!!!!!My Hero Academia Jumpchain CYOA!!!!!

(Version 1.3: Nomu Parade Mini-Update)

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My Hero Academia, world of heroes and villains doing battle within the concrete jungles of what appears as modern day metropolises. Long, long ago this world was much like ours until a baby was born with the ability to glow.

One after another, humans were born with special abilities that would later become known as "Quirks." The world descended into chaos as the definition of humanity blurred.

Now in the modern era, stability and peace have been restored. Humans with Quirks have become commonplace, making up 80% of the world's population, with laws drafted to account for them.

By and large, the use of one's individuality, one's "Quirks", in public is prohibited due to concerns for the safety of the civilian population. Those who would use their natural born gifts for selfish gain and tormenting the populace are branded as "Villains."

The ones who fight "Villains" have been known since long ago as "Heroes" but only in relatively recent history have they become formalized as official civil servants complete with wages and benefits.

Licensed Heroes have permission to use their gifts to protect the populace, not only taking down villainy wherever it crops up, but acting as disaster relief and working with police to solve crimes.

The greatest hero of them all is the living legend known as All Might! With incredible strength, charisma and the heart of a true hero, All Might is the Pillar of Peace responsible for the current golden age of peace, idolized by civilians and even other heroes, while feared by villains everywhere.

Many wish to become a professional hero with motivations that run the gamut, whether it's following in the footsteps of their family or their idol, or something more basic like money or fame.

Due to the intense scrutiny and responsibility placed on heroes, who constantly stand in the spotlight, becoming one is extremely difficult and training often begins young.

Schools specifically for producing heroes have cropped up all over, with U.A. High located in "Musutafu, Japan", being known as the 1# Hero Academy in the world. U.A. has received even more attention recently as All Might himself has started to teach there.

Beware though, the current era may be one of peace, but unless something drastic happens, that peace will soon begin to fall. All Might is critically injured and will be forced to retire soon.

If that's not bad enough, the darkness he's long kept at bay will start to surge to the surface, growing stronger by the day on the words and actions of charismatic villains.

You will start off in this world around ten months before U.A. High holds its next Entrance Exam, the same day All Might meets a young boy with aspirations to become a hero despite lacking a Quirk, Izuku Midoriya.

You receive 1000CP, think carefully and spend it responsibly!

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!!!Origin & Location!!!

You may pick one of any of the below origins. Your age varies based on origin, while your gender is the same as the previous Jump.

Alternatively, you may pay 100CP to manually swap gender and/or manually select age anywhere within the listed ranges.

Regardless of origin, you begin "Musutafu, Japan" home city of U.A. High and the location where much of this story's events take place.

-Drop In (Free): Ah! A rogue element, a ghost within society. You have no memories as someone from another world, and you aren't part of the current system. That gives you a lot of freedom to do what you please, but what will you use it for?

Will you be an unlicensed hero taking justice into your own hands, branded a vigilante by society? Will you penetrate the shadows cast by All Might's light for business or personal gain? Whatever you decide, what your fate in this world is, that's in your hands.

(Age: Roll 2d8+16 'or' Take 14)

-Student (Free): A young boy or girl with aspirations of greatness, currently living your average middle-school life. You're looking to take the entrance exam for a hero academy for high school.

Whether that's U.A. High or a rival school in the form of Ketsubutsu Academy or Shiketsu High, your family gives you their complete, unwavering support.

Of course, if you decide to live a normal life or choose a different path in life, they'll still stick with you 100% and might even be relieved about the relative safety.

(Age: Take 14)

-Hero (200CP): You're a professional hero! You've long since went through the tests, schooling and training required to earn your license and have been doing this Hero of Justice thing for a while.

You've probably got a fan or two out there for your past heroics, but in such an era you don't get into terribly much trouble. That might be changing soon however. . .

(Age: 2d8+18)

-Villain (200CP): Standing in stark defiance of this age of prosperity is you, part of the dark underbelly of society. Whether your motivations clash with heroes or you're pure evil, this is your identity, a Villain.

You've likely already got a rap sheet full of petty crimes or a warrant on your head for something more serious, but either way you're already part of civilization's shadow unlikely to leave it.

Normally you'd have to watch out for heroes to get anything done, there's just too many for you to deal with by yourself. Something is in the air though. . .it feels like "change."

(Age: 2d8+16 'or' Take 14)

-Wild Nomu (100CP): Nomu, the heavily modified abominations created as foot-soldiers for the League of Villains, purpose built to house multiple Quirks as bestowed upon them by the villain known as All For One. As you awaken in this world, you will discover your status as one such creature.

As with others of your kind, you have an exposed brain, and a flat skin-tone of any one color of your choosing. How much effort was put into your constitution is a mystery, but what can be certain is that you have some self-awareness, and appear to be by yourself in some alley.

Perhaps you're an experiment in what level of chaos your kind can get up too on your own. Perhaps you're simply being left to your devices to gather experience before one day being recalled. For now, you have one solitary mission, to live.

(Age: 1d8 as "Functional Age")

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!!!Perks!!!

The perks purchasable below are discounted by 50% of their listed price for the matching Origin. 100CP Perks are instead Free for the matching Origin.

-----(General Perks)-----

-"Superficial Mutant" (Free): With the advent of Quirks, many humans also took on incredibly mutated appearances which was part of the reason for social norms to break down.

You may customize your own appearance, basically deciding to look like almost anything you want with a few minor limitations. First, humans are still universally bipeds no matter how strange.

Second, they're still solid unless a Quirk specifically renders them otherwise. Third, they're still generally around the same size as old humans, with a few exceptions being radically shorter.

Forth, these incredibly varied bodies generally <u>lack notable mechanical advantages</u> besides maybe some extra natural weapons like horns, fangs or claws.

Other than that feel free to go nuts. Make yourself look like living rock or plastic. Throw in some antennae and a tail. Hair, eyes and skin of any color in the rainbow.

Alternatively, you could look extremely close to the "traditional" image of a human with few if any deviations, like slightly bigger canines or off colored hair.

(Note: The **Wild Nomu** Origin may adjust their proportions and shape through this origin, similar to others, but will always keep an exposed brain and flat skin tone local to their constitution.)

-"Empowered Quirk" (100CP+): Some people get a bad hand, landing a Quirk that feels just a bit weak or limited compared to the ones other people got.

While you'll be able to choose your own Quirk, you may still wish it was a bit beefier than how it starts out. That's where this comes in, allowing you to take your Quirk to another level.

With each purchase, you may take your current Quirk and increase its Tier by one level, though Tier-3 Quirks or those boosted to Tier-3 are no longer applicable. This allows you to increase the quality of your Quirk in a variety of ways.

This includes having the main function become more potent, having flaws lessened in one way or another, making it more versatile or just an all-around boost in general ability. As long as it's thematic, you may choose what direction it's taken.

Through this perk, a Quirk taken from Tier-0 to Tier-3 after multiple purchases would gain equivalent power and/or utility to others found on that tier. Flaws may not be entirely erased even if all emphasis is put in. **<u>Empowered Quirk applies after Quirk Marriage, not to component Quirks in one.</u>**

-"Old Fashioned" (300CP): You don't have to have an incredible Quirk to help people. You don't even need an incredible Quirk to beat someone down.

Your body is in peak physical condition by the standards of humans in this world, which would seem mildly superhuman to people not from this world.

From agility to strength to stamina, you're stacked, and damn do you know how to throw a mean punch on top of it all. Even your mind is sharp and ready for the spontaneous appearance of villains.

-“Quirk Marriage” (100CP/200CP/Variable): Quirk Marriages are marriages out of convenience, couples with powerful Quirks getting together in hopes of even stronger offspring. They’re often loveless and just kept up for appearances outside of that though.

Whether because of convenience or love however, your parents’ quirks lined up just so to give you something rather interesting. You may select two Quirks from the table instead of one. Pay full price for the highest Tier Quirk you select, and 100CP for the second.

Treat these Quirks as belonging to your parents, and you getting the hybridized result, something entirely new. Depending on the Quirks selected, your parent’s Quirks might merge into a cohesive whole in you like Bakugo’s Explosion, or something oddly clashing like Todoroki’s Half-Hot, Half-Cold.

To determine effects, look at the qualities of the selected Quirks, as they may each contribute greatly regardless of their original Tier. **To determine the power, versatility and/or utility of your new Quirk, use the highest Tier of the two Quirks you selected as this new Quirk’s Tier. Base it on that Tier.**

Alternatively, you may take things to a new plateau of creative design. This option allows you to select four quirks instead of two, “those of your grandparents” to divvy up as you like; you getting the final result. To make theory-crafting easier, I suggest breaking Quirks down first.

If you choose this form of Quirk Marriage, pay full price for the highest tier Quirk of the four, and a flat 200CP for the remaining three. To clarify, the remaining three Quirks are being bundled. You will not be paying more than 500CP total no matter what Quirks you’re selecting for combination.

(**Note**: There’s freedom to determine how any two Quirks you select marry, giving you control over the final result as long as you properly represent them. Power level is determined by Tier, so four Quirk marriages aren’t stronger than two Quirk marriages, but they do give more creative control.)

-“Quirk Proficiency” (200CP/Free for Heroes & Villains): I see you’ve tussled with the boys and girls in spandex before! Was it beside them. . or against them? Can’t quite remember! Regardless, over those years of flexing and accumulating experience, something spectacular has happened! You got good!

Ordinarily you would have no experience with making use of your Quirk. Sure you might be well aware of what it does, but in this world that regulates their usage you never really got to train it, experiment.

By purchasing this, you obtain two important things, with the first being training. Ever since you were young, you’ve been able to experiment with your Quirk in an environment that allowed 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’re great!

-----(Drop In Perks)-----

-"Undiscovered" (100CP): That face, that body, those incredible good looks! Have you ever modeled before? You really should consider it, maybe in a cape and tights? Maybe branch into acting?

You appear to be by many standards the perfect human specimen, described as traditionally handsome or beautiful. More importantly however is a kind of iconic charm.

There's something standout, unique, about your appearance that attracts people more than beauty, and attraction breeds trust. This allows you to get away with more questionable things by virtue of good looks alone, even "blend in" when you ordinarily wouldn't belong.

-"What? Who?" (100CP): Sometimes it's good to be noticed, trusted, recognized for your actions or image. But as someone who skirts the law, that isn't always true, now is it?

You're way better at organizing quick disguises to cover up or distract from your more eye-catching physical features, and coming up with excuses to wave people off and come off as NOT suspicious.

It's of serious aid when you're trying to make sure people don't recognize you for your alias out of costume or vice versa. Also useful for just getting ignored.

-"Public Relations" (200CP): The hero industry has many players. Many of them are out of the limelight, making sure the ones people are watching keep looking good.

You gain a remarkable amount of skill with improving someone's image in public perception, selling it like you were advertising something a bit more traditional and selling it hard.

You've got a silver tongue to go along with it, dancing around leading questions of interrogative reporters (among others) and taking the reins to lead the conversation yourself. You'd make an excellent manager for one of the real capes.

-"Extra Credit" (200CP): For every dreamer or hard worker that becomes a hero, there's dozens, maybe hundreds more that fail to qualify. It might not even be their fault, simple luck of the draw with Quirks and a bad matchup with tests or hurdles.

For those who don't test well, there's this. As long as you show potential and initiative, there will always be more ways to prove yourself and reach what you've been working so hard to achieve.

Fail a test? There are ways to earn extra credit. Seeking to prove yourself someone and it relies on something you're horrible at? There will be other ways to earn their approval. Your efforts will not go unrewarded.

-"Uncivil Servant" (400CP): You might be trying to do good in your own way, you might not be, but either way you're working outside of the law. That means you're a bit bereft of resources and contacts, at least without this you are.

Through the power of this perk you're able to summon a copy of all kinds of private records at your discretion. Police reports, financial history, medical records, psychologist observations and more.

You can pull up police and autopsy reports to help you solve cases on your own. You can cross check medical records with details on a suspect or victim to follow up hunches.

Everything an enterprising vigilante could want and more. Just make sure you keep it on the down low since this isn't exactly legal. To use this, simply focus on the kind of record you're wanting and the power will do the rest. The files will disappear when you're done with them.

-"Been Around The Block" (400CP): You've been around the block a few times, you've gotten into some bar room brawls, back alley scraps. You know how you win fights? You hit them where it hurts.

You're incredible at picking someone apart, finding weaknesses where others could only see strengths and exploiting those weaknesses like there's no tomorrow.

Why would you back down in the face of your enemy's road shattering, building collapsing punch when he's taking so long to charge it up? It's like he's begging to get his face punched in!

-"Industry Support" (600CP): Every hero currently running around out there has a costume of some kind like a full body badge, and equipment that complements their style or Quirk incredibly. Where did you think all that came from?

When it comes to a career in support, it doesn't matter if no one has heard of you before, you're easily a top dog in the industry. Costumes and equipment alike are your forte and nobody can deny.

Your costumes are form fitting, flattering, stylish and sturdy, easily standing up to the day in day out beating and stress that those who wear them put them through while keeping them looking amazing.

More importantly, you're a flat out genius when it comes to this world's technology, making the various gadgets, machines and equipment that can take an okay Quirk to the next level.

Elemental powers lacking in range or accuracy? You could design tools for that. Super strength, speed or some other physical ability putting stress on your body? You have the solution.

If there's something someone needs to shore up a power's strengths or weaknesses, you can probably think up and build something over the weekend. You'll just need the tools, resources and a healthy dose of imagination.

-"Big Dick Walking" (600CP): You may not be some hotshot hero, or a cop, or even a private dick, but no one can dispute your qualifications for a role in leading the powerless.

You've got what it takes to police Heroes and Villains alike. You're charismatic with those lacking in natural abilities or from the lower classes, such as those who lost the power lottery or the Quirkless.

You're excellent with battlefield strategy and coordinating the "helpless" masses to fight those with considerable abilities, or even just carrying out with rescue or disaster relief efforts.

You've got the sheer force of character to have those above you in social class to accept your judgements as long as you at least put up a token effort to be fair.

If that wasn't enough, designing and helping construct maximum security prisons explicitly for containing threats to society with bizarre abilities are included in your portfolio. You may not have the papers, but you do have the substance.

-----(Student Perks)-----

-"It Might Be Destiny" (100CP): You don't have to be an adult or someone big and important to leave a lasting impression on someone, and you don't need to be a hero to help people when they need it.

You have a way of landing chance meeting with or running into people during formative or troubled moments in their lives. They might be complete strangers having a bad day, or an old acquaintance looking for a fresh start and no plans.

Whatever the case may be, it's in your hands what you do with these chances. Befriending someone when they're looking for a friend, hurting them when they're vulnerable or simply giving them a bit of direction. These meetings happen often and you'll always know when it's happening.

-"Push Through" (100CP): Many Quirks lack common precautions you would think would be built in. Training and even active use of powers can sometimes hurt, a lot, and you don't have time for that.

You can push through the pain of any self-inflicted injuries and push the stimuli to the back of your mind as you focus on the situation at hand, whether that's combat, training or something else.

Break your arms in a dozen places each? Fracture your legs? If it's an emergency you'll still be able to keep running and fighting and moving. Just be careful you don't cripple yourself in the process.

-"American Dream" (200CP): Good old hard work, it really pays off and you know that better than most. You make a promise, you write up a training schedule, even a new year's resolution, you follow through.

Whenever you promise something, to yourself or someone else, you'll stay aware of that promise and have the wherewithal to follow through on it even when other things may be distracting you.

In addition, your sense of self-discipline has been refined to the point that you'll actually do that training, fulfill that resolution, even if it would be a pain. You'll only be failing to put in the work you promised or keeping your word, when you actively, willfully choose to renege.

