonged usage may build a sense of detachment .

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(MHA Quirk Table Supplement: 2.0 Changelog)
>Added Quirk 9 & 10 to each tier and section, along with other changes and additions, leading to over 56 new Quirks.
>Rewrites to virtually all Quirks to suit my standards. Effects unchanged unless said otherwise. Some rewrites may include buffs or mechanics changes

(Manipulation)
>Tier 0: 'Weak Attraction' & 'Shadow Puppet' swapped places for aesthetic reasons.
>Tier 1: Animal Voice buffed lightly with Koji's horn developments. Name changed to 'Anivoice.'
>Tier 1: Homing adjusted to match canon version's effects; emphasizing an effective range and lock on effect.
>Tier 1 Note: New Tier 1 Manipulation - Quirk 9 - 'Boomerang' accomplishes similar effect of controlled projectiles for those in need of said effects.
>Tier 1: Echo to receive minor buffs for greater control over generated notes to better suit the tier, and altered flaws emphasizing pressure for more unique marriage concepts.
>Tier 3: Bottled Lightning to receive mild buffs.
>Tier 3: OC Fungal Growth Quirk modified to have properties associated with canon Mushroom Quirk.
>Tier 3: Canopic Jar Quirk buffed, time limit and range drawbacks removed in favor of a nutrient resource weakness.
>Tier 3: Per anon requests, Meteoroligist Quirk replaced with canon Weather Manipulation Quirk.
>Tier 3 Note: New Order as added to the Jump is obviously much weaker than the canon form, which displayed its feats when used by one of the strongest heroes in the world. It starts with a single rule at a time, and you'll need to train to perform feats on the scale of hers.

(Generation)
>Tier 0: Mild buffs to Lighter including light heat resistance (hands) and adjustment to drawbacks to blood oxygen resource system rather than breath.
>Tier 0: Hay Fever given light additional qualities.
>Tier 0: Ice Cube's flaws swapped to chilling the Quirk User with use.
>Tier 0: Swapped position of Ice Cube and new Quirk 'Bishi' for format reasons.
>Tier 0: Little Pompeii got an extra aesthetic.
>Tier 0: Placebo moved to Manipulation Tier 0. Replaced with new Quirk 'Static.'
>Tier 1: Urn Pell to go under mild rewrites for greater versatility.
>Tier 1: Lumber renamed Arbor.
>Tier 1/Tier 3: Double moved up to Tier 3 with adjusted description. Blackwhip replaces it as Quirk 5 of Tier 1 Generation.
>Tier 1: Mild buffs to Bad Breath increasing projection force, at expense of added bad breath flaws.
>Tier 1: Mild buffs to Perfume Bubble tying it to emotional state.
>Tier 1: Crystallization renamed Crystallize.
>Tier 2: Easter Eggs heavily reworked.
>Tier 3: Hatcher heavily rewritten with the intention of being buffed.

(Augmentation)
>Tier 0: Green Thumbs slightly buffed, vines not actively less durable.
>Tier 0: Badger slightly buffed, slightly stronger nails.
>Tier 1: Blood Manipulation renamed Blood Control, granted buffs for sustainability and health.
>Tier 1: Air Walk rewritten to be more in line with canon form.
>Tier 1: Swapped Air Walk and Black for aesthetic reasons.
>Tier 2: Dental Manipulation name changed to Blade Tooth.
>Tier 2: Harpoon lightly buffed with greater supplies of harpoons at base.
>Tier 2: Tool Arms drawback concepts of metal fatigue and blood iron content swapped for more general dietary requirements.
>Tier 2: Assault renamed Strongarm, rewritten to be more in line with canon version.
>Tier 3: Ring Fingers buffed, altered recharge mechanic to simply weaken after a period passes. Better body control mechanic when ring placed on ring finger of victim.
>Tier 3: Acceleration renamed Overclock.

