My Hero Academy One's Justice One and Two 1.0 by Burkess

Welcome to My Hero Academy, One's Justice. It's the My Hero Academy you remember, but a little different.

Take these. **1000 Hero Points.**

Locations: Pick one.

1. Battle Street. This is a place where fights break out often. You can see fights here every day.
2. UA Highschool.
3. The League of Villains Headquarters.
4. Somewhere of your choice.

Age and Sex Options: Pick whatever you like. Usually, kids who go to high school are a certain age.

Backgrounds: Come up with something plausible. There are no origins here.

Perks And Specific Drawbacks: The perks here are 100 points unless otherwise stated. You get 4 Academy Tokens. Redeem these to get anything you want for free. Some of these perks will have optional drawbacks. Purchasing a perk entitles you to select it.

These drawbacks are specific and exclusive to that specific perk. And will refund what you spent and let you keep the perk for free! But you'll need to deal with that drawback for the time you spend here. You can tell the drawbacks by the fact that they offer points rather than take them.

Battle Basics: Free! You have a physique that lets you punch, kick, and fight with the top heroes in this world. You can leap at least 8 feet (2.44 meters) into the air. Perform quick dashes and run around, and hold your ground in a battle around here. You have knowledge of using a weapon of your choice and have training in a martial arts system.

Combo Attacks: Free! Your attacks can inflict a small amount of stun on your victims, allowing you to chain them together. This enables you to land a string of attacks, resulting in damaging combos. The finishing moves of your combos can launch enemies away.

Wall Splat: Free! Your attacks can lodge your enemies into the environment. Leaving them stuck and defenseless. This enables you to extend combos.

Red and Yellow Attacks: Free! You're capable of using red attacks, which are unblockable, and break guards. And yellow attacks, which give you temporary armor that causes you to still take

damage. But you'll ignore attacks that hit you. These cost more energy. And get telegraphed by the glowing colored aura you make when using them, but they're very effective.

Wall Level Durability: Free! Like everyone else in this world, you can shrug off getting smashed through a building. And also fight at full intensity for as long as you need. You only end up becoming fatigued after a fight is over, not during it. This form of durability extends to deadly attacks. Such as letting you survive getting hit by the Decay quirk many times.

Supplemental Powers: Free! In this universe, Kyoka Jiro and Present Mic have the ability to conjure up speakers. To use their quirks through. You can do the same, being able to manifest helpful equipment that fits with your powers.

Creative Expansion: Free! Even limited and basic abilities you have will have new and deadly applications. Anything you can do can now create a fighting style and move set. Of the sort that a fighting game character would have. You can stretch the limits of what your ability actually is. Letting you do more than you could before.

Narration: Free! You can choose to have the voice of someone you've met before narrate your life and your actions. You'll hear their voice as they speak in character, often voicing their thoughts and opinions.

Tutorial: You can create sparring matches between people. These don't leave lasting injuries or damage. Regardless of what's done. Everyone involved has to agree to this sparring match.

New Teacher: +100. You get a massive rush of pleasure from teaching people things. And have a mild compulsion to do so in the form of tutorial battles.

Plus Ultra Spirit: You can take on foes outside your weight class. By trusting in yourself and believing in your friends. An opponent who could usually swat you aside gets stalled by your resistance. If you had your friends at your side, even if they're all only as strong as you are, you could manage to win.

Dependency: +100. You're very sensitive to other people's needs and worry if you've upset them. You don't like to get separated from your friends and feel that they're your power.

Crush the Weak: If someone's not in the same power tier as you, you can crush them. It doesn't matter if they're in a group, either. You can walk through and over them and not break your stride. A battle against you is hopeless for anyone not near your strength.

Weak Crusher: +100. You have a tendency to get drunk on your power. And enjoy taunting and goading your foes to squeeze more enjoyment out of battles.

Interactions: Everyone around you banters and shares their goals. Emotional desires, and discusses their motivations. You could have a back and forth exchange where you and your foe

debate philosophy. And bare your inner hearts. Your words are also much more dramatic now, and inspiring.