-"Do You Ever Do Something UN-Cool!?" (200CP): Heroes in this world stick out, standing in the spot light and inspiring those who watch them, those who surround them. They're still people though, they were young once, you too can inspire people even if you're not a hero yet.

Something about you just makes you hard to forget. Even young you're leaving impressions on people, though what kind tends to vary based on what you're doing.

What's more, you've become more endearing, with your good points accentuated in people's perception, especially to those who already like the way you carry yourself on some level.

Even if you're a complete asshole, 'someone' would probably still appreciate your manliness or honesty, wanting to be your friend or think you're cool. Just don't push it too much, ya know?

-"My Way" (400CP): Do you have dreams? Beliefs? Ideals? Are you willing to fight for them? Prove their worth even when they come under fire or get questioned by those you respect with all your heart?

Few would find someone more dedicated and loyal to their system of beliefs. Your courage in the face of adversity is truly praise worthy, as is your seemingly insurmountable integrity.

Maybe most importantly though is your ability to combine your beliefs with efficient decision making, being able to think your way through situations intelligently without compromising your ideals.

Even if it looks like the easiest or best way clashes, you'll likely figure something out, because how could your heart possibly lead you astray?

-"What's in a Name?" (400CP): Names are of incredible importance in the hero business. Your hero name is supposed to be both personal and designed explicitly for evoking the kind of image that endears you to the public.

Meanwhile, the names of your special moves are supposed to be these snappy, signature parts of your image that not only help you remember the specific techniques, but drive them into the minds of the public and your enemies for completely opposite reasons.

You're excellent at coming up with all kinds of snappy, memorable names that can actually evoke the emotions you intended instead of falling flat, sending mixed signals or in the worst case possible, just not being remembered.

Your names forge attachment, your hero names dig their way into social perception while special moves evoke recognition and hype or dread depending on whose side you're on.

Other names would likely carry their own special connotations too, and you can help others with names that carry these properties on top of that, inspiring someone to think of names that carry these effects.

-"Herotaku" (600CP): There's fanboys and fangirls, and then there's you. You're an absolute maniac when it comes to monitoring and geeking out over the hero/villain scene.

The moment you see someone in good old spandex your mind starts going into overdrive, thinking about who would like them, how their personality fits with being a hero or villain, the best applications for their powers off the top of your head, good partners or strategies involving them and more.

If you're not careful, you could get lost in thought just picturing them in various scenarios and making logical guesstimates over how well they would do, what their weaknesses are, the benefits of their Quirks and so on.

Your target doesn't necessarily have to be a hero or villain either, anyone with a superhuman power can apply as you try to figure out possible applications and likely uses of their ability.

This perk gives you lots of valuable insight on how to approach people either as opponent, what you could do to potentially beat them, or as a friend, how you could work with them.

-"Plus Ultra!" (600CP): Not everyone in life gets a good hand every time. Perhaps you lost the power lottery, or you've just got some of the worst tools possible.

Maybe you're even just in a tough situation, stacked against seemingly insurmountable odds. No amount of brute force can help you out whatever it is, so what's a kid like you supposed to do?

You put your mind to it and never give up, that's what! You've got an amazing mind when it comes to finding the advantages where none appear to exist.

If you have the time, you can turn that crapsack power into something people call cheating! You can make those tools fit for an artisan! You have the power to overcome foes no one thought you could be by the power of applying yourself!

As long as you still have hope and the ability to think clearly, your ability to formulate plans and make the best of your situation is second to none. Nothing shall impede your progress, Plus Ultra!

-----(Hero Perks)-----

-"Dynamic Linguist!" (100CP): “So you’ve come to learn from the best on how to become an unmatched, inspirational wordsmith, is that right!? Well take notes and follow my lead!”

You’re now able to pass off boisterous, even somewhat hammy mannerisms and way of speaking characteristic of Golden and Silver Age heroes as inspiring and heroic as intended, rather than dorky.

Go ahead, put those fists on your hips, strike a pose and declare you’re here to save the day! Dramatically point and tell the bad guys they won’t get away with it! You’ll be taken every bit as seriously as any modern hero!

-"Welcome to the Gunshow!" (100CP): “Hello there fellow Hero. If you’re watching this tape, welcome to All Might’s own ‘Secrets To Strength’ home exercise video! We’ll begin with ‘Step 1: Learning to Flex-”

Like All Might, you are now able to take on a vastly more muscular, sculpted form at will. Most people, even those who know you, might be completely unable to recognize you due to the increase in bulk and impressive physique.

The muscles aren't wholly for show however, as you genuinely do become stronger when you transform, nothing quite superhuman by itself but knocking someone’s teeth out is child’s play.

-"Heroically Unimpeded!" (100CP): “What’s that? How does my hair and cape always flow perfectly in the wind? Don’t you know!? Heroes don’t have to worry about such things!”

On purchase you’ve become gifted with the ability to ignore all manner of common inconveniences that may get in your way or prove dangerous when fighting crime.

You never seem to trip over rubble or loose stones, wind always accentuates your coolness instead of blowing your hair around or turning your cape into a hindrance, clothing doesn’t catch on anything even if it’s loose and so on. You just worry about doing your job right.

-"What Are Your Plans, You Rogue!?" (200CP): “-and then I said ‘What are you up too, deviant!?’ and he just started monologuing! Works every time! Hm? How do I do it? Just give them the chance and they’ll do the rest for you, my fine compatriot!”

Like any good hero, you now have the ability prompt your enemies into dramatically monologuing about their plans or intentions, planting that compulsion in your head via an interrogative question.

Those who naturally do things like that anyways are easy targets, while those strong of will and attached to keeping secrets may be able to shake off the effects of this perk.

-"Always Be Prepared!" (200CP): “Remember not all heroes must fight villains with names and lives. Some of the greatest heroes I know fight the dastardly workings of nature and carelessness!”

Upon purchase you’ll become innately aware of standard disaster relief protocols and training for both heroes and civilians. Additionally, you become quite apt at adapting yourself and your current skills and abilities for just such a pursuit.

Suck up wreckage and rubble with black hole powers to free those trapped underneath, navigate flooded streets with frog powers, blow away smoke and fire with your mighty lungs as you work to save civilians stuck in a fire.

-"Fair Hand of Justice" (200CP): “There are those in this world who you just can’t get along with. Even I have a few like that, but one must always make sure that doesn’t get in the way of your calling, your sworn duties as a hero!”

You gain, on purchase, the ability to eliminate personal biases when it comes to carrying out your job. Whether that’s saving someone you hate, working with someone you can’t help but disagree with, or even taking down someone you consider a friend.

This also works the other way around, helping others rationalize and respect that when you’re on the clock, even if they hate your guts, you’re a hero first.

-"My Loyal Fans!" (400CP): “I stand as a pillar of peace, bringing stability to this tumultuous era. As such, my fans stretch far and wide! Who is it that idolizes you, friend? Who calls you their hero?!”

Upon purchase you gain an innate awareness of all the varying demographics within society. The types of people they consist of, why they like what they like, what roles they then fill.

All this this and more allowing you to figure out how to best sell your image or appeal to those demographics and get support from the public, whether that’s general popularity or a cult following.

You could be as incredibly awesome and inspirational as All Might and appeal to everyone, but that’s a difficult task to say the least. Most heroes, whether actively trying or not, appeal directly to a hand full of demographics, which would be the advisable course for you as well.

This perk also grants real time statistical information on where exactly you stand with the various demographics you’re now aware of.

-"Show Those Pearly Whites!" (400CP): “Smile! That’s one of the most important things that a hero can do. When the fearful and hopeless look to you for support, you need to be confident and give it.”

Your smile has the capacity to comfort others even when the situation looks bleak, bringing a sense of peace to those in trouble or inspiring courage previously none could be found.

That smile of yours promises supreme confidence, even if you might not actually hold it. It can help not only with comfort, but bluffing, fooling others into thinking you’re in an advantageous position or know what you’re doing when you’re utterly clueless.

-"Watch Out!" (400CP): “With great power, comes great responsibility! You must always take care of your surroundings when you flex your might in the pursuit of justice!”

Upon purchase you and your abilities will become more apt for heroic usage, dramatically reducing collateral damage and allowing you to better think of way to benefit from your environment instead of feeling inhibited by it.

You’ll be able to stay aware of your current options and positions even on the fly so you don’t hurt bystanders or damage buildings. Abilities in general seem more likely to bend, sway or flow away/around structures or individuals you aren’t targeting.

You won’t be able to make everything work, all the time. Detonating a massive blast in a confined space with allies or non-targets will still probably hurt them. But even the most mild of caution will allow you to undertake clean hero work.

-"Heart of a Hero!" (600CP): “Standing up as a hero! Showing off for your loyal fans! It’s not just about popularity. It’s visibility, showing you’re out there, keeping the peace, fighting the good fight and spreading justice wherever you go!”

You’ve got that big, bright, powerful, warming charisma that shines as a mark on some of the most popular heroes, past and present. As long as you don’t do anything overly controversial and work hard, this can easily carry you into a symbol for people to place hope in.

Once you’re recognizable, your presence alone can inspire positivity in those around you. Staying in the spotlight, committing one act of heroism after another, can even allow you to plant the altruistic seeds of heroism among the populace even in a dark or apathetic climate.

Not everyone will be your biggest fan, and villains may feel intimidation or revulsion instead of admiration. Simply doing your best as an upstanding individual and making your intent clear will ingratiate you to the masses in time though.

-"Put Your Back Into It!" (600CP): “Chips are down, you’re in serious trouble, against the hardest fight in your life. What do you do? Are you going to let the people down!? I didn’t think so! Even if you only have one last move left in you, you’re going to give it everything you have!”

This perk allows you to dump every ounce of stamina you have into one, big, final coup de grace attack. Even if you’re exhausted and on death’s door, this attack would be as strong as if you were in top condition during your prime.

When you’re not exhausted though, actually in perfect condition and well rested? This attack would be greater than even the best of what you can normally put out, many times over actually.

After this coup de grace attack, that’s it though, you’re going to be running on empty and likely out of the fight completely. Whatever you’re throwing out, you better make it count.

Important to note, this perk can be used with other things you can spend a personal resource on and overcharge, such as magic and a spell, but will exhaust you completely no matter what it is you’re using it on due to its all or nothing nature.

-"Follow My Lead!" (600CP): “In due time, all heroes must realize they can’t keep this up forever. One day, the next generation like my boy Midoriya will take over, and we can only do our best to nurture and support them!”

You excel in the role of a mentor to the extreme, being able to impart your own values to pupils while encouraging their growth through personal adaptations of those values. This mirrors how each new generation must adapt from the teachings of the previous.

The strong as steel bonds forged with disciples over time mean your words of encouragement, instruction, discipline and advice truly resonate in the way you intended with no room for miscommunication or falling flat.

If people didn’t know better and you didn’t look completely different, the trusting, supportive relationship could even be mistaken for parent and child in time. You’re more insightful of how others think, giving better advice, with the advice you give having its intent penetrate deep.

While limited, by comparison, your peers and normal bystanders can learn a thing or two too. There's no guarantee of them listening, but they'll know the importance and intent of the advice you give them.

-----(Villain Perks)-----

-"Slasher's Smile" (100CP): You ever see someone on the bus, walking down the street, sitting down at another table in a restaurant and. . .just do your level best to unnerve them?

With this perk, a simple smile can do just that. Those teeth of yours will be the thing of nightmares, as you're able to contort your face into the most menacing, terrifying smiles, grins and scowls possible.

When giving someone one of these signature looks, teeth bared, your mouth even seems to stretch out for the explicit purpose of showing as much as possible.

-"Gallows Humor" (100CP): You're the funny guy! Funny in a way that doesn't get you and others killed that is. I guess you would be with all the time and practice around people who would do that.

You're a pretty good conversationalist in general, fairly witty, always seem to have a joke pocketed for brightening people's mood. There's just something about your silver tongue that resonates with criminals and freaks though, at least the ones you're allied with.

Providing you don't directly attempt to offend, you're quite good at making people smile or eliciting a chuckle from even the most brooding, dark, temperamental motherfuckers society has to offer.

Your best jokes are normally of the dark variety since you know your crowd. Just be careful around those who aren't on your side, as this cheerfulness may not go off quite as well.

-"Disarming Disposition" (100CP): I'm sure you'd be rather unsurprised to learn, but most meetings between villains don't go over very well! First impressions often marked by body counts.

That's where you come in. You're great at helping these first impressions be good ones, disarming tense atmospheres, smoothing misunderstandings and generally keeping the peace long enough for negotiations to proceed and mutual trust to build.

While good at disarming a tense atmosphere in general, you only truly shine with getting people to not murder each other during the first meeting between groups.

-"Friends Downtown" (200CP): You ever wonder how the hell wanted criminals keep getting everything they need? It's because of the little people, and by little, I mean the ones not actively being looked for by the police.

With this you'll always have a few contacts in the shady underworld found in pretty much any settlement you visit. You scratch their back, they'll scratch yours.

You need something done, you want something that's less than legal, they either got it or know someone who does. They accept cash or your help with "favors" and remain surprisingly loyal, helps out with future business after all.

-"In The Walls" (200CP): It's really hard to be a villain in this day and age. You commit one little murder and suddenly you're wanted for arrest and heroes everywhere know to look out for you.

This perk soothes those concerns somewhat, helping with covering your tracks and moving unnoticed even in densely populated cities with a warrant on your head and eyes everywhere.

Back alleys, dark corners, roof tops, you're better at navigating the places others avoid and getting overlooked because of it. This ability is not infallible by any means, but it certainly opens your options.

-"Dead in the Water" (200CP): If you're going to strike fear into people's hearts, you can't let them think anywhere is safe from your influence and the danger you promise.

This perk is all about improvising and setting traps up at short notice or even on the fly. You could cook something up even in the middle of enemy territory where they'd feel safest upon your arrival.

Baiting the traps is what you really have going for you though. Even normally perceptive people might be lured in by your words or ploys due to how skilled you are in grabbing their attention and reeling them in.

-"Without A Trace" (400CP): Quirks aren't the only thing that could send someone reeling in this world. There's all manner of unique skills and arts, and you just happen to have one of them.

You gain a good deal of proficiency with a skill that allows you to seemingly vanish from sight even when people are staring directly at you.

By blanking your mind and holding your breath, you're able to move unseen and unheard until you start to think and breath again. This is paired with stealth training and skills to really make use of it, applying this skill in and out of combat.

You are by no means a master, and even at your current level there's still a lot of room for growth and improvement. Right now it's mostly about moving without being detecting, but who knows what the upper end will look like for you.

-"Self-Mutilation" (400CP): You know what really gets annoying? People who think they know your body better than you, telling you what's healthy or normal. You'll do whatever you damn well please to yourself and they're better off remembering that.

On purchase you become keenly, instinctually aware of the limitations, deficiencies and weaknesses of your body, as well as the ability to be able to hurt yourself no matter how durable you become.

Your body will no longer go into shock, which combined with the above allows you to perform surgery on yourself, practice self-mutilation for creative or pleasurable purposes, or use painful Quirks and techniques while staying aware of your limits with using them.

-"Psychotic Analyst" (400CP): People have problems in their day to day life, concerns, secrets, that's undeniable. You know, reminding them of that as a stranger while staring them in the eyes is a pretty effective intimidation tactic.

The long you speak or directly interact with someone, the deeper in their mental closet you can dig, finding all kinds of skeletons they're keeping in there.

A short conversation can land you hints on surface problems or recent insecurities plaguing your target. The more you interact though, the more you can uncover to torment them with.