(Alteration)
>Tier 0: Swapped Mochi Press, Negative, and Love for aesthetic reasons.
>Tier 0: Negative undergoes light buffs as flaws are swapped for something less severe.
>Tier 0: Graffiti buffed lightly, works off of a beam mechanic, flaw reduced to only being removed by water.
>Tier 0: Barbs buffed, able to grow them in a wider area.
>Tier 0: Mochi Press buffed, tail is prehensile and there's no longer a muscle fatigue mechanic.
>Tier 0: Soda Fountain changed with the intent of buffing. Uses a consumption mechanic to determine what the user can transform water into.
>Tier 1: Disentigration renamed Decay, moved to Tier 2 with updated mechanics, replaced as Quirk 1, Tier 1 Alteration with new Quirk 'Vertebrae'.
>Tier 1: Weld buffed slightly, able to work through one degree of separation.
>Tier 1: Snip Clip renamed to Scissors.
>Tier 2: Recover renamed Heal.
>Tier 2: Softness renamed Softening, removed non-canon hydration flaw.
>Tier 2: Skateboard flaws altered from arbitrary recoil to body stiffening.
>Tier 2: Dead Zone and Elasticity swapped for aesthetic reasons.
>Tier 3: Black Jack buffed, potentially able to affect non-solids.
>Tier 3: Noise buffed to work by pointing at targets rather than contact. Altered flaw makes targets affect shock the user if they touch them.

(Affliction)
>Tier 0: Paralyzation renamed Enfeeble.
>Tier 0: Ringer buffed, now able to affect one ear at a time rather than requiring the user strike both the target's ears at once.
>Tier 0: Sunspots buffed, cooldown halved from two minutes to one.
>Tier 0: Pepper Breath buffed, activation period buffed from a range of ten seconds to a minute, to five minutes or more.
>Tier 0: Rule Breaker buffed to work on a given target for 24 hours.
>Tier 0: Removed cooldown on Anesthetic.
>Tier 1: Swapped Absorb & Release with Chronostasis for aesthetic reasons.
>Tier 1: Bloodcurdle also bestows a very long tongue. Swapped with Chute for aesthetic reasons.
>Tier 1: Popcorn buffed, lasts up to 20 minutes on application.

>Tier 1: Army Man flaws changed. Forcible ejection mechanic.
>Tier 2: Outburst underwent rewrites hopefully making it smoother and more succinct.
>Tier 2: Black Cat buffed significantly. Similar effects, scaling over time, added automation mechanic, and hopefully added value for Quirk Marriages.
>Tier 2: Fuel Siphon is canonically supposed to be called Energy Suck but that name blows so I'm not changing it.
>Tier 3: Rage lightly buffed.

(Mutations)
>Tier 0: Transparency renamed to Invisibility. Slightly altered the language of the Quirk to emphasize that it's an ability interacting with light.
>Tier 0: Stink Bomb replaced with new Quirk 'Pheromone' with similar smell traits.
>Tier 0: Hedgehog's barbs can grow back, though slowly.
>Tier 1: Longevity updated to grant extra benefits when Quirk Proficiency is purchased rather than being based strictly on origin. Does not work with 'Take 14' as an age option.
>Tier 3: Sludge Form renamed Sludge Body
>Tier 3: Fierce Wings noted you can harden feathers into weapons.

(Sensory)
>Tier 0: Censor! and Radio Star swapped for formatting reasons.
>Tier 1: Watchmaker given mild buffs removing the zoom in and out delay.
>Tier 1: Swapped Polaroid and Beast for formatting reasons.
>Tier 2: Renaming Snake Hair to Serpentress.
>Tier 2: Scouts segments are rejuvenated more quickly now after being lost.
>Tier 2: Trajectory and Scouts swapped for formatting reasons.
>Tier 2: Lie Detector noted to allow detection of living beings in the environment due to its abilities, rather than just being used to psychologically profile others.
>Tier 3: Search updated based on information gleaned later in the series. Generally a buff.
>Tier 3: Foresight updated lightly to explain how changing the future works.
>Tier 3: Large buff to Clairvoyance's operating range along with other minor utility buffs.
>Tier 3: Peek buffed with longer simulations, and no daily caps. Just great mental burden.
>Tier 3: Sentry System more defined.
>Tier 3: Clarified the aura sight imparted by Chakra is not reliant on eyes.