Chatterbox: +100. You have a tendency to run your mouth, even when you don't need to. You'll sometimes slip into a monologue without realizing it, and love to hear yourself speak.

Silence is Golden: You reveal no information unless you choose to. This includes being able to mask your scent. As well as your footsteps and other indications of your presence. When you focus on thinking of nothing, you can turn invisible in other people's senses.

Quiet: +100. You feel comfortable going long periods of time without speaking. You only care to speak when it's required.

Assist Style: You're a master of a style of fighting where you support an ally. As they take point and challenge a foe, while you wait for the best opportunity to tag in and attack. This also makes it, so coincidence, will lead to your allies showing up as you need them. Anyone you fight alongside can learn how to do this.

Safety In Numbers: +100. Your enemies believe in the power of friendship and now roll 3 deep, at the very least. You won't encounter your foes without a couple of their buddies at their side.

Solo Warrior: When fighting alone, your charge up time for abilities is lower. And you become stronger and more durable. You also have a talent for isolating your foes. So that you can separate them from larger groups and take them on in smaller amounts.

True Loner: +100. You become more anti-social. And other people find you intimidating and difficult to approach. You won't have any difficulties staying and being alone.

Plus Ultra Super Moves: You have a collection of super charged attacks. Ones that allow you to go beyond your usual capabilities by expending more effort and energy. These ultimate attacks deal more damage than your usual moves. And may come with added bonuses. Such as initiating a transformation or causing a status effect. You can perform these at no cost by gathering energy from dealing and taking damage in battle.

Plus Ultra is Contagious: +100. Everyone and his dog and his dog's mother has these kinds of attacks. And they're willing to throw them around like candy to trick or treaters.

Vigilante: You're beyond human at evading capture and pursuit. You can throw false trails and fool even the most determined of chasers. People are also more willing to help hide you and keep information about you secret.

Chase the Menace: +100. If you go out as a vigilante, you'll get spirited law enforcement who want to take you down. They think you're a menace.

Battle Ensues: You can choose to have normal situations and scenarios turn into a fight. A normal conversation with your dad could lead to a massive brawl in your dojo. While he monologues at you. These fights won't have lasting consequences or cause injuries if you don't want them to. Your teacher could come to your home for a visit with your parents. You could attack him, he beats you, and then everything continues as normal.

Fights All The Time: +100. You'll have a pointless fight over nothing at least once a week. The more you interact with people, the more likely it'll be to see a battle break out over nothing.

Comic Stills: You can see the world in comic stills. You can fast-forward through moments in your life by turning them into "cut scenes." You'll see a variety of still frames where people have discussions and events take place. This process takes far less time than it would to sit through this without it.

Low Budget: +100. This is actually how you perceive the world now. Often, you'll have Izuku Midoriya or yourself narrating what happened/happens to you.

Story Mode: This allows you to view the current story of your life so far and relive old experiences and battles. You can trigger the advancement of the "plot" allowing you to go to the next story event early. You can also choose for this to let you time skip to the next important event.

Loads of Skips: +100. You actually get to experience ⅓ of the events here, "in person." You'll be fast forwarded to fights. And moments where you have to make decisions. Skipping over everything that doesn't pertain to stuff like that.

I Dream of U.A: The world bends itself to allow you to have chances to achieve your dreams and succeed at your missions. As long as you desire something, the chance will always exist for you to have it. You'll even get second chances should you fail.

Obstacles: +100. You'll encounter a variety of obstacles in the way when you want something. People who make things difficult. If only for adding more dramatic tension to situations and to increase the stakes.

Ruin Radar: You instinctively know when your enemies will be most vulnerable. And can count down the time to when you should act against them. This won't tell you why this will be a good time to act, but it will be if you act on this information.

Countdown to Destruction: +100. You always see these countdown timers, over everyone. You feel a small compulsion to ruin people, even if they've done nothing to you. You can resist it.

Pivotal Moments: You'll be there to witness pivotal moments in the story of this world. And also other people's personal stories. When they decide to take a plunge into villainy or if they should

decide to be a hero. Moments of tragedy that shape them into who they are. You'll arrive in time to intervene and shift events in a direction of your choosing.