This also works as an incredible anti-interrogation tool. You can already imagine the look on an inspector or hero's face when you start spilling their secrets after several hours of back and forth.

-"Dark Ideology" (600CP): The greater the light, the more intense the shadow cast on society becomes. Some say you embody this darkness of this era more than any other, some say you'll be responsible for the next.

You have an unshakable belief in an ideology of your choosing, becoming more determined when it's challenged. This can escalate to the point of being able to push through serious injuries and keep fighting when others might be struggling to simply live.

In addition, you'll be able to produce an aura of fear, turning it on and off as you please. It waxes and wanes in intensity based on your mood, but even lower levels can allow you to send a chill up people's spines.

In moments of wrath, when your system of beliefs is on the line, this aura can become so powerful that even veteran heroes may be stunned into inaction, and all standing against you will experience delusions of the world going black.

-"Pyrrhic Victory" (600CP): Foiled again by those meddling heroes, hm? Yet, strange, isn't it? That even after being "beaten" you still accomplish everything you set out to do?

You're a schemer through and through, an extremely intelligent, sinister one. Your ability to overlay plans on top of plans, planting success conditions even in "defeat", is cruel and unusual.

Simply acting for you often carries its own advantages, while enemies will often suffer even through their supposed victory after playing their cards exactly as expected.

Of course, there is a limit to the suffering and losses you can endure, where you'll end up crushed so harshly that you really can't gain anything from the situation. That said, it's a bit difficult to land in that situation with your enigmatic hands guiding things from the shadows.

-"Snake Skin" (600CP): There's this age old trend where the good guys always win. You know though, you know the bad guys will never truly be defeated. They'll always be back given a bit of time, always.

You gain remarkable proficiency with falsifying your own death, destruction, ruin or whatever else you would like to call it, a contingency in the very real case you might actually be defeated.

After successfully pulling this false defeat and retreating into the black underbelly of society, overlooked and believed to be no more, regaining your old power and connections comes easy.

All it takes for your resurgence is a bit of time, patience and caution as everything you may have lost flows back into your possession once more. Eventually you'll be back though, strong as ever and ready to continue the fight of good and evil.

This perk isn't about just recuperating, hiding and licking your wounds, but can be expanded to cover an entire ruined villainous organization under your command with all the resources, minions, bases and so on that entails finding their way back into your hands in time.

-----(Wild Nomu Perks)-----

-Nomu Constitution (Wild Nomu Exclusive/Mandatory): Nomu are the freakish results of heavy experimentation and modification, created through the combination of multiple individual bodies stolen from the morgue, or abducted while still breathing by the League of Villains.

As a result of these modifications and their unique biology, the Wild Nomu Origin works differently compared to others in a few ways. First of all, **Wild Nomu can take up 6 Quirks, but must purchase each of them individually**.

They may still purchase Quirk Marriage and Empowered Quirk, but this will only apply to one Quirk at a time. Example, a Quirk Marriage would only take one slot, but you would have to purchase it multiple times to apply it to the Quirks of each slot.

Second of all, you may have noticed that Wild Nomu only have a single perk-line compared to the double and triple perk-lines of other origins.

Due to their anatomy being formed from multiple different individuals with leftover scraps of their personalities, **Wild Nomu can manually select 1 "100CP" Perk from another origin, and apply discounts to 1 "200CP" Perk, 1 "400CP" Perk, and 1 "600CP" Perk from other origins.**

Their freebie and discounts may all come from different origins, but they may not apply their discounts or freebie to similarly priced options in the General Perk section.

-Meat Head (100CP): Hey, that's really unsettling, just showing off your very pink colored gray matter for the world to see. It's a consistent and abnormal trait of your kind in fact, that it's just exposed to the elements and forces of the enemy. Yet, why does it not seem to be a hindrance?

Thanks to some extensive and very much eccentric modifications, your brain is much more resilient than normal. Dehydration or even an open skull won't give a headache or inhibit thought processes. Physical contact and even manually kneading it like dough would be harmless.

You can treat your brain like a solid lump of fat and muscle, and while it will certainly carry all the usual negative benefits when actually damaged, it's quite a bit tougher to actually have that happen.

-Ready to Rumble (200CP): From the most disposable foot soldiers to the high end hero killers, Nomu are uniformly tough customers to deal with. They're artificial weapons after all, conduits for the malicious All For One to strike out at the world from behind the scenes. They're made for violence.

In many ways you have been enhanced over the average human. Your physical abilities are significantly over the average, such that without application of Quirks you would still prove physically threatening to any civilian, and even some low level heroes.

In addition to that however, you are incredibly resilient compared to a human. Implantation of redundant organs and various modifications so that you can still operate after heavy damage means you're surprisingly hard to put down without lethal action being taken.

-Personality Persistence (400CP): All For One and his good doctor usually make sure their soldiers can't operate without orders, that they're mentally dead. While this isn't the case for you for certain reasons, there are examples of other Nomu with higher thought processes and scraps of their old selves.

You are you, through and through. So, like your brethren who can shine on some level even through very visceral and thorough programming, your personality can never be destroyed. No matter the efforts of others to change the way you are, the best they can hope for is simply muting what's there.

Even if you've been deadened to a point where others would just be a hunk of warm flesh, given time and proper stimulus, your core personality would quickly begin to reawaken. Yet more time to yourself, and any of those "destroyed" or buried memories will slowly filter back too.

-Mutation (600CP): All For One is a curious thing, both the man, and the power he wields. His ability to take and distribute Quirks, deeply integrated aspect's of someone's biology, has a number of oddities.

The most curious is what happens when he feeds multiple Quirks into a single body, what happens when it doesn't just kill them or fry their brain, that is.

Upon purchase of this perk, unique abilities native to your physiology have the capacity to "bleed together" in more or less noticeable ways. Some lower level traits might just imprint themselves on each other, horn mutations maybe taking on bioluminescence of certain spots on your arms.

Much more radical and rare by comparison however, is when abilities fuse together into something entirely new, in a manner resembling Quirk Marriage. It was in this way that One For All was born from the combination of "inheritance" and "power accumulation" Quirks fused, and such mutation is also seen in a certain Nomu that stands at the core of the League's power base.

It cannot be said that all abilities will merge into one constantly developing "core" ability, or even that many will. All will bleed together somewhat however, and the ones that do merge, the ones that do mutate into something new, will be very notable indeed.

(Note: The term, "native to your physiology" refers to biologically rooted abilities in your body at the moment. It does not necessarily mean things you were born with, nor does it necessarily mean things that are entirely natural.)

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!!!Items & Equipment!!!

Your Origin gets a 50% discount for their matching Items/Equipment. 100CP Items are instead free for the matching Origin.

-"All-Might Jacket" (50CP): Limited edition, mint condition, favored by aspiring protagonists everywhere! Also, nerds. Nerds love this too. On purchase you receive a multicolored jacket with two antennae meant to resemble All Might and his costume.

It can't be dirtied, it seems to ignore what would have damaged it without otherwise protecting you, and it makes you look really cool, to nerds. Nerds will think you're really cool. If you prefer to go another route, you can have your limited edition jacket themed after another big name hero.

-----(Drop-In Items)-----

-"False Certifications" (100CP): Contained within, a variety of licenses, cards and official looking papers that can help you get away with most illegal activities if you don't attract too much attention to yourself or said activities.

Keep your operations on the down low and people will let you operate as normal, such as if you want to do a bit of vigilante heroism while trying to look legit.

-"Unlisted Apartment" (200CP): An out of the way apartment built on top of some building downtown. No worries about paying rent, since your address technically doesn't exist.

There are no stairs leading to the roof, so good luck getting up there, and getting mail delivered is a pain too. Still though, an unmarked home with utilities in the city is like a secret base, right?

-"Police Scanner" (400CP): Looking like some completely normal police scanner you'd buy off the internet, this isn't something so simple, and neither are the reports coming through.

This police scanner alerts you of crimes in progress in your current town or city, or just in your immediate area. This includes crimes not currently reported, allowing you to rush off and prevent injustices that may have passed under the watchful eyes of the law.

-"Industrial Support Workshop" (600CP): A true beauty, this workshop is stuffed with all the industrial tools, machinery, resources and reinforced walls you could hope for making support items.

Whether it's the polymers and press needed to make that durable, form fitting costume or the drill, steel and electronic components needed for a new tool, you can equipment for heroes and villains alike with what you find inside.

There's nothing too outlandish as far as materials go, but you couldn't hope for a better stocked and reinforced area for making and testing hero/villain support items. Post-Jump your Support Workshop attaches itself to the warehouse.

-----(Student Items)-----

-"All Might Memorabilia" (100CP): All Might has been around with fan clubs and marketing services everywhere creating a veritably endless amount of memorabilia and damn do you have a lot of it.

Posters, action figures, DVDs, clothes, recordings of his different fights out in public, autographs and all sorts of other valuables and knick-knacks that show off your super fan status.

-"Scholarship" (200CP): Some schools may have difficult tests and entrance exams to weed out unwanted or those not cut out for their classes, but certain people can skip this process.

You have this nifty scholarship which you can use once per Jump on whatever school you may be applicable for, suddenly gaining a solid recommendation from someone trusted by the staff or leadership of the school and whatever tuition is needed to attend.

In this Jump, you could use this to bypass the testing phase even for somewhere upscale like Yuuei or its rival schools just like Yaoyorozu.

A special note though, adults can't suddenly get back into middle or high school, but they could still use this to get into and attend various colleges and universities both here and in later Jumps.

-"Otaku's Notebook" (400CP): As if you had our boy Midoriya come in over the summer and write it for you, you know how a notebook absolutely jam packed with expert hero and villain analysis.

This book is full of public details along with personal insight on all heroes and villains that have been in the news or public eye enough for a super fan to write about them.

What they're like, notes about their Quirks and how they use them, what they could be used for, potential team ups or scenarios that they could be introduced too.

This book is basically a cheat sheet that can prep you on any hero and villain with even a bit of renown. It's up to you to figure out how to use it though.

-"In With Industry" (600CP): You have an incredibly influential family with decades in the hero business. The older generations are all very experienced in this line of work and have amassed a great deal of wealth and resources, willing to share it all with you.

They'll gladly supply the best and brightest trainers, tutors, equipment and connections within the industry. They might even know some people with Quirks similar to yours that can help you with the fine details of exploring and training it.

Whether it's mentoring, supporting or just loving you like a good family, they'll be there for you. In future Jumps, this family will often be part of the relevant big business, defaulting to some kind of law enforcement with nothing else to fill that role.

(Note: If your origin here or in the future is "Drop In", you'll be adopted or welcomed into the family soon after the Jump begins, welcomed as one of their own.)

-----(Hero Items)-----

-"Uniform of Justice!" (100CP): The hero's costume is their uniform, the symbol the public can recognize and know someone is on their side. To be without one is ridiculous, so here's yours.

This costume is made using a few of your own suggestions before being thrown together by professionals to make it stylish, iconic and most importantly, functional.

While it may provide variable levels of actual protection, the costume itself is extremely resilient to damage

-"Iconic Equipment!" (200CP): Not all heroes need it, but many use the equipment granted to them by the support industry to complement their skills and Quirks and make them a better hero.

Precision made custom firearms, specialized braces that reduce the stress of physical Quirks and close combat, sturdy synthetic ribbons to bind enemies even during combat, specialized armor pieces and more.

You have up to three individual pieces of equipment that serves the purpose of emphasizing your strengths or downplaying your weaknesses. Keep in mind that it won't really be stuff that stands up on its own merits, but elevates what you can currently do.

-"Personal Merchandise!" (400CP): The big names are so lucky, with their huge fan clubs and endless array of merchandise that they probably get royalties from even if they didn't look to have it made.

Well, now you can get a piece of that pie too, as you now have your very own merchandise line and a manager in charge of production and selling it.

You'll have a website with all sorts of personal brand name clothing, toys, posters, fact books and more. Give your guy some time and you might even start seeing it on the shelves of some local convenience stores or specialty shops in malls.

-"School of Hard Knocks!" (600CP): In the current age, where heroism is publicly and officially endorsed, hero schools have popped up all over the world, and you've gotten in on that.

While your school doesn't have near the budget, facilities or reputation of somewhere as globally recognized as U.A., you have yourself your very own hero school with its own advantages.

It has everything you could possibly need, with the primary facilities being as big as a high school could be expected to be and a full teaching staff of experienced or retired heroes.

The school grounds are bordered by reinforced walls, host several areas for practicing outdoors in rescue, disaster relief and combat scenarios and simulations.

You can choose whether to be the principle of your school or leave it in the hands of someone else, but you'll always be associated with the school as its founder.

In future worlds you can spawn a new school which can teach people the ins and outs of heroism in addition to a normal education, even if they lack their own Quirks or equivalents.

-----(Villain Items)-----

-"Black Market Costume" (100CP): Heroes need to be easily recognized, but the opposite is the truth for Villains in most situations. Villains can't afford to have a signature look that traces people back to them.

Your costume, illegally obtained, is every bit as form hugging and functional as a hero's costume, but instead of iconic and noticeable, its design is focused on being as concealing and stealthy as possible.

-"Illegal Armory" (200CP): Illegally obtained, this support equipment fills many of the niches that a hero's equipment might fill, emphasizing strengths or downplaying weaknesses.

While heroes may have integrity that means they prefer not to rely on their equipment however, a villain's equipment is often a lot more pronounced and lethal.

-"Anti-Quirk Drug" (400CP): This is a special drug that works like a poison that attacks the gene that operates a person's Quirk, shutting it off for several hours after entering the bloodstream.

This drug comes with a gun case with an air pistol and bullets that can be filled with the drug, effective at short ranges for shutting off the Quirks of those it shoots.

Certain Quirks that alter biology can avoid the effects of the drug entering through simplistic means, while durability based Quirks may be able to bounce the bullets away.

The gun case contains a bottle of the drug and six bullet blanks that are recovered/refilled after a day.

-"Quirk Enhancement Drug" (600CP): This is a powerful type drug that's illegal in numerous countries around the planet. Your specific batch is notable in that it comes from the African continent, which produces the most potent Quirk Enhancement Drugs.

The drug comes in a large canister held safely within a padded suitcase, enough to fill the six injectors that come with the package deal. Each injector counts as a full dose, and upon usage it massively empowers the user's Quirk for up to two hours straight.

A man whose Quirk is the manifestation of 10cm blades from their arms could suddenly start producing branching, hyper sharp blades from their entire body that could punch through concrete and steel like it was butter.

A muscle augmentation Quirk could allow someone to turn into a hulking brute that could crater the road with one big punch. These are just examples of what it can do to lesser or basic Quirks. The drug even works on Mutation Quirks with unpredictable results.

Care must be taken when the drug is applied however, for it has addictive properties and turns the tongue black as a side effect with repeated, allowing heroes and law enforcement to identify frequent users of the illegal drug even if they haven't taken it.

Arguably the worst side effect is the mental dimming that causes most who take the drug to be reduced to following their base instincts and thought processors, causing them to become a danger to themselves and others.

A recipe for the Quirk Enhancement Drug is included in your suitcase, allowing you to produce more over time. The injectors are self-fixing and self-cleaning after each use to prevent cross contamination.

-----(Wild Nomu Items)-----

-Modified Suit (100CP): Most heroes and villains would have some kind of costume to contribute to anonymity, or protection, but as a Nomu you're not really wanting for either. So, in absence of a costume, why not dress for a night on the town?

This is a fine suit, tailored for your precise dimensions, and made with the methods of an expensive costume. No matter what oddities there are with your constitution, the suit will still fit, even if that means being applied to sludge, or dealing with sudden expansion.

-Low Enders (200CP): While it's certainly the case that most Nomu have at least some effort put into them, some are made just as throwaway distractions, and as such will lack a lot of the traits and abilities of a more polished soldier.

Here you'll received six Nomu, though they're definitely the bottom of the barrel. They cannot think independently and require your input to do anything. They do not have any Quirks of their own either, simply having the benefits of the 100CP and 200CP Wild Nomu Perks. Still, they are unfalteringly loyal.

-Stasis Tube (400CP): Nomu aren't exactly standardized, and their biology isn't too easy to understand even when you start cutting them open. They're meant to take the front line though, and that comes with a real beating. If not captured or destroyed, they'll need some method of recovery, in this form.

What we have here is something quite odd. It's a kind of large glass tube filled with some unidentifiable, glowing fluid, and connected to all manner of conjoined machinery. You, or someone else, can take a dip in it where your natural healing processes are hastened.

The fluids don't seem to get in the way of breathing, and can dull the traumatic effects of various injuries and debilitations you might have incurred in the field, allowing you to "naturally" heal from some things that might have eventually killed others. Note, it can't replace multiple critical organs.

-Discrete Bar (600CP): Somewhere in the city, there's a place to call your own. To civilian eyes it's just some bar in some random part of town that doesn't stand out. Who cares though? There's some rooms in the back to sleep in, and a pantry of simple ingredients and booze, it's decent.

The bar has some odd qualities however. First of all, this bar has some kind of mysterious benefactor supporting it. You don't need to concern yourself about the utilities, and your booze and groceries will be delivered prepaid from somewhere local whenever you start running low.

More uniquely however, no one ever really seems to pop in uninvited, no one normal at least. Your little hole in the wall, as high end as it is, only seems to attract the less than savory types to stop in, have a drink, and maybe talk about business with those likeminded.

Something about the atmosphere keeps conflict between such individuals relatively peaceful, albeit tense at times. Those who ordinarily wouldn't hesitate to kill everyone in the room for a minor annoyance are surprisingly easy to pacify and, better yet, negotiate with.

A pretty great place to host various types of meetings, wouldn't you say?

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!!!Companions!!!

-“Backup” (50CP+): By paying the listed price, you may import one companion into this Jump with 600CP to spend as they please on Origin, Perks and Quirk.

They gain the relevant benefits of their choice, such as freebies or discounts of their origin, and everything functioning much like purchases for Jumpers worked.

You may purchase this as many times as desired to import as many companions as desired, each getting the same benefits. You may also use this option to fabricate a companion.

-“Reinforcements” (200CP): By paying the listed price, you may import eight companions into this Jump with 600CP to spend as they please on Origin, Perks and Quirk.

This is essentially the same option as above on a larger scale, and can also be used to fabricate new companions if one desires in the place of importing old ones.

-“Canon Companion” (100CP): On purchase, you may select a canon character and have a fated meeting with them upon entering the Jump that is set to help you make a good first impression.

What kind of impression tends to depend on the character chosen and your own origin, maybe they see you as a fan meet up and you come off as they’re biggest fan, or the other way around.

The meeting is of course less important than the invitation which you can give them. By giving them the terms first and getting their approval, they will become your companion.

-“Mentor” (300CP): This is a special form of import, allowing you to import one companion of your choosing into the origin of Hero or Villain while granting them 1000CP to spend on Perks and Quirks.

If you are a Student, history will be made with them notably taking you under their wing or being related to you in some way that makes their support for you clear.

If you yourself are the same origin as them, they’ll likely be older and more experienced, such as what Gran Torino is to All Might, while having history already known to others.

If you are of the opposing Origin (Hero & Villain / Villain & Hero) then you’ll likely have established history as the wayward student who chose the path of evil, or the misguided youth who was reformed after being guided away from the teacher’s heinous teachings.

-“Noumu” (400CP/Discounted for Villain): Not an import, but a custom-made companion. Noumu are monsters fabricated by All For One and his Quirk of the same name.

They’re derived from humans infused with multiple Quirks and rendered brain dead, moving at the behest of the one they serve as a loyal minion, you, and not thinking on their own otherwise.

The beasts have several common similarities in appearance, having a strange skin tone that covers them entirely, a lack of lips that exposes their teeth, an exposed but solid brain that their eyes can be found peering out of and lack of any sexual characteristics, otherwise being variable.

Your Noumu is a top of the line model, having any 4 Quirks from the Quirk Table of Tier 2 or below. Unlike Quirk Marriage, this does not fuse them together, keeping them as independent Quirks.

!!!

!!!Quirks!!!

In the current era, 80% of the populace is born with natural, innate powers that manifest around 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 worked out to become stronger, or degrade if gone unused or pushed. They can even develop previously unknown qualities or fall entirely due to 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 pick, while Tiers largely detail general potential 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, only to really be considered if you 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" and the price of Tier 3 Quirks is "300CP".

Remember, unless you purchased Quirk Marriage, or are a Nomu, you may only purchase and take/create one Quirk. Also, all below Quirks can be trained or atrophy due to being extensions of your body. Now for the important part, feel free to pick what you want.

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

It is heavily limited by the weight of the individual objects it can grab, mostly focused on small, lightweight things under a few pounds.

--Quirk 2 (Season City): The user of this Quirk is able to manipulate condiments or seasonings found on most tables such as salt, sugar, pepper, ketchup and mustard.

The primary limitation of this Quirk is only being able to take control of one type of thing at a time, as well as obviously being in short supply outside of a restaurant, store or home.

--Quirk 3 (Headlights): The user of this Quirk is able to collect and manipulate photons inside their eyes and then use them to shine beams of light later on, like personal flashlights or headlights.

The user of this Quirk is able to concentrate or widen the rays of light, which allows them to potential beam lasers into someone's eyes to temporarily blind them.

The user is heavily limited due to needing to recharge regularly and being unable to see out of an eye when they're using their powers, necessitating the need to use only one eye at a time if they wish to use it to light their way.

--Quirk 4 (Airburst): The user is able to compress small quantities of air into marbles and project them. The marbles rupture on contact with something, popping with the force of a large balloon.

The marbles even sound like popping balloons, leaving them a startling, attention grabbing distraction but ultimately harmless. The user must hold their breath while collecting and throwing these marbles of air, requiring strong lungs.

--Quirk 5 (Leaf Manipulation): The user of this Quirk has to power to project leaves from their surroundings as small, sharp blades at a target. Able to shoot many at once with relative ease.

They have no real control over the leaves beyond shooting them, and their lack of real mass doesn't make them very dangerous for the most part. No ability to generate leaves or very difficult to project heavily damaged leaves.

--Quirk 6 (Shadow Puppets): The Quirk user gains the ability to manipulate their own shadow. Stretching it, twisting it, shaping it, growing it, shrinking it and even adjusting the shade.

This Quirk does not give any unique properties to the shadow by itself. The Quirk user has difficulty with growing their shadow more than twice its current size.

--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.

Confetti is unable to manipulate any one piece weighing more than a standard piece of notebook paper however, 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.

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

--Quirk 1 (Animal Voice): Animal Voice allows one to communicate with and command animals, vocally. Animals who receive these orders will follow without fail.

You may not control things that only appear to be animals. Animals need to be able to hear you to receive your orders. Intense fear or shock can cause animals to break your control and disobey.

--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, making use of each object's center of gravity.

The user must target the objects they wish to stack in this manner, 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): This Quirk allows the user to alter the trajectory of bullets or other projectiles they personally fire or release, allowing them to almost always hit their mark.

The user is able to cause projectiles to accelerate somewhat and make several sharp turns in the air before impact, but is ultimately limited by how well they can perceive their own projectiles, the initial speed of the projectile after being fired and actually having ammo.

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

The note repeats the sound sealed inside each time it impacts against something allowing the user to literally "throw their voice" or cause loud noises to go off in someone's face.

The primary limitations of this Quirk are the limited number of bounces for each note, and only being able to rely on nearby or self-produced sounds. The user's ears may pop a bit with repeated 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 TVs, 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 obviously has few uses when out of range of any suitable electronics to apply their Quirk on.

--Quirk 6 (Larceny): This Quirk allows the user to steal any objects they can see on a target's body, including manifestations of their Quirk that aren't permanent fixtures like a temporary tentacle.

'Stolen' objects transport straight to the Quirk user's hands, making it difficult, if not impossible to stop them from taking whatever they have their eyes on.

Larceny cannot be used to steal anything too large, leaving them unable to take large pieces of equipment and such. 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 up to two 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.

They may increase the size of objects from quite far away, even outside their line of sight, providing they 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 large space inside of their body. Oxygen is able to be filtered through their skin into this place, 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.

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

--Quirk 1 (Fiber Master): The user of this Quirk is able to freely control and manipulate textiles. This gives them an advantage against anyone that wears clothes, which is to say most everyone.

The user is able to textiles as completely intact clothing, or unravel clothes or cloth into fibers and strings for alternative uses such as setting traps or binding enemies.

Notably, this power can also be used to aid allies by moving them out of the way of an enemy attack. This power is notably tricky to use and difficulty varies by the type of textile, working best on denim, while sweats remain tricky.

--Quirk 2 (Water Accumulation): The user of this Quirk is able to exert extremely fine control over water, able to pull moisture from the air in order to supply themselves.

The user is able to make fine, detailed shapes out of water such as functional hands, letters, signs, recreations of someone's face, drills and paddles.

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, like 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.

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 material at once.

The user of this Quirk is able to even expand, grow or repair the materials they're using as well. While powerful and convenient in urban settings, this Quirk falls off hard in places lacking in concrete.

--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 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.

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.

--Quirk 6 (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.

The Quirk user may also create 'dust bunnies', which are filthy, fluffy constructs with the capacity for flight and carrying people on the air.

Overuse of Dust Bunny causes the skin to chafe as the ability eventually attempts to shed dead cells faster to supply the Quirk user with more material.

--Quirk 7 (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, which can prove painful at times.

--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.

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

--Quirk 1 (Earthflow): The user of this Quirk is able to exert a great control over large amounts of earth at once for a variety of effects such as causing landslides, digging 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.

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, including their own, for a variety of effects.

The most common application of this Quirk involves harmlessly compressing people's bodies into powerless, ball-shaped lumps of flesh. The user is also able to harmlessly cut off pieces of their own body, remotely controlling them and mixing them together to form larger constructs.

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. The second is that the effects, such as body compression, break if the user receives too much damage.

--Quirk 3 (Soundgarden): The user of this quirk is able to manipulate a large amount of sand and glass at once with the sound of their voice, giving commands in a way that sounds like song more than orders.

This Quirk, aside from just manipulation, also allows the user to seamlessly shift sand into glass and back again, turning sand into glass with higher pitch vocalizations and glass into sand with lower pitch vocalizations.

An exceptionally low tone bellowed and sustained can cause any sand under the user's command to pack itself together, attempting to condense and squeeze anything in the way.

An exceptionally high note vocalized and sustained causes glass to reverberate and eventually explode/shatter. Shaping glass into "blooming" constructs like flowers seems to be 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 scratching up and damaging 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 melee range offense and defense.

While exerting dominance over electricity, it moves relatively slowly and smoothly around them, appearing more like glowing, rushing water than captured lightning but maintaining its dangerous qualities and capabilities.

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

The primary limitation is simply getting the electricity together, but that's not too difficult as the Quirk user may siphon small amounts of electricity from their own body and the atmosphere itself.

The dangerous part of this ability is when the user inevitably needs to release their hoarded electricity, as it becomes dangerous and unpredictable while trying to disperse.

--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 as they desire.

Everything from spreading athlete's foot over someone's entire body to causing mushrooms to grow car sized and smash through concrete becomes quite possible.

The range of influence for Fungal Growth is around ten meters, granting them the ability to take even a single spore in that range and spread it out into a number of viable weapons. Alcohol acts like a virulent poison to fungi grown by this Quirk.

--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, over one hundred meters.

Although they have full power to manipulate and shape such material, they have a natural inclination/talent towards forming it into bars and chains, being able to perform more complex actions when manipulating iron using these shapes.

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 safely move their vital organs and bodily systems through their body, and collect them in quick forming jars of bone and tissues, ejecting them once finished. This leaves behind a hollow body which now moves under telekinetic control.

The Quirk user's body in this state is entirely redundant and moves under outside forces, allowing them to leverage it in extremely dangerous situations without the risk of incapacitation or death.

What would kill or cripple a normal person has no effect on the Quirk user in this state. The only way to kill the Quirk user in this state would be the find and target their organ jar, which need not be near.

After 24 hours without their organs, their control over their body will begin to fade. Over the following 24 hours, preservation and control slips until the body will "drop dead."

If the Quirk user returns and takes in their jar before that point, they will be fine, and rapid healing will trigger to seal or repair most wounds sustained while separate. If the Quirk user does not return, their jar will instead begin a slow process of rebuilding their body. This leaves them highly vulnerable.

--Quirk 8 (Meteorologist): The Quirk user is able to manipulate water vapor to spontaneously form clouds even if there weren't any before. From there, the Quirk user is able to simulate various forms of weather, such as heavy winds, rain, hail, snow, thunder and lightning.

The Quirk user's powers and influence lowers the wider the range they're attempting to cover. A few city blocks could be hit with spontaneous, albeit mundane seeming rain.

At the personal level however, the Quirk user may leverage a small cloud to send heavy rain sideways like a firehose's flow, launch baseball sized hail, throw people off their feet with tornado force winds, blanket foes in snow and send out minor but potent electrical blasts.

Quirk user is limited by humidity, as particularly arid conditions make it much more difficult to create requisite clouds. Quirk user requires some level of protection against the elements, as they have no innate resistance to temperature extremes or weather forces.

!!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, similar to a pair of hoses. This also allows them to cry on command.

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.

--Quirk 2 (Lighter): The user of this Quirk is able to able to produce flames over their thumbs by snapping, using the air in their lungs as fuel.

Using this Quirk allows one to either sustain a small flame for a bit by parceling out their breath, or blow it all away in a small fireball that leaves themselves breathless. Limited by lung capacity.

--Quirk 3 (Uppercrust): The user of this Quirk is able to create and spread a hard, jagged material made of keratin among other things from their hands, allowing them to protect their firsts or bind enemies.

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, blowing it away into the surrounding area and triggering allergy-like symptoms in whoever breaths it in.

This can excess mucus production, watery eyes, inflamed sinuses, itchy skin and similar affects. The user of this Quirk is not immune to its effects, requiring protection.

--Quirk 5 (Ice Cube): This Quirk allows the Quirk user to produce perfectly chilled ice cubes by shaking a closed fist, causing them to fall out of their fist. Crushed ice and dry ice are options.

Ice Cube uses body moisture as a resource to generate ice. Several average coolers could be filled before the quirk user starts getting thirsty.

--Quirk 6 (Little Pompeii): The Quirk user has the ability to produce and control ashes from their finger tips. Little Pompeii seems to provide an immunity, or strong resistance, to degenerative side effects of smoking. Fingertips glow orange while active.

Ashes are hot to the touch, but lack so much mass and are hard enough to produce that not much can be done with them other than ignite already highly flammable materials.

--Quirk 7 (Placebo): This Quirk allows the user to create small, strangely patterned pills from their hands. Those who swallow one of these pills increase their suggestibility, making them more likely to believe the Quirk user over what the pill is 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.

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

Coincidentally, the Quirk user is unable to open their mouth while making use of their Quirk, and for several seconds after. This can be threatening if their nose is suddenly sealed.

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

--Quirk 1 (Cemedine): This Quirk allows you to expel a great deal of glue-like viscous fluid that quickly hardens, making it ideal for repairing damage or trapping enemies.