Replacement Actor: +100. These moments now need you. You take the role of the second party. You help others become villains or heroes. This responsibility lies on your shoulders. As circumstances have changed now. Canon's results won't happen without your help.

Stand By Your Convictions: You can live by your code. There's always a solution to your problems that doesn't need you to compromise your morals. Or make impossible decisions. If you have the strength, you could find a way to save everyone, even if it seems impossible. Things that are impossible are less so when you're around.

Test Your Convictions: +100. You'll make enemies of the sort who will attempt to test your convictions. And try to get you to go against your morality or make impossible decisions. To do what's easy rather than what's right.

Trolley Person: You're a walking trolley problem. And can find ways to make defeating you costly for everyone. You'll be in the position to take a hostage. Or cause massive amounts of property damage or destruction, and similar things. Fate and coincidence will guide your hand to help you create no win situations and bring the pain. You'll always find a way to make dealing with you also cause significant damage to your enemy or those nearby.

Runaway Trolley: +100. This effect isn't limited to enemies at first. You'll need to refine your control to avoid causing destruction by accident.

SMASH!: Using force, you can overpower any obstacle. You can substitute force and strength for any sort of planning or strategy. You open up holes in your opponent's defenses, even if they'd usually be resistant or immune to this sort of thing.

Backlash: +100. Your attacks have much more serious backlash now. And gain the potential to self damage you if they didn't before. You'll need to exercise caution.

Plotter: You can find a way to defeat them. No matter how powerful the opponent. Though cunning and strategy, you can make it work. Their level of power will make executing the plan more difficult. But with enough resources and good enough execution, you can take them down. Any other allies or defenses are also accounted for.

Waiting for the moment: +100. You're slower to take action now. You prefer to wait until the ideal moment to strike. Letting opportunities slip by you.

Risky Gamble: Risks you take will pay off 9 out of 10 times, unless they're not well thought out. You have a mental sense of how likely a gamble is to work in your favor to help you avoid the horrible ideas.

Loving Luck: +100. You feel comfortable relying on luck to carry you to victory and don't tend to overthink things.

Methodological: You're well practiced. You're far more effective when you rely on routines and practiced plans and responses. The sort you'd build with hard training and detailed plotting. You can cause opponents to make mistakes and hesitate at crucial moments. Especially if they haven't practiced whatever they're planning on doing.

Off Script: +100. You can get flustered and stunned when things go too far off script and don't go according to plan. Your ability to improvise has taken a hit too.

Plot Convenience: It works for you now. Is there a secret power that's carried through the ages, and the current holder is looking for a successor? They'll choose you. Is there a killer whose power is less effective against certain blood types? You have that blood type. You enjoy plot convenience that'll make your life easier, make you stronger, and also keep you alive.

Worthy Foes: +100. Any boon this perk gives you also comes with an opponent or adversary of equal value. To test yourself against when using these benefits.

The Journey Never Started: You know how to butterfly away people's power ups and fortunate events. And you have a sense if someone is going to be strong or important in the future. So you can crush them before they can get started.

Crush the Crusher: +100. Someone with this ability has appeared in this world and seeks to crush YOU. To stop you from reaching your full potential. They'll work from the shadows to try and sabotage you. And will come out for a direct confrontation if you become too strong. To prevent you from getting any stronger.

Miraculous Survival: People don't die easy with you around. When you're involved, everyone has good chances of getting out of situations alive. Allies show up when they're needed, enemies get a sudden desire to monologue. Or spare their opponents. Happenstance allows lives to get saved. You'll have a sense for who is the most likely to die or get hurt around you, and how you can intervene to help with that. You can expect zero fatalities or injuries in all but very extreme situations.

Your Favorites: +100. This now works based on how much you like someone. A friend of yours will be fine. Someone you don't like, but who isn't your enemy? They'd get no protection at all.

Massive Body Count: You tweak probability to make injuries much more severe. You remove any sort of narrative protections or plot armor your foes have. Any injury you or your forces cause to the enemy spreads bad luck. Among the remaining enemies. This can snowball to a horrific massacre.

Callous Heart: +100. You're callous and uncaring about the lives of others now, unless they're people you like. Or they're useful to you.

Go Beyond 100%: You can go beyond now. You can call upon power greater than your supposed greatest. Your power fluctuates with your emotions. And feeling determined to win is enough to exceed your limits many times over.

Determination: +100. Every power of yours works based on your emotions now. And not feeling that you can do something is a self fulfilling prophecy. One that actually makes you weaker. You'll need to keep your confidence up to stay strong.

Decided it in a single blow: You finish things in style. You can plan and setup successful ambushes. Ones that allow you to launch one-sided attacks against your targets. With the goal to destroy them before they get a chance to defend themselves or use anything. In combat, your moves get transformed into blitz attacks. Your movements are especially fast and ruthless to end battles in as little time as you can.

Ambush Predator: +100. This is the only way you prefer to fight. And your combat skills outside of ambushes aren't as good as when you attack unaware targets.

Battle Epiphany: You'll discover a multitude of new uses for your powers in the heat of battle. And executing your maneuvers works as you'd expect them to, without you having to practice them. You'll get great mileage out of techniques inspired by your friends and allies.

Not all winners: +100. It's a coin toss now on if your epiphany will be relevant to the current situation or useful at all.

A horrific mauling: Your successful attacks shake your opponent's hearts and confidence. You inflict damage not only on their bodies, but also their minds. Their spirits. Their souls. They'll lose memories of some of their moves, their skills will become more rusty. They'll lose hope, and will continue to get worse as you keep hitting them. You can completely break someone with enough damage while still leaving them alive.

A Masterpiece: +100. You delight in leaving people shells of their former selves. And like to turn your opponents into living artwork. The victims you leave behind are your art, as you're the one who ruined them so. A monument to your destructive power. And a warning to future targets.

You're the Antagonist: You know at all times who you can exploit and step on to get ahead. If there's someone who has something, and you want it, you can come up with a plan to go and take it. The longer you've gotten away with committing crimes, the less likely it is that you'll get caught. The more foes you defeat who try to bring you to justice, the more intimidated any future ones will be.

Destined Showdown: +100. Each person you hurt causes a random person to learn of your existence and decide to do something to stop you. The strength and motivation of the hero is proportionate to how much harm you caused. These heroes will team up if they meet each other. You'll run into them, if any, before the jump is over.

Your Squad: You'll attract like-minded people who will become ride or die friends with you. Through frequent interactions. Even people who hate you can come around. This also attracts antagonists who are on a different side but also like you.

Opposition: +100. Other cliques will form now, some of which are neutral to your crew and others which don't like yours. This can lead to mild gang violence.

Party Members: You'll find people will join you to help push their own agendas. They'll join as long as working with/for you also allows them to achieve their own objectives. You'll know the motivations of anyone who joins you.

Leech: +100. You'll attract a bad egg or two who wants to use you to achieve their own goals. Completely half asses their assignments. And never cared about you or your crew beyond what you could do for them.

Murderous Intent: You can project your own feelings of ill will on the world around you. And let people experience your potential for violence. The more harm you've caused others and the more willing you are to hurt people, the more intense this becomes. At high levels, it causes people to hallucinate their own deaths and freeze in fear.

Leaky Bucket: +100. You leak out a small amount of this intent everywhere you go. You're unable to turn this off.

Positive Intent: Others can feel your positive intentions. This makes them relieved, because you are here. This allows you to calm the belligerent, as they can experience your emotions and know that you mean no harm. Also works on animals. The more good you do and the more you fixate on your positive emotions, the more pronounced this effect.

Fake Smiles: +100. 10% of the population will believe you to be a fake and a liar unless you prove otherwise.

Magnet Hero: If someone would need a hero, or help in some way, you'll get drawn to them. Time bends a little to enable you to go from incident to incident. And ensures everyone gets saved, should you be capable of doing so.

Hectic Hero: +100. The events you'd help people in are all smashed together now. You might save someone and their pet cat from the ledge of a burning bank. That the robbers are escaping from. While a mugging takes place in front of it.