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

--Quirk 2 (Urn Pell): The user of this Quirk is able generate ceramic from their body in the form of plates, jars and other simple shapes and constructs.

With this Quirk, the user is able to protect themselves in ablative armor or make heavy urns to collect water or simply crack enemies over the head.

Production of ceramics is mildly slow, taking minutes each, and seems to rely on the Quirk user including copious amounts of olive oil in their diet. This means planning ahead of time is a necessity.

--Quirk 3 (Lumber): This Quirk allows the user to generate and control wood from their body. This is effective for protecting the user, binding enemies and fortifying structures.

Due to this being a wood based Quirk, it is ineffective against fire and explosion based Quirks, limiting its effectiveness in certain scenarios.

--Quirk 4 (Naval Laser): The user is able to project extremely powerful laser's from their stomach. These lasers can be either short or long range, thin or wide, and have dramatic kickback that can propel the user through the air.

This Quirk can only be used for 1 second at a time. Otherwise, overuse risks the user's stomach collapsing from the incredible recoil of the ability.

--Quirk 5 (Double): Double is a quirk that allows the user to create copies of themselves or others with a touch, up to two at a time. The clones have the same personality and abilities as the original which may either be a boon or a risk depending on who you clone. This includes their Quirk.

This is not without its fair share of caveats however. Due to the autonomous nature of clones, they have the potential to rebel if they don't like their lot.

The first clone made of someone is much less durable and will dissolve into black liquid when injured too much, the second clone will be even less durable than the first.

Finally, the Quirk user needs a stellar mental image of whoever they're copying to make a proper clone of them. This includes various measurements and features.

--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 possible.

The fog has mild hallucinogenic properties, inducing a lingering state of dizziness, nausea and haziness of senses. 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.

It's a light gas however, and as such that will float, relying on the Quirk user's lung strength to properly propagate in the initial breath. Fog may at times obscure the user's own vision.

--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 in their lives, at varying degrees of potency.

With greater stress and less focus however, the Quirk user will lose control over the scents they fill bubbles with, causing them to be generated with various bad smells.

--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 as the situation calls for it.

The Quirk user may grow them near instantly, though body hair inhibits structural integrity. The Quirk user has difficulty shaping their crystals, which may leave them somewhat awkward in some situations.

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

--Quirk 1 (Acid): Acid allows the Quirk User to produce corrosive fluids from their skin, adjusting its solubility, viscosity and acidity. This acid is strong enough to melt through steel and stone at max.

The properties of this fluid can allow it to take both glue or lubricant, and even so viscous it can form a temporary yet powerful wall. On the downside, it may melt your clothes or other things it touches you don't wish to melt if you aren't careful.

--Quirk 2 (Clones): This Quirk allows the user to expel glowing, ectoplasm-like slime that can then be transformed into clones of the user. The user can either create numerous clones of the same size as the user or expend more ectoplasm to make bigger clones.

The number limit is normally in the tens for same size clones, but can fluctuate depending on mood. A good mood increases the number a bit, while a bad mood decreases the number a bit.

--Quirk 3 (Explosion): The user is able to excrete sweat similar to nitroglycerin from their palms and ignite it to create various explosions at will, which includes propelling one's self 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 heat, 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 user of this Quirk is able to produce and command bees from their body with small syringes for stingers, allowing them to suck up and /or inject various fluids.

This can allows the user to carry plentiful amounts of varying drugs to either peacefully tranquilize enemies, poison them, induce mysterious symptoms and so on.

The major limitation of this ability is their relative fragility and the fact that damage and pain transfers somewhat back to the user of the Quirk when they're destroyed.

--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 wiff 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 user of this strange quirk is able to cause bizarre, speckled eggs to pop out of their hands. These eggs, coming in three varieties, have explosive properties when cracked open.

Blue eggs with red spots explode in a plume of flame and smoke, the yolk continuing to burn and produce red smoke for a short time after triggering. This smoke doubles as an irritant.

Green eggs with orange spots explode in a spray of sticky orange slime that behaves almost like glue, aggressively clinging to anything it touches. The more victims struggle against it, the more resilient it is.

Purple and yellow eggs will produce a small, localized tornado with vacuum like suction that pulls those nearby into it for a short time. Crackling thunder periodically booms from inside.

Eggs are always made in a specific sequence, Blue to Green to Purple to Blue again and so on. This quirk uses calories as a resource. The yolks themselves carry these effects, take that as you will.

--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, cancelling the illusions in place if not replenished.

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

--Quirk 1 (Black Hole): This power allows you to generate small black holes at the tips of your fingers. The black holes can suck up and disintegrate any 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.

--Quirk 2 (Creation): This Quirk allows you to produce different objects from any exposed part of your body. Apart from living things, you can create virtually any object.

Due to the incredible power, there are a few requirements however. To produce an object requires knowledge of its atomic configuration ahead of time.

The Quirk user's body breaks down fat at the molecular level, reconfiguring into the various objects produced with this Quirk. Larger objects need more exposed skin, necessitating light clothing.

--Quirk 3 (Gamma Maximum): The Quirk user has the ability to spit glowing, green slime from their mouth, either as gentle as a low pressure garden hose or with the force of a cannonball that can crack stone with one or two blasts.

This slime exudes a unique form of radiation that causes invertebrates such as ants, spiders or shrimp to mutate and grow many times their natural size. Mantises the size of bears and bees the size of tigers are just the tip of the iceberg.

Due to a unique pheromone produced by the Quirk User, invertebrates mutated by this power are obedient and capable of surprisingly complex actions, especially hive insects.

Mutant invertebrates will shrink back to normal after ten minutes. Mutants will gain independence if over a mile away from the quirk user due to this being the effective range of their pheromones, whereupon they'll act like a normal insect of their size with all that entails.

--Quirk 4 (Warp Gate): The user of this Quirk is able to create and manipulate a dark fog that acts as a portal. When the user produces a mass of the dark fog, it transports anything it comes in contact with to a nearby location. It can also be used to obscure the user's identity.

The portals that are created are based on coordinates and thus to open them means one must be able to pinpoint the exact position where they wish for each portal to open up into.

The main limitations of this power are its precise, coordinate based nature, and the fact that the owner's body is always present in some manner even if they seem immaterial at times.

--Quirk 5 (Wave Motion): The Quirk user is able to convert their vitality into pure energy and project it from their body in the form of spiraling shockwaves. Able to control the output and project these shockwaves from anywhere on her body allows 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. Then there's the most straightforward use, extremely threatening energy blasts.

As an innate property, the shockwaves always travel in a spiraling flightpath that causes them to travel slowly and awkwardly. As the user is converting stamina into power, fatigue is a potential threat. 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 implements and weapons from their body ranging from swords and axes to chakram and guillotine blades.

Projected bladed objects can potentially be sent flying at high speeds towards a designated target along straight or curved flight paths, though they're unable to fly in a complete circle unaided.

All bladed objects are made out of some form of high quality iron alloy that has the capacity to sheer through solid concrete without chipping or deforming.

The Quirk relies heavily on the user's focus in order to form the bladed objects above. If distracted or just careless, the constructs can come out warped, brittle, deformed or otherwise lower quality.

Mental exhaustion may become a problem for those mentally weak. Otherwise, Edge Master takes minimal stamina for continuous production.

--Quirk 7 (Comic): The Quirk user has a strange power relating to language. They may choose while vocalizing onomatopoeia 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.

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 great stress on the vocal cords with continuous use, and potentially lose their voice if they go too hard, too long.

--Quirk 8 (Hatcher): The Quirk user has the dangerous ability to form monsters, like the mythological Echidna. To begin, the Quirk user must "activate" their Quirk, which causes anything they consume to be diverted away from their digestive system into a slow forming construct.

At any point in time after initial activation, they may "deactivate" their Quirk and regurgitate a bizarre looking egg that varies in appearance from instance to instance. This egg must be cared for over the course of several days to several weeks depending on its developmental period.

It will eventually hatch, revealing an organism that will rapidly mature into a monstrous beast that follows the will of its progenitor. Its physiology varies wildly depending on what the Quirk user consumed and contributed to its form.

The Quirk user has a great, though general, control over the final product during the Quirk's active period. Quirk user may activate a form of catabolysis, contributing their own fats and tissues to the egg in order to bestow human physiology cues, and pieces of their memories or skills.

The Quirk user can keep the Quirk active however long they desire, but is vulnerable to starvation if they push themselves too hard, as everything consumed is filtered into the egg.

Water can still be imbibed to the User's benefit. The catabolysis ability is highly dangerous, but may be deactivated independently. The time requirements can be heavily inconvenient.

!!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 is able to become intangible, causing everything to pass through them harmlessly, with many conditions and caveats.

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.

The major limitation is obvious, the user causes everything to pass through them, including light, air, varying small particles, vibrations and so on.

This essentially causes their senses to stop functioning due to lack of input until the user shuts off their Quirk. This can be incredibly dangerous due to the user being unable to breath, hear or see.

--Quirk 2 (Blade Arms): The user, as you guessed it, has the ability to sprout short metal blades from their arms. The metal blades have about the same general sharpness and strength as a normal knife.

The user's primary limitation is the fact that they can only sprout the blades from the backs of their arms and they're rather short, making them a bit awkward to use.

--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 shoot their upper body at enemies.

The user of this Quirk has no special ability to be used to the full height allowed, making moving around with short legs unaccustomed to the extra weight and awkward height difficult.

--Quirk 4 (Green Thumbs): The user of this Quirk can transform their thumbs into long, prehensile vines with leaves growing off of them and full sensations.

This can be used to grab or thwap thing near the user, as well as having a limited capacity to soak nutrients out of soil, water and light, though certainly not enough to live.

The vines aren't quite as durable as a human thumb, and if cut or damaged severely, the user will experience intense pain. They have a length limit of five meters.

--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, but as with most Quirks can be trained up tremendously. 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 a bit on command. This can be helpful with peeling tags, clawing people, poking through plastic, scratching a particular itch and so on. Comes at the expense of the effects not being very potent.

--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 treat clothing over rotating body parts as an extension of the body part. 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 Quirk user to more easily climb steep inclines. This effect isn't quite strong enough to ignore Earth's gravity, preventing casual traversal on vertical surfaces.

If the Quirk user runs, they may more easily move up or across walls, but will eventually slide off. The Quirk user is able to reduce the effects, but is unable to completely turn them off, making their day to day life somewhat burdensome compared to others.

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

--Quirk 1 (Blood Manipulation): The user of this Quirk is able to manipulate their own blood. They can harden it, eject it from their body, pull it back in, manipulate it inside their body to move their own body and so on.

The limitations of Blood Manipulation are obvious, as it's important to keep most of it inside of you to avoid dying and such, and pulling it back in after ejecting it may prove dangerous if it brings back any contaminants.

--Quirk 2 (Bone Spear): This Quirk allows you to sprout super hard drills of bone from your body for both offensive and defensive measures. It can also be used to support your limbs for melee attacks.

When sprouting Bone Spears, movement may become awkward until you force them to recede, and sprouting too many at once can leave them more brittle than sprouting a few.

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

A single arm could be grown to match the size of the rest of the body. Muscles are greatly strengthened in the process of enlarging the body part.

The user is limited to one body part at a time, and enlarged body parts are still vulnerable to possible injuries normal flesh is vulnerable too.

--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 sliding around on their hands and knees even on concrete no problem.

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. Creams and moisturizer are a must.

--Quirk 5 (Air Walk): The Quirk user has the capacity to float and levitate though the air as if weightless. This can be used to reach difficult spaces, scout from above, move yourself out of range of enemy retaliation and basically all the other applications you can imagine for flight.

Air Walk bestows a high degree of control over the user's movement through the air. Conversely, this flight has low acceleration, and the faster the user is going, the less control they'll have.

--Quirk 6 (Tongue Web): This Quirk givers the user the ability to strengthen, extend, warp and shape their tongue to an incredible extent. Spreading it out into a binding web, splitting it into multiple long tongues, slapping the sense out of enemies from over several meters away.

Major flaws include your tongue still having a sense of taste, and the innate sensitivity of the human tongue. This makes using it in some scenarios. . .less than appealing.

--Quirk 7 (Sugar Rush): The Quirk user is able to convert ingested sugar into muscle power, increasing their strength five-fold. This power-up lasts for three minutes per ten grams of consumed sugar.

The Quirk user requires at least ten grams of sugar in their digestive system in order to activate this Quirk. The longer this Quirk is active, the user's cognitive abilities gradually drop, lowering intelligence and inducing lethargy.

--Quirk 8 (Black): The Quirk user is able 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, enabling quick movement.

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 comes potential for manipulating their hosts.

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

--Quirk 1 (Dental Manipulation): The user is able to enlarge, shape, and control their teeth to form dangerous branching blades. The user of this Quirk's teeth are also made many times stronger.

The user of this Quirk is able to pick themselves up and move around by their branching teeth with no apparent discomfort. Knocking out the user's teeth can cripple this Quirk.

--Quirk 2 (Foldabody): The user of this Quirk is able to control the thinness of their own body and stretch, allowing them to spread or unfurl themselves while becoming thin as paper or more so.

This allows the user to pass through incredibly narrow passages or strike completely undetected. The primary limitation is the time it takes to transform, and movement is a bit tricky after doing so.

--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, the spikes growing barbs to anchor themselves upon penetration.

The user is able to retract the barbs and/or reel the spikes back in with similar intensity to their projection. The user is also able to fire additional harpoons from the lines of other harpoons.

In completion, the user is able to use this power to swing and pull themselves quickly or attack from multiple angles. There is a fair share of limitations attached however.

The spikes are formed from a deposit of iron collected from the user's blood. This means they can only project ten at any one time, and if any are lost, such as the line being severed, they'll need to be replaced over the course of several days.

--Quirk 4 (Tool Arms): The user of this Quirk is able to sprout additional arms ending with all manner of tools and/or power tools, including hammers, drills and functioning chainsaws.

The user is able to retract these tools back into their body at any time. The primary limitation is that the tools are subject to metal fatigue if they take too much a beating or if the user has low blood iron content, requiring a diet rich in iron and a healthy sleeping schedule.

--Quirk 5 (Assault): A simple Quirk, this one allows the user to increase the speed and power of their punches. Scaling off of the initial power of your punch, even a weakling could pulverize brick with a single bullet fast blow. Those who work on power and form will see incredible gains in return.

Outside of the destructive potential of the user's arms, the rest of their body lacks the offensive presence and protection, opening up potential for brutal counters.

--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. It 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, crawl and swing at high speeds with highly dexterous movements. The hand is semi-autonomous, following the will of the Quirk user as best it can.

Hand strength scales upwards with the user's. If harmed, damage transfers to the user's hand at a reduced rate. Range is limited to a few meters, where the hand leashes to the Quirk user.

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

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 the Quirk user's skin.

Through these abilities, the Quirk user is able to massively increase their power, 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.

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

--Quirk 1 (Gigantification): The user of this Quirk is able to grow to titanic sizes, being as tall as most office and apartment buildings at their full height with appropriate strength and durability.

The major limitation of this power is having no middle, either staying at their normal size or transforming into full gigantic size, which is measured around 2062 centimeters.

--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 leave their body hot enough to melt steel with their bare hands or freeze water with a touch.

What's more, the Quirk user can either let their body's adjusted temperature radiate or isolate it to their body or even a specific body part. 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.

Manifestations of consumed beasts are somewhat flexible compared to their donors, such as octopus tentacle fingers are capable of extending as an example.

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.

--Quirk 4 (Transfer): The user of this Quirk is able to partially or fully transform their body into an inanimate material by touching it, consuming the material in the process.

Additionally, the user of this Quirk can pass near instantly through a material they're currently composed of to any other surface of that material.

This power would allow the user to touch a sidewalk to become concrete, then appear down the block on that sidewalk in less than a second as if teleporting as long as they keep contact with the sidewalk.

This user is limited by needing an amount of material equal to how much of themselves they need transformed and the material being lost in the process. The user's range of movement with the mobility aspect of this Quirk is limited at first to around the stated example but will grow with training.

--Quirk 5 (Fat Adsorption): The Quirk user gains a large amount of fat that leads into the true abilities of this Quirk. The user has incredible defensive potential, adhering too and absorbing objects with their fat including, but not limited too, bullets, swords and entire enemies providing they're small enough.

It is as if the attacks hit a giant, malleable marshmallow, stopping upon contact before being sucked in. Although powerful, even this defense has limits for what it can take. At the expense of burning fat, Fat Adsorption is even able to capture kinetic energy however, which can be returned all at once.

Fat Adsorption lends less defensive potential the less fat the Quirk user has. Fat Adsorption lends no unique ability to gain fat in any meaningful way, requiring heavy meals for top efficiency.

--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 six rings of about the size suitable for fitting on that size of finger.

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 sixty rings total, this can be extremely threatening.

Additionally, if the Quirk user is able to slip one or more of their ring fingers on the fingers of an enemy, they are able to exert control over the victim's body. One ring alone will often times not be sufficient for complete control, but multiple will usually do the trick.

Unless the rings are currently being worn, the rings of this Quirk must dock and take the form of a finger again after a maximum of fifteen minutes to recharge or the user will lose control of them, causing them to fall to the ground. The user always knows the location of their finger rings.

--Quirk 7 (Acceleration): The Quirk user is able to temporarily accelerate both their physical movement speed and perception up to the point that it appears most things around them simply aren't moving.

Although in reality this only lasts the barest fraction of a second, the Quirk user by their perception has several seconds to do whatever they feel like doing, such as throwing multiple hyper speed punches, disarming enemies who have them surrounded, dodging a massive attack right at their neck and so on.

The level of heightened speed and perception is so great that there is a small cooldown between uses where the Quirk must recharge.

--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 and dexterous 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. Specific weaknesses such as gaps in natural armor or inability to handle certain temperatures vary depending on choice of creature made.

!!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 (Mochi Press): The user of this Quirk possesses a long, thin tail ending in a cylindrical club that they can use like a mallet to mash things into a sticky, soft solid.

This Quirk is able to mash liquids, completely dry powders, grains and any solid soft enough to pound and mash into the same dough-like texture after beating it enough.

This Quirk is heavily limited by the tail’s own durability, leaving the user unable to affect anything too hard without damaging their tail. Repeated use can leave tail muscles sore.

--Quirk 2 (Coating): The user of this Quirk is able to smooth over whatever they touch, giving it a slippery, shiny surface as if given a wax polish. This can be used to reduce traction and cause accidents.

The user of this perk needs to be able to press and wipe their hand across something to smooth it, needing it to already be solid and firm. Damage to an object’s surface reverts the effects.

--Quirk 3 (Graffiti): The user is able to change the color of whatever they touch to any color in the rainbow and spread that color as they please from the point of contact up to a meter.

Despite the colors of the material actually changing, the effects can be removed as if it was wet paint with moisture and a little pressure such as water, sweat and skin oils. No residue remains.

--Quirk 4 (Barbs): The user is able to cause small thorns to sprout from inanimate objects they touch, around an inch in length each. They can cause barbs to appear up to half a yard from their touch.

The thorns take on the hardness of the material they’re made of, meaning some might be more dangerous than others, but not the toughness, as they’re persistently brittle.

This means thorns made of things that would ordinarily bend or dent like rubber or iron will instead crack and crumble when enough force is applied.

--Quirk 5 (Sunburn): The Quirk user is able to grab and peel off the thin surface of inanimate objects. This allows the user to clean a dust covered shelf with a pinch, remove screen protectors with ease or take off the charred surface of an overcooked piece of meat.

This ‘surface’ is usually pliable when being pulled by this Quirk, even when it shouldn’t be, like the previous example of the dust covered shelf where the surface is a collection of particles.

Difficult to use on the same surface more than once in quick succession. Few noticeable applications outside of household utility and cleaning.

--Quirk 6 (Negative): With a touch, allows the Quirk user to flip an object or person's color palette as if to turn it into a photo negative. Persons affected by this Quirk also view the world this way, seeing light as dark and dark as light, highlighting objects normally hidden in the scenery.

This can usually be more of a negative than a boon. Only lasts several minutes at a time. Unable to affect objects larger than a refrigerator.

--Quirk 7 (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 amount of 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.

--Quirk 8 (Soda Fountain): The Quirk user has the capacity to turn water into another fluid with a touch. This new fluid is selected at the time of purchase, and may be any safe to consume fluid or beverage the Quirk user desires, such as vinegar, wine, or lemonade.

The quirk user is limited to converting up to a gallon of water into this new fluid at a time. The Quirk user absorbs a small amount of water with each use, inhibiting extended usage.

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

--Quirk 1 (Disintegration): The user of this Quirk is able to destroy anything they lay their hands on, causing it to slowly crumble to bits. The user must lay their entire hand and five fingers on their target.

Unfortunately, this Quirk is always on, meaning the user must be incredibly careful not to lay their entire hand on anything they want to keep intact.

--Quirk 2 (Magnetism): The user of this Quirk is able to magnetize people around them, temporarily turning them into extremely powerful magnets.

Men are polarized south, while women are polarized north. This can be accounted for in strategies, such as allowing the user to launch one person using another of the same gender.

The user of this Quirk is unable to magnetize themselves. The user is only able to magnetize people within 4.5 meters of themselves, the effects wear off outside this range.

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

This Quirk allows the user to easily make repairs or fortifications simply by welding things together without need of some form of adhesive or binder.

The Quirk cannot be activated unless the user is touching both desired objects when attempting to weld them together, and cannot "un-weld" something after welding it.

--Quirk 4 (Shake): The user of this Quirk is able to vibrate whatever they touch, including the strength and speed of the shaking. This also makes the user more resilient to other vibration based abilities.

Using this power, the user can shake apart and break brittle things quite easily, change the shape of the battlefield, rattle an enemy and other things you would use vibrations for.

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 handle 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 it. 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, stopping projectiles from continuing towards them among other applications.

There are limits on size and force, making the task of stopping out of control trucks or giant pieces of falling rubble daunting threats, especially if they lay on the edge of what's possible. This Quirk may not effect living things.

--Quirk 7 (Snip Clip): The Quirk user has a strange power to cleanly cut most materials. In order to do so, they must make a scissoring motion with their body, using their fingers, toes, or possibly legs. The ability to cut is incredible, as even reinforced steel can be separated cleanly.

The Quirk user must be able to cut from either side of their target in order for the Quirk to activate properly. This limits usage against anything too much larger than the Quirk user.

--Quirk 8 (Mimicry): The Quirk user has the capacity to merge themselves with inanimate objects to 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.

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

--Quirk 1 (Recovery): This Quirk allows the user to rapidly accelerate a target's natural healing by extending their lips and kissing the previously mentioned target.

With this, even grave injuries that would have taken months to heal can be healed in a matter of seconds, although not without a cost.

The target pays for this healing with their own stamina, causing severe exhaustion if an injury is, or injuries are, too serious in nature. This means traditional healing may be required or recommended in some cases, or applied in small doses over time.

--Quirk 2 (Softness): This Quirk allows the user to soften anything they touch, allowing them to make wreckage easier to remove or destroy, or turn the ground into quicksand.

This Quirk's effects can travel along a surface from the initial point of contact in whatever direction the user desires, allowing them to only soften a line to the side or in front of them, or everything for several meters from the point of contact.

The user is unable to affect living matter such as people, animals or plants. They also seem limited by body moisture somewhat, becoming dehydrated with prolonged or repeated use in a short timeframe.

--Quirk 3 (Zero Gravity): This Quirk gives small pads on the ends of each of the user's fingers that can be used as a medium to "shut off" an object or person's link to gravity, making them weightless.

The effects of this Quirk may be cancelled at any time by touching the pads on the user's fingers together. The primary limitations are weight and using it on one's self.

If the user activates their Quirk on a combined amount of objects higher than a certain weight (around three tons) they'll begin getting sick to the point of vomiting. Using this Quirk on themselves will cause this effect much faster.

--Quirk 4 (Skateboard): The user is able to apply wheels to whatever they touch and make them spin and turn in place to make the object locomote as desired, throw objects at high speeds and so on.

The user of this Quirk is able to apply wheels anywhere between the size of a roller skate's to the size of an average minivan's and cause them to spin as quickly as an average car's top speed.

The user of this Quirk is unable to raise their legs while using their Quirk. Should they do so, they'll get road rash on random parts of their body of intensity based on the speed of the wheels they were spinning at the time.

--Quirk 5 (Need For Speed): This Quirk allows you to slow or accelerate any moving object the user comes in contact with by a factor of up to twenty, including yourself.

This allows the user to slow an attacking enemy to a crawl, speed thrown projectiles to bullet-like speeds, accelerate suddenly as desired or produce danger, hanging obstacles.

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. 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. Either from repeated encounters or during battle.

--Quirk 6 (Dead Zone): The Quirk user is able to reduce the electrical conductivity of everything in the area around them down to zero. This effectively applies nigh immunity to lightning and other forms of electrical damage to the user and others in the area while in effect.

Electronics and other electricity reliant objects in the area will also shut down while the Quirk is active, of course. The user can extend or contract the dead zone to the maximum range of around half a kilometer or down to just the user's body.

Dead Zone doesn't penetrate living beings, unable to shut down nerve signals in humans and other animals. The user is unable to affect the shape of the dead zone, just the size, rendering them near incapable of shutting down specific electronics if that's their desire.

--Quirk 7 (Elasticity): The Quirk user is able to bestow elasticity to whatever they touch, including large objects, the ground and even the air. 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 8 (Twin Impact): The Quirk user has the capacity to secondary impacts at the site of any observed impact. This secondary impact is many times stronger than the initial impact, allowing even smaller impacts 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.

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

--Quirk 1 (Compress): The user of this Quirk is able to “compress” anything in a spherical area into a small marble without actually damaging it, with a touch.

It can be used with extreme stealth, without noise, allowing the user to entrap and take enemies out of the fight before their allies are able to even notice.

The weight of the compressed objects is reduced considerably, making it possible to carry them in one's pockets or even in one's mouth.

The user can release a single marble by wishing it, or all of them at the same time by snapping their fingers. It can also be used to affect the user and to avoid attacks and disengage.

The only limitations of Compress are its touch based range and the fact these compressed marble prisons can be broken from the outside by allies of the targeted.

--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.

An object or person may be bent and crumpled multiple times from different starting points in order to shape things more intricately. The user may crack their knuckles at any time to undo their bends and this power’s sustaining of the object’s structural integrity.

The user has one sole weakness of their about, needing to place their hands on both sides of the object they’re attempting to bend so they can bend it.

--Quirk 3 (Drain): The user of this Quirk is able to create a “drain” on whatever they touch that greedily sucks in surrounding or ambient moisture and then force feeding it into whatever has the drain.

Additionally, the Quirk user gains especially elastic skin and a strange internal reservoir. When used on the Quirk user, they’re able to potentially balloon themselves with a deceptive amount of water and spray it freely from their hands with condensed cutting force.

Due to the way the drains work (one way suck) and water not pairing well with compression, this Quirk can easily be used to pop someone’s head like a balloon, fracture a wall or erode the ground.

All drains are sealed when the user clicks their tongue. The user also has a limit to how much water they can hold, potentially bursting, and their upper limit is also rather awkward to move around with.

--Quirk 4 (Noise): The user of this Quirk can cause whatever they touch to generate one of two different unique types electromagnetic fields “disruptive” and “attractive.”

A disruptive field scrambles electronic signals internally while scrambling photons externally across the surface of whatever touching, making it appear to be covered in television static.

An attractive field siphons electrons from existing electronic fields to charge the object in question, causing it to seemingly produce electricity from nothing and glow.

This Quirk is excellent for giving the user a steady supply of electricity, setting electrical traps, shutting down electronics and even immobilizing people by scrambling nerve signals.

While this Quirk is active, the user is susceptible to being jolted through contact with metal. Disruptive fields hold no real effect on objects with no relation to electricity. Attractive fields weaken considerably when away from any notable electronic fields.

--Quirk 5 (Melting Point): The Quirk user may dramatically lower the boiling/melting point, or raise the freezing point, of any inanimate objects and materials in sight within the area.

This would allow them to cause water to boil into cold steam, then freeze it once the condensation clings to the body of an enemy, all at room temperature. Alternatively, the user could just melt the armor and guns of an enemy at a glance.

Objects that do not have the capacity for these qualities cannot be given these qualities, such as wood being unable to melt even at extremely high temperatures.

--Quirk 6 (Rewind): The user of this Quirk has the ability to turn back the body of those they touched to a previous state. This can be used altruistically to seamlessly heal an individual, or maliciously by rewinding old wounds open again, or rewinding them out of existence entirely.

This is a very potent ability and even before active training has the potential to turn someone back minutes or hours in mere moments.

With intense training, it has the potential to reverse only parts of someone or something. Intense training would be required either way however, as Rewind is difficult to control by default. It works on activation, being easy to turn on but difficult to stop at first, leaving control a serious issue.

--Quirk 7 (Layers): The Quirk user is able to stretch and densify inanimate materials to form them into sheets. These sheets are highly flexible and have several times the strength of the original object or material due to being condensed. The Quirk user is able to lift and manipulate sheets with ease.

The Quirk user can convert large amounts of material through the original point of contact, providing it is the same material. They may also bind sheets together, layering them on top of each other. Sheets become much heavier and less flexible when not being directly manipulated.

The shuffled mass that allows the Quirk user to swing and move the sheets around with ease produces energy that can cause the Quirk user to begin overheating if manipulating too much densified material at a given time.

The heat can instead be filtered back into densified material, but the Quirk user has no direct heat resistance, and effects may vary based on that material. The Quirk user may cancel their treatment of a material to have it expand to how it once was.

--Quirk 8 (The Purple): The Quirk user is able to spread a bizarre electromagnetic field through inanimate objects that alters their physical properties. Objects affected become a vibrant purple color as long as the Quirk's effect is ongoing.

The visual representation of the Quirk's effects transmits signals into the brains of living creatures observing affected objects, making the object hard to ignore or shift attention off of.

Objects and materials affected also gain a kind of super-tangibility that causes them to express themselves on their surroundings to a greater extent. A playing card under this Quirk's effects would behave as if stronger than steel, as one example.

The Quirk user is able to interact with affected objects as normal, leaving gloves to remain flexible on their hands, for instance. The Quirk user may passively leave objects affected, but may only spread this field out to so much at any given time.

This Quirk will automatically spread to any inanimate object in contact with the Quirk user over prolonged periods of time, if applicable, such as clothing worn throughout the day.

!!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 (Paralyzation): The user of this Quirk is able to lock up the muscles of a target's body, paralyzing them. It can work on just about anyone, but has severe limitations with its use.

The user requires three seconds of sustained eye contact with the target before activation. Additionally, either party breaking eye contact causes the effects to wear off.

--Quirk 2 (Ringer): The user of this Quirk can dull a target's sense of hearing by slapping their ears simultaneously, causing the target to hear everything as if they were underwater.

The user of this Quirk must slap both ears around the same time to activate the Quirk. This Quirk lasts for five minutes before wearing off, restoring a target's hearing.