An ideal successor: You'll bump into people who can surpass you in some way. Those who train under you become more and more impressive. And their hidden potential grows in response to the challenges they face.

Baggage: +100. These people will all have their share of emotional baggage and trauma that comes with them. As they've lead less than perfect lives before meeting you.

Symbol of ____: You can choose to become a symbol of an ideal you stand for. Peace, love, justice, evil, brutality, war. It can be anything you believe in. Your legend will spread far and wide.
Mentioning of your name will be enough to strike fear into the
hearts of anyone against you. Those who stand for what you do will rest easy, knowing you're looking out for them.

It's my everything: +100. Your symbol is apart of your personality now. It's who you are. You'll put acting in a way that aligns with your symbol ahead of your other goals in life.

Round Combat: You can declare a bout to be X number of rounds. Each round lasting a certain number of seconds. Before a winner gets decided based on who has more health left. Combatants will get healed between rounds. And the only injuries that will stick are the ones accumulated during the final round.

Typical Combat: +100. Fights that other people start with you default to being 1 round, infinite time matches. You can only set the number of rounds if you start combat.

Support Gear Engineer: You're a genius at making and using gear which copies superpowers. And supports the use of them. You develop your equipment far faster than should usually be possible. And know how to improve it when and if it fails or gets broken.

Explosive Development: +100. Your process of development causes explosive results. You'll blow up a lot of new tech before you iron all the kinks out.

Quirk Pharmacist: You have a deep understanding of superpowers. And the science behind how they work. This enables you to create drugs that amplify their power or hinder them. You know the science behind quirk erasure and the creation of drugs such as trigger. You can adapt them for future powers you find. Your research is far faster and has much better results than it should.

Quirk Obsession: +100. You have a level of obsession with quirks that makes you mad to a degree. You either adore quirks, or you despise them.

Garaki's Apprentice: You've learned the secrets of biological engineering. You're the equal to Doctor Garaki. You can craft beings like the Nomu. And know how to transplant quirks between people. Clone quirks. As well as know how to strengthen human bodies. You can research new superpowers with samples of them.

Amoral Scientist: +100. You have the mindset of an amoral scientist. No amount of human experimentation or cruelty makes you flinch.

Quirk Analysis: New ideas and questions for how superpowers work come to you. And thoughts on their uses. What's more, some of your assumptions about superpowers and their potential uses turn out to be true. This expands what someone's power does. And allows them to do much more with their ability than they could before.

Muttering: +100. You mutter when thinking of the possibilities of quirks. Other people sometimes find this creepy.

The Broker: If you'd be useful to someone else, they can instinctively tell how and will want to keep in contact with you. You'll often find people coming to you for deals. And you've got the business sense and skill to take advantage of this and run a successful enterprise. You have great fortune with any task that brings products and people together. Regardless of what the product is.

The Almighty Dollar: +100. You don't have any moral limits beyond getting paid for your work. This doesn't compel you to do anything. It removes anything stopping you from doing whatever you want.

Easy Infiltration: You're trained in infiltration. You'll have an easy and clean time doing it and will be more likely to find what you're looking for. Even information that should get kept in more secure places will be within easy reach for you.

Often Used: +100. Using infiltration tends to be your first answer to any situation, even if it might not apply. You'll always want to sneak into places unless a much better option presents itself.

Rabble: You can recruit malcontents and other low lives with startling ease. In a world like this, you could collect roughly 200 villains within a day or two. The quality of allies you collect gets based on what is available and how much you can pay.

Low Level NPCs: +100. When using this ability, you tend to stand there and watch your goons fight. Instead of helping them or using them as a distraction.

Rescue Hero: Anything you can do, now has alternative uses that work for rescue. This includes saving trapped civilians. And performing first aid, and the sort of jobs that need doing after a natural disaster. You can also control your attacks to cut the collateral damage. A flying leap that would usually leave a crater in the ground could damage nothing instead. A punch that would send someone flying through a wall instead has them slam into the wall. Without breaking it.