--Quirk 3 (Sunspots): The user of this Quirk can flash a light in the center of their palms for a fraction of a second. If someone is looking into their palm during the flash, their vision will be crippled.

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 twenty times. The user is unable to use their flash more than once every two minutes.

--Quirk 4 (Pepper Breath): The user of this Quirk's saliva induces a chemical reaction with the stomach acid of others. If the user can get them to swallow it, it will temporarily produce a thick smoke.

This smoke is unsavory, causes a bit of coughing and can cloud vision for the one expelling it. It also makes them look like they just got done eating something rather spicy.

This Quirk is dependent on the user kissing a target or otherwise getting their spit in their stomach, making it difficult to say the least. The smoke produce varies based on spit swapped, lasting between ten seconds and a minute.

--Quirk 5 (Trace Empathy): This Quirk allows you to broadcast the way you feel, causing a mental inclination to develop in all those around you to feel the way you do. With no true control over how you feel though, the actual utility can often fluctuate.

--Quirk 6 (Interject): The Quirk user has the ability to disrupt a target's chain of thought by interrupting them as they speak. This causes them to completely lose track of whatever they were talking about, allowing the user to stop speeches or arguments in their tracks. No long term memory effects.

--Quirk 7 (Rule Breaker): The Quirk user has the ability to reverse the gender of living creatures, making males into females, and females into males. The Quirk 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 several hours of time pass.

--Quirk 8 (Anesthetic): The Quirk user is able to temporarily numb a portion of themselves or another living creature by poking them with their fingers.

This poke feels like a minor prick, and causes a small area around the point of contact to lose sensation for a period of ten to twenty minutes. Target is not inhibited in any way otherwise. There is a small cooldown between each activation of this Quirk.

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

--Quirk 1 (Absorb & Release): This Quirk allows the user to absorb enemy attacks, kinetic and energy based, hold them within their body and release them whenever and however they wish.

It is heavily limited, however, by the fact that it doesn't protect the user of the Quirk in the process of absorbing the attack, causing them to be burnt by fire, shocked by electricity and so on.

--Quirk 2 (Blood Curdle): This Quirk allows the user to temporarily paralyze their target by consuming some of their blood, up to an absolute maximum after training of 8 minutes if they share the same type.

The various other blood types will be paralyzed for less time. The obvious limitation is actually licking up the target's blood and fighting multiple people.

--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 just like the Quirk's namesake.

Despite the above description, it is nonlethal on its own but can stifle breathing somewhat. It's also temporary, wearing off after the status is inflicted over ten minutes, but leaving the target immobile for the most part in the meantime.

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 (Chute): The user of this Quick can retract an enemy's body parts with sufficient physical impact. The user of this Quirk is also a bit stronger than the average human.

This enables the user of this Quirk to be able to do things like meet an enemy's punch with their own punch and cause it to get pushed back into their own harm, or push their head into their torso.

This Quirk is harmless by itself, simply causing an enemy to lose access to body parts. Victims of this Quirk will eventually be able to push retraced parts back out. Those with significant strength are more resistant to this Quirk's effects.

--Quirk 5 (Chronostasis): The Quirk user gains two arrow shaped locks of hair, a larger one in front called "the minute hand" and a smaller one in the back called "the hour hand."

The user is able to extend these arrows which have the capacity to cut or pierce a normal human's flesh. When injured by one of these hands, the victim finds their body massively slowed down to the point of near immobility. This effect lasts as long as the name of the hand that gave the injury.

Others may freely manipulate the victim while slowed, allowing them to be easily detained. The hands of Chronostasis can only fire in a straight line, making it difficult to aim with the hour hand. The effect cannot stack. Only able to project the arrow hair hands while staying completely still.

--Quirk 6 (Confession): This Quirk allows the user to force anyone they ask a question to answer with the truth to the absolute best of their abilities. This can even allow the user to get the truth to questions the target may be suppressing or not fully aware of, like their true feelings on a touchy subject.

This Quirk is not only an extremely potent interrogation tool, or for psychological torture. As it only allows for forcing out the truth to the questions the user asks, the user must know what questions to ask and how to ask them to get the best of this ability.

--Quirk 7 (Good Face): The Quirk user has the ability to warp an individual within their line of sight. The target acquires 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. The Quirk user has the capacity to pull objects back out.

The Quirk user will feel shock coursing through the limb used to activate this Quirk. Repeated usage can cause numbness, and difficulty moving the affected body part, as if it had gone to sleep.

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

--Quirk 1 (Brainwashing): While you are willing it, anyone who verbally responds to you will have their body fall under your complete control, forced to do what you say.

Refusing or being unable to respond to you allows them to avoid the effect, and the effect may be broken by a sudden great deal of pain. Victims are vaguely aware they're being controlled.

--Quirk 2 (Erasure): The user of this Quirk is able to shut off the target's Quirk simply by staring at them. While powerful and unable to be resisted, it has a number of weaknesses.

The effect wears off when the user closes their eyes or loses track of the target. Quirk users with passive Quirks like Mutation or Animal Mimicry types are immune.

Finally, prolonged usage can dry out the user's eyes on account of needing to keep them open to prolong the effects.

--Quirk 3 (Outburst): The user of this Quirk can impair the cognitive and motor skills of targets that they can force to laugh, forcing them to continue and worsen their laughter in the process.

Victims of this Quirk will be hard lined into thinking and feeling like they got told the funniest thing ever, even if their initial reaction was a mild chuckle or giggle.

Fighting through it to do other things is exceptionally difficult. The target will continue in gut busting laughter as their diaphragm experiences pain and they become short of breath, potentially passing out.

Breaking the effect is possible if the joke told is forgotten for a moment, also meaning the effects wear off if they're knocked unconscious. Of course, the user of this Quirk is also limited by getting their target to at least scoff at their joke.

--Quirk 4 (Black Cat): The user of this Quirk causes a target to generate a pulling/weakening field in a cylinder pointed up around them after tripping them as they walk or run and making them fall.

This field makes it appear as if the target has been given bad luck, as random miscellaneous close to them or above them get pulled their way, such as statues or branches, and can make projectiles fired at them drawn in, causing them to be more accurate and hard hitting.

The weakening field isn't very strong by comparison, but puts enough stress on supports like nails, rope and otherwise that the first effect can break them and make things fail for or around the target.

The user of this Quirk, besides the strange activation method, is also limited by minor backlash the longer they keep their Quirk active. Like karmic backlash, they'll develop the same effects over time until deactivating the Quirk.

--Quirk 5 (Forced Activation): This Quirk gives the user the ability to manifest branching black spears with a circuit pattern from their body to harmlessly jack in to a target's body. Once connected, the user is able to forcefully activate and control the victim's Quirk as desired.

This can be used to turn enemies on their allies, gain the aid of unconscious allies of your own or directing the quirk of another in a way beneficial to the user such as forcing a captive with a unique Quirk to go along with demands.

The branching spears of this Quirk aren't the most powerful, durable or fast things around and as such it's highly difficult to make use of them on a resisting target. If the user has no idea what the target's Quirk is or how it works, they can't use their Quirk nearly as well.

--Quirk 6 (Fuel Siphon): The Quirk user is able to inhale and absorb the stamina/energy of whoever they're touching. This can quickly drain a victim to the point of incapacitation if contact isn't broken.

Drained stamina can be used not only to reinvigorate the Quirk user, leaving them fully refreshed. An overabundance of drained energy can also be channeled into temporarily increasing the Quirk user's size, strength and durability, leaving them even more powerful than before.

As previously stated, there are two conditions for this Quirk. The user must breath in, taking a deep breath, and sustained contact is required for the duration of this time. Breaking contact or preventing the Quirk user from breathing in can interrupt this Quirk's effects and leave a victim with a chance.

--Quirk 7 (Landmine): The Quirk user has the capacity to turn anything they touch into an explosive, including other people. After that point, they may remotely detonate that explosive with just a whim. Anything detached from the original object, person or thing will detonate still.

The explosions themselves are actually fairly weak. While they may be rendered dangerous with numbers, most things with moderate structural integrity can remain in-tact even after detonation.

--Quirk 8 (Zombie Virus): The Quirk user is able to produce pink gas that, when inhaled, transforms victims into 'zombies.' Those afflicted acquire heightened endurance, heightened strength, and the ability to pass on infection through bites, but have their cognitive abilities dulled.

Their vocalizations are replaced with moaning, their skin becomes gray, and their faces become warped. Those affected will perceive others with zombie-like appearances as allies and ignore them, even if they're not actually infected.

The infection fades within several hours of infection. The Quirk user is not immune, and may be zombified by the gas or bites of the infected if the proper protection is not obtained.

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

--Quirk 1 (Impact Recoil): This Quirk allows the user to reverse the impact caused by an opposing physical force, sending the force back into whatever, whoever or wherever it came from.

This Quirk can be applied not only to one's self, but to nearby allies as well, allowing the user to potentially protect them or use them as meat shields.

There is a small windup before its activation necessitating a bit of prediction. It can, of course, only work against physical impacts and doesn't help with things like fire or electricity

--Quirk 2 (Overhaul): The user of this Quirk is able to disassemble and reassemble anything they can touch with their hands, either restoring it to its previous state or an entirely different one at the user's discretion.

With this Quirk comes an endless variety of applications. Instantly obliterate people or obstacles, fix a broken object, cure chronic ailments, heal severe damage, warp terrain to the user's advantage, fusing materials or objects together, even reviving the freshly deceased good as new.

Overhaul may even be used to fuse people into new, composite entities or fuse people with objects to give them a hellish existence. Notable, is that any living being, including the Quirk user, will experience excruciating, terrible pain whenever affected by Overhaul either partially or completely.

Overhaul's extreme control over the reassembly process is only able to work with what it has on hand. As hand contact is required to apply the effects of Overhaul, enemies that are able to attack while avoiding the Quirk user's hands can avoid being obliterated.

--Quirk 3 (Rage): The user of this Quirk is able to inflict headaches and a kind of "input lag" on the target's nervous system by having them become angry with the user while focusing on them.

The effects start off rather minor at first, but become more severe the angrier the target becomes, not just at the user but in general. The lower end might be easily ignored, but the top end is nightmarish.

The target will experience searing migraines and their body will seem to move several seconds after their mind tells it too, putting them in a perpetually tedious, painful state that worsens their mood.

The only limitation is that the effects can wane and even break if the target manages to calm back down to normal.

--Quirk 4 (Sleeper): The user of this Quirk is able to plant a copy of their consciousness in a target, like a seed that they can cause to bloom on command, causing a secondary self to take control temporarily.

To do so, the user must apply their sweat to the target's eyelids somehow, planting a piece of their consciousness that can be activated as desired later on, simply by willing it.

Upon doing so, it'll be as if a mental copy of the user wakes up in control of the target's body with access to their knowledge, memories and abilities, ready to act like them or work with the user.

After activation, the copy only has twenty minutes before they disappear and the true owner of the body wakes up, unaware of what they were doing. There is no limit to the number of seeds the user can plant, but a second cannot be planted in a host that already has one.

--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 everything as if it was real.

The potential for psychological torture, mentally exhausting someone, interrogation, holding private conversations, trading information and more is incredible.

The Quirk user can hold a target within this mental world for as little as a minute, or up to twenty four hours inside their minds, with only seconds passing outside. The user will feel no fatigue from this passage of time, acclimating perfectly.

This Quirk comes with a cooldown equal to one second per one minute spent inside the mental world, with a full stay causing the ability to go on a whole twenty four minute cooldown.

--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 manipulation of individuals, even pinning them against each other or allies, or gaining their cooperation over an extended time.

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 that may tip them off about something.

--Quirk 7 (Transfusion): The Quirk user has a number of oddities in their biological makeup revolving around cell memory and the rapid shifting of their body and the bodies of others back and forth between a stem cell state. It all begins when making contact with another person.

The Quirk user is able to phase their body parts through organic matter, exchanging cell memories with the target in the associated body part. In basic terms, the Quirk user may exchange injuries or physiological conditions with a target.

Flesh and bone warp near instantly when the bodies are then separated. Broken bones of the Quirk user become broken bones of the target. A target's stab wound becomes the stab wound of the Quirk user. The Quirk user does have some ability to displace injuries on themselves, however.

The Quirk user is able to inflict injuries they've had in the past on their targets, the memories of these injuries kept behind in their cells. Despite their body modification powers, they can't actually eliminate injury, just shuffle it around.

--Quirk 8 (Trigger): The Quirk user's tongue is able to stretch up to a dozen times in length, the tip thinning and sharpening into a strong, mosquito proboscis-like tool that can be used to inject a chemical cocktail into victims.

This injection targets the target's Quirk gene, rapidly and potently mutating the Quirk user's Quirk into a powerful new form. Fire breath could develop into large scale fire manipulation; a strong punch Quirk could develop into something street shattering in force.

In all cases, the target's quirk becomes far more threatening, but may also mutate in unpredictable and not always beneficial ways. In addition to Quirk mutations, physical mutations will occur based on the individual's Quirk.

While under this Quirk's effects, targets suffer from reduced cognitive abilities, as well as varied mental defects. This may include heightened aggression, mood swings, delusions of grandeur, and/or delusions impending doom. The effects of this Quirk normally fade after one to two hours.

Through this Quirk's targeting of the Quirk gene, it can activate dormant genes within the Quirkless in order for it to take effect. This can be dangerous in such cases and may leave permanent alterations or damage to those affected. The Quirk user is immune to their own chemicals.

!!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): The user of this Quirk has a large pair of horns of whatever shape and size they desire. The horns are incredibly strong, needing industrial equipment to break.

The user’s skull and spine are also strengthened, which in combination with the horns allows the user to charge, batter and slam their horns and heads into enemies with less personal risk of harm.

The horns due to their size can often get in the way. Horns heal over time if severed unlike other body parts, but do so somewhat slowly.

--Quirk 2 (Four Arms): The user of this Quirk has four arms, obviously. These arms are all exactly the same in strength, length and so on. The user can obviously hold more things or punch with more limbs.

The user of this Quirk will still have a preferred side like normal people making them more handy with their right or left side. The extra arms may make tight corridors a problem.

--Quirk 3 (Transparency): The one born with this Quirk is completely transparent, invisible to the naked eye. The user of this Quirk cannot shut it off or turn their clothes invisible however.

Because of the user’s need to strip down to nothing at all, the risks inherent with completely exposed skin like extreme heat or cold become readily apparent.

--Quirk 4 (Orbit): The one born with this Quirk naturally has a gravitational pull, passively pulling small objects towards the user and into a steady orbit around them.

The holder of this Quirk is able to change the part of their body that emits this field such as to their head or hand, but cannot shut it off entirely.

--Quirk 5 (Stink Bomb): The Quirk user smells just awful. The smell pushes into the nose and can disorient people just with the wretching scent alone. It’s resilient enough to even penetrate lesser filters. As a downside, it can’t really be turned off, not fully, you will always smell pretty bad.

--Quirk 6 (Wild Lice): This Quirk causes symbiotic insects to spawn from the user’s body and live in their hair, using it as a breeding ground. The insects spread and attack those who touch their host while the user is stressed, spreading and biting viciously to leave a victim terribly irritated and itchy.

They hate water and will run away at the first signs of it, making them fairly easy to wash off with just a quick rinse. Even the host can be deprived of their itchy defense force if washed, but they’ll be replenished with time.

--Quirk 7 (Bendy Fingers): The Quirk user has a heightened range of movement within their fingers, allowing them to bend backwards and side to side as easily as normal fingers could be curled forward. This heightened flexibility and dexterity is exclusively in the fingers.

--Quirk 8 (Hedgehog): The Quirk user is born with large metal spikes growing from their back which become larger with age. The spikes will fall out if the Quirk user becomes too cold, and will not grow back. They're ordinarily about as hard as iron.

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

--Quirk 1 (Engine): The Quirk has an engine-like structure in their calves and muffler-like protrusions that are the source of incredible leg strength. This improves the user's running speed and kicking power.

The engines are fueled by orange juice and shorted out by carbonated drinks. The user is able to switch through multiple "gears" in order, each raising the Quirk user's leg strength.

Overheating or jamming the exhausts of the user's legs can cause the engines to jam, temporarily immobilizing their legs until the problem is solved.

--Quirk 2 (Pop Off): The user of this Quirk produces sticky spheres from the top of their head. These can be used as projectiles, as when one is plucked, a new one quickly grows in its place.

Their stickiness is especially notable, applying themselves instantly to whatever they touch besides the user, who is immune to their effects. Depending on the user's healthy, they could last up to a full day before their stickiness wears off.

The user can only pluck so many sticky balls off their head before the tissue they grow from begins to be damaged and begins to bleed, requiring a period of rest after too many get used in rapid succession.

--Quirk 3 (Jet): The user of this Quirk has holes in the bottom of their feet that can project concentrated air bursts, allowing them to jump and move in bursts of high speed.

The primary limitation of this Quirk is the fact that the user only has the air they breathe to rely upon. This Quirk can also be stressful on a weak body caused be illness or old age.

--Quirk 4 (Longevity): The possessor of this Quirk has functional immortality, being able to continue aging with no real upper limit, similar to certain animals like lobsters.

The Quirk holder does not degrade over time like normal humans, being able to collect a vast array of skills, experiences and knowledge over their long life. Those with Longevity and the Hero or Villain may start with a decade or two of additional experience.

The holder of Longevity is in every other way a normal human, still potentially vulnerable to dying via disease, accident or being murdered by someone else.

--Quirk 5 (Gatling): Gatling bestows gun-like organs on their arms with the ability to shoot claws made of keratin. They have similar destructive power and flight speed as genuine bullets when shot and due to the numerous barrels on the gun-organs can be shot in rapid succession.

Because of the slight curvature of the projectiles, they're inaccurate beyond close range, but remain useful for suppressive fire even at medium range. The user has a supply of several thousand 'rounds' available to them a day and needs a good diet and sleep to properly replenish their ammo.

--Quirk 6 (Food): The Quirk user is able to bite, chew and digest almost anything they can get their jaws around, even snapping off chunks of reinforced steel and swallowing it with ease.

Due to the effects of this Quirk when in use, the user digests things extremely fast, allowing them to eat and eat and eat as if running on an empty stomach.

Of course, the user has to actually be able to bite something for this Quirk to come in handy, and toxins can still make them sick, but otherwise this renders their jaws insanely dangerous.

--Quirk 7 (Rocket Thrust): The Quirk user's right fist is made of metal, and they are able to send their right fist flying with rocket propulsion after punching with it. A second rocket charge can deliver their fist back to them after it impacts with a target, where it can then be reattached.

If prevented from returning, the Quirk user will need to manually go get their fist back. Rocket fuel must be restored with body fluids, limiting daily usage.

--Quirk 8 (Pliabody): The Quirk user's body has extreme range of motion and pliability, like dough with muscles. Through this range of movement and potential for contortion, they can bend, stretch and flatten their body parts using their muscles as the shaping force.

If the Quirk user is overpowered, their body might contort against their will, leaving them in awkward situations. There is a limit to the Quirk user's pliability, and damage can be incurred from being stretched or flattened past these limits.

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

--Quirk 1 (Earphone Jack): This Quirk manifests as a pair of elongated, prehensile earlobes ending with appears to be earphone jacks that can penetrate and insert themselves into all sorts of things.

The user can channel amplified sounds of their heartbeat into a penetrated target to wreak internal havoc with vibrations, or listen in to faint sounds on the opposite side of an object.

The earlobes can stretch up to 6 meters and even be used as stone shattering whips. Aside from obvious limitations, louder sounds can damage or cancel out Earphone Jack's effects.

--Quirk 2 (Dupliarms): The user of this Quirk bares two tentacles on each side of their body connected to the arms by webbings of skin. These tentacles have the ability to replicate enhanced versions of the user's body parts.

Ears would be more sensitive, vision of eyes more acute, hands having stronger grip strength, mouths having stronger teeth and jaws and so on.

These tentacles can sprout more than one additional body part each, but each past the more sprouted, the less efficient they become.

--Quirk 3 (Tape): The user of this Quirk possesses tube-like elbows with openings that can be used to eject various kinds of cellophane tape-like material in great quantities.

The released tape can either be cut and used or retracted back into the user's elbows. Multiple stands can be projected at once, and tape can be produced with one side or both being sticky.

The tape is strong enough to immobilize enemies and allow the user to swing around on it. Overuse of this Quirk can dry out and crack the user's skin.

--Quirk 4 (Animal Mimicry): The one born with this type of Quirk has an appearance, traits and abilities based on an animal in the natural world, one you may choose upon purchase.

The various special abilities bestowed upon the one with this Quirk vary based on animal selected, tending to be exaggerations of that animal's natural abilities taken to the next level.

Examples of such would be a Frog Human with a powerful extending tongue, wall crawling, camouflage, super jumping and super swimming abilities.

Another example would be an Orca Human which would have great strength and durability, as well as the power to emit concussive sound blasts.

The major limitations of this Quirk are based on the animal selected, but usually 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 acquires incredible intellect that allows them to systematically solve problems in moments that a normal human might find perplexing even after a week.

Those with High Spec may figure out how to operate most machinery in moments with a bit of analysis, formulate technically sound battle strategies with Plan Bs and Plan Cs and understand new concepts quickly.

The user is also able to quickly gain leadership skills just by figuring out psychological tricks to inspire and command through normal social interaction. All this intellect is useless without the proper knowledge and resources to back it up, and there is no inherent skill to go along with the intelligence.

--Quirk 6 (Blood Knight): The Quirk user has minor regeneration and heightened blood regeneration that allows them to lose multiple times the blood that would be lethal to any normal human. Additionally, it holds unique coagulation properties.

Whenever the Quirk user is injured to the point of drawing blood, their blood instantly spreads and coagulates in the form of flexible plate armor. The more the Quirk user is injured, the more seriously they're injured, the more armor of blood they'll gain making them harder to hurt.

At the moment the user is wounded and the blood first starts to coagulate, it still has the capacity to block small arms fire before hardening into a much more protective state. Attacks powerful enough to push through before the armor fully hardens can brutally harm the user before their protection goes up.

--Quirk 7 (Vines): The Quirk user grows numerous vines from their head instead of hair, each covered in soft thorns. These vines may be multiplied and manipulated freely in order to capture enemies, defend the Quirk user or navigate their surroundings.

Although the vines are very resilient, they may be cut or otherwise destroyed. If the Quirk user is deprived of them, they must apply water and sunlight to their scalp to make them sprout back up over time, as if caring for an actual plant. The Quirk user is unable to force regrowth.

--Quirk 8 (Brick): The Quirk user has a more powerful and efficient physiology compared to the average man or woman. Musculature weaving, bone structure alteration, there are a number of complexities, though in basic terms it means they're much stronger, faster, tougher and enduring than others.

The Quirk user could throw cars through the air, outrun them on the interstate, and just feel pretty sore if they actually got run over. The Quirk user has a higher metabolism, requiring them to eat more than others. Takes active practice to reign in their strength for delicate work.

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

--Quirk 1 (Dark Shadow): The user of this Quirk is born playing host to a sapient symbiote made of dark energy that they can manifest and stretch out, or contract back into him freely.

The creature a humanoid upper body, the ability to exert physical force, speak and stretch its body and limbs but has an energy limit that causes it to need rest every now and then.

Dark Shadow's personality, abilities and power vary based on the emotional state of the user and current light conditions. The stronger the host's negative emotions and the darker it is, the more unruly, larger and more powerful Dark Shadow becomes, potentially possessing the user.

In its weakest state it's still quite strong, flexible and peaceful, but can be beat in a fight by humans with professional fighting experience. In its strongest state, it's a berserker that can carve through swaths of fully grown trees with single swipes of its giant arms.

Dark Shadow, in addition to previously mentioned drawbacks like weakening while submersed in light, becoming harder to control in the dark and having energy limitations, is weak to light generating attacks such as electrical or fire types.

--Quirk 2 (Sludge Form): The one born with this Quirk has an amorphous body composed of a thick substance reminiscent of sludge or mud, rendering them immune to most physical attacks.

The one with this Quirk, despite their texture, isn't what you could call wet and is able to compact themselves well enough to wear clothes or disperse themselves for travel through cracks.

Additionally, this Quirk allows the one with it to wrap around and possess a target, taking control of their body and abilities, though this takes around a minute to perform.

While immune to most physical attacks, they're susceptible to being blown apart, and if dispersed too much can be rendered unconscious. If trapped, they have a tough time pushing outwards to escape.

--Quirk 3 (Daw Mour): The one with this Quirk is gifted with a long, prehensile tongue, no bones in their arms and numerous small, complex mouths scattered across their tongue and arms.

The small mouths have specialized hinges attached to the jaws and teeth, creating an unfolding/launching/grabbing action when they bite with a maximum distance of a full foot away.

These mouths can take repeated quick bites out of even tempered steel and stone faster than most can see. The user's arms are hyper muscular and attached to their digestive system, flexible like a pair of tentacles. Fully functional despite lacking a rigid support structure.

The user can quickly get full if they overeat with their various shredding, scraping mouths, needing either careful use or regurgitation when they get full. Otherwise they can digest most materials harmlessly.

--Quirk 4 (Fiber Body): The one born with this Quirk is made of millions of interwoven fibers which can stretch, writhe, weave, heal and be controlled by the user's will or instincts.

The fibrous composition of the user's body knits itself back together when an injury is sustained, granting a form of regeneration that means even severed body parts can be reattached with ease.

The user of this Quirk is able to extend fibers from their body several meters like numerous super thin tendrils to manipulate things in their surroundings, each weak but together like additional arms.

With training, the one with this Quirk may be able to alter the properties of their body fibers, binding them together to make thick ropes or compress and strengthen them to make them like bladed wire.

The user's body is naturally stronger and more flexible compared to a normal human's. The nature of the fibers leaves them extra vulnerable to extreme temperatures, as well as things like ice and fire.

--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 gains incredibly powerful, high capacity, high efficiency lungs. The complex nature of their lungs and unique attached organs allows them to synthesize all but the most toxic, deadly gasses breathed in into perfectly safe oxygen.

Conversely, this same system can transform whatever air is inside their lungs into numerous other gasses and aerosolized chemical cocktails.

With these things in mind, the Quirk user gains super breath that can blow people off their feet, inhale with vacuum force, puff themselves up with helium to temporarily float, knock enemies out with sleeping gas, submerge as long as a whale with a single breath and more.

With all of the Quirk user's varying abilities being tied to their lungs, they must be facing enemies for both offense and defense. Even with the super lungs, the Quirk user is unable to breath while submerged. Sealing the Quirk user's mouth deprives them of most applications.

--Quirk 7 (Super Regeneration): The Quirk user is able to recover from most forms of damage and disease at extreme speeds, including the recovery of missing limbs and usually vital organs in seconds. There is no innate downside to the ability, nor may it be shut off due to its passive nature.

Of the few forms of damage that are difficult to repair, cauterization by extreme temperatures or volatile chemical burns are the most notable. Affected areas must be removed before regeneration can proper healing may begin.

--Quirk 8 (Fierce Wings): The Quirk user is born with two large, powerful wings with their choice of feather color on purchase. The Quirk user is able to telekinetically manipulate each of their feathers, allowing the Quirk user to fly at great speeds or detach the feathers for individual tasks.

The Quirk user's feathers are stiff, yet flexible, varying in size and strength and capable of great feats even on their own. The Quirk user retains sensory input from detached feathers, allowing them to be commanded at a distance. Detached feathers may be reattached.

The Quirk user's feathers work best when employed together, and will be weaker if spread out. Feathers that end up destroyed will regrow over time, taking several days.

!!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 user of this Quirk has small, vertical lines going across their face and nose allowing them to sense electricity within a couple meters in front of them, double that in water.

This allows the user to search for hidden lifeforms or electronics that would be otherwise hidden from sight, smell or sound. The relatively short range limits its effectiveness unless the user already has a general idea of what they're looking for though.

--Quirk 2 (Booze Hound): The user of this Quirk is acutely aware of alcohol in their area, being able to detect general location, strength and amount fairly easily.

Someone with this Quirk would be able to easily make out the blood alcohol content of someone if they have doubts of their sobriety, or hidden wine or booze when interrogating.

The strength of the Quirk is such that someone soaked with alcohol could be reliably tracked as well. The user of this quirk can start getting tipsy if the sense is left active too long.

--Quirk 3 (Mustard): The user of this Quirk has small antennae that give them an acute sense of gravity, allowing them to always tell up from down even while disoriented.

This inherently gives better coordination as the user is able to twist and flip while always knowing up from down. It also gives a general sense of day and night by sensing the moon's pull.

The user of this Quirk gains no inherent additional agility to better make use of their Quirk, needing to become better at it themselves.

--Quirk 4 (Radio Star): The user of this Quirk is able to perceive and pick up on radio waves, either listening to them internally or playing them from their teeth like miniature speakers for others.

Using this Quirk, the user can listen to whatever songs or radio talk shows might be on, tune in to police scanners, or potentially even listen in on secret radio communications.

The user has excellent reception, having twice the range of average radios while picking things up clearly. The user can't really shut the power off though, simply switch to dead air when they want to rest, potentially meaning sudden unwanted static if someone starts using their dead air.

--Quirk 5 (Censor!): As opposed to most Sensory Quirks, "Censor!" allows the Quirk user to deprive themselves. The Quirk user has the capacity to blue or censor things within their perception.

Erasing the sight of something within vision as if covering it with marker, dulling scents as if stuffing your nose, distorting sounds as if throwing them through a filter and more.

As this only allows the Quirk user to ignore things, it is usually more of a tool of convenience rather than true utility. You are only able to censor things within your perception, not the perception of others.

--Quirk 6 (Love Lucky): This Quirk automatically cross compares all known traits, features and knowledge collected on two individuals that is present within the user's mind, even if 'forgotten', and measures compatibility based on such information.

The Quirk is used by observing the two people in mind and activating it. After a moment, the user's vision will tint a certain color to indicate the general level of compatibility. White tinted vision indicates the highest possible compatibility while black is the lowest. (Other colors are up to you.)

The Quirk is only as good as how well the user knows the two targets. The information on how compatible they are as individuals has no inherent benefit, but can be used to partner potential friends together for teamwork purposes or play matchmaker.

--Quirk 7 (Peeper): The Quirk user has x-ray vision, allowing them to see through solid objects and surfaces to peer at what's beneath. The thicker and/or denser something is, the more difficult it is to see through. Perception of what lies underneath becomes blurrier and unclear.

Difficulties begin with anything thicker than your pinky finger. You really should be careful where you're aiming this. Some things are better left unseen.

--Quirk 8 (Brail): The Quirk user has a heightened sense of touch that has a complex interaction with the language processing sections of the brain. Through this, the Quirk user is able to read from physical mediums of writing such as magazines or books by simply laying their hand on the cover.

The Quirk user must know the language they're attempting to read. Doesn't work with text not recorded in a physical medium, such as that on a computer screen. Only a few times faster than reading it through ordinary means.

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

--Quirk 1 (Telepath): This Quirk allows the user to advise and instruct multiple people at once through mental communication, even across great distance