A Rescue Hero: +100. Your combat skills atrophy now unless you practice them. This can leave you vulnerable if you don't keep up your training.

Sneaky Serial Killer: You have a nice appearance and can look innocent when you choose to. You've mastered instinctive martial arts. A style based on attacking and defending like an animal would. It’s impossible to predict. Your wild instincts give you much greater strength, speed, and durability.

Human Eater: +100. You have an intense psychological need from something you can only get from other humans. Such as their fluids or meat. Whatever you pick, you’ll become more and more irritable if you don’t get it, until you snap and attack someone for it.

Underground Hero: You have the skills of an underground hero. This includes knowing how to stalk your prey. And make dealings with vigilantes and other criminals for aid and information. As well as ambush tactics, and detective work. What’s more, you have an air of mystery around you that has people treating you like you’re a special ops' agent. They’ll respect you even more if they don’t understand what it is you actually do.

Logical: +100. You have a tendency to only want to think and behave logically. And get annoyed at those who don’t.

Radio Host: You have a gift of gab that keeps people listening to you. Your voice is very pleasant to listen to, and you’re an excellent interviewer. You could entertain a whole room with a question and answer session and run your own radio show.

Loud: +100. You like to speak loud and be the center of attention. This includes dressing sharp.

Cosmetic Drops: Winning battles will unlock and gift you new costumes. They’ll be well-made and in all sorts of styles and suited for many purposes.

All Red Everywhere: +100. Every bit of clothing people wear around here, including you, becomes red.

Lunch Service: You have the power to prepare food 10 times faster than it should take to produce it. And to make it taste two to four times as good as it should. You’re well versed in providing food for all sorts of different lifeforms. And can adapt your recipes to make great food. Even for beings who eat different things than humans do. You can squeeze more nutrition out of food than it should have in it. Letting you make ingredients more filling and stretch further.

Dedicated: +100. You’re dedicated to improving your cooking skills, and your interest in things out than chef work takes a hit.

School Nurse: You’re trained as a medical doctor and surgeon. You specialize in superpowers and critical care. Your expertise and talent allows you to save anyone who could get saved. And to let them regain as much function as possible after an injury. This is only amplified if you have some sort of healing abilities.

Cranky Bedside Manor: +100. You're prone to getting angry at people for not caring for their health. You'll make threats to patients who injure themselves. Even going as far as telling them that you'll stop healing them if they keep getting hurt.

Tolerance: If you have any redeeming qualities, people will focus on those. And ignore your major negative traits. Outright betrayal won't be excused, but anything before that point gets swept under the rug. You could act like a colossal jerk all the time and people will hand wave it.

One Dimensional: +100. You have an aspect of your personality turned up to 11 now. You could be a pervert, or you're often angry. You'll act this way almost all the time.

Change the Future!: You can now defy fate. You always retain your free will. You're immune to the effects of precognition and can change the future. In a world where all events are predetermined, you alone could do as you please. You have the ability to initiate a "retry." This allows you to create an alternate timeline where you go back in time. To before your challenge. Ready for a rematch. You can re-attempt anything now, as many times as you like. Unless you give up, in which case you'll have to live with the consequences of your failure.

But Only With Help: +100. Changing the future and using your retry powers are something that can only be done with the aid of another. You alone can't do this: it's always going to be a team effort.

Quirks: Academy Tokens can't get used here. These options cost 100 unless otherwise stated.

Special Physiology: Many purchases allowed. Each enables you to sustain another quirk. This is important since having too many quirks in one body has some major negative side effects.

Be a Nomu: This option makes you into a Nomu. You'll look like and be one, but you also get 4 quirks that would cost 100 points for free. You remain sentient and immune to All For One's control.

Quirk: Pick any quirk in the MHA franchise, or create one of your own design. All For One and One For All cost 500 points. Every other quirk costs 100. If you design a quirk that would let you defeat All Might or All For One in a 1 vs 1 fight, then it also costs 500 points.

Diamond: You can turn your entire body into diamonds. You're also capable of growing implements and tools made out of them. And launching diamond projectiles. Your body uses consumed carbon as fuel to maintain your powers.

Archaeopteryx: A mutation quirk. It gives you all the abilities of an Archaeopteryx and a body that looks like one.

Heal Ball: You release healing balls of energy from your mouth. They follow your targets and heal them. This process converts your energy, nutrients, and stamina into healing for others.

Items: Each of these is 100 points. You can choose either a Hero License, an Underworld Card, or a High School letter for free.

Hero License: This makes you a hero in whatever country you're based in. And also spawns a building that acts as your agency. Or adds onto an existing agency, should you decide to be a sidekick. In future settings, you will get treated as elite law enforcement. In whatever group passes as law enforcement.

Underworld Card: This is an invitation to join All For One. Or another similar villain organization. In future jumps, you'll be able to use this to swing an invitation into the inner circle of evil or villainous groups.

Hero School Letter: This allows you to enter any hero school of your choice. In future settings, you'll be able to get into exclusive and hidden schools and academies. You'll be sought after and seen as a prime recruit and ideal pupil.

Contacts: You have a variety of contacts who share information with you. And whom you can go to when you want to buy something or learn information. You can leverage this to do deals, both legal and less than legal, and act as a broker.

Support Gear Lab: This place restocks with equipment and has room to test out support gear and design it. It's filled with schematics, including designs for building giant fighting robots.

Nomu Creation Lab: This lab restocks with what you need to get started on making some Nomu. It also has the equipment to perform surgeries. And complicated procedures, such as strengthening someone's body.

Battle Street: When you want to fight, you can teleport your crew and your opponents to this busy street in Japan. It's a nice place to go shopping, when nobody's ripping the place apart with super combat. You own the shops here and get income from them. And huge insurance payments when your property gets destroyed.

Personalized Support Gear: This is your equipment that'll help you as a hero or a villain. It's anything that you could get at UA or the underworld.

Online Arena: This arena enables you to fight alternate versions of people. From parallel universes. The lives of these people will have taken strange turns from the canonical timelines. And they'll behave and fight in ways you wouldn't expect. They'll also bring allies with them to these fights. Many of which the version you might know wouldn't ever team up with.

Inputting a universe, setting, or jump you've been to will let you face foes from these places. And also setup tournaments between them. This lets you watch them fight it out. In case you'd like to see a dozen different versions of Izuku, each of whom have a different quirk, battle. Or something similar.

Hero Merch: You have a collection of any new hero merchandise that comes out. Also works for stuff produced for villains and vigilantes.

Supplement Mode: You can use this jump as a supplement, attaching it to another setting.

Companion Options:

Anyone you want to recruit as a companion here is free.

Import all your companions here for 100 points, and they'll gain 600 points to spend.

Drawbacks: Each of these is worth 200 points.

Gang Member: There's a mysterious gang member in this world. Their quirk gives them the powers of the Class 1-A kids, as well as several members of the League of Villains. They believe that defeating you will increase their power and aim to do that.

All For One And One For All: You'll need to pick a side. Choose team AFO or team OFA. The other side will be your enemies. The side you picked are your allies.

Abusive Egotist: You have a rival who hates you. They'll follow you around and insert themselves into whatever it is you're doing.

A Price On Your Head: You've gained the ire of someone influential in the criminal underworld. Now, various villains will attempt to claim the 40 million yen bounty on your head.

Wanted Villain: You're wanted for questioning by the cops. If
caught, evidence will get manufactured to pin a felony crime on you.

Stain's Target: The Hero Killer: Stain has decided that you are a threat to his mission. He's marked you as a target and will begin hunting you. He'll do so a year and a month after you arrive in this world, assuming you aren't looking to face him early. If so, he'll come to you if he can catch you by yourself.

Obligatory Power Lockout: You can't take abilities from outside this world into here.

Obligatory Item Lockout: Your warehouse gets sealed off. You can't bring items from outside here.

Scaling Rival: You have an opponent. This enemy gets as many points to spend on a build here as you spent in total. They'll buy abilities to counter you. Their goal is your complete defeat, and they'll stop at nothing to achieve this.

Longer Stay: You'll spend 10 more years here.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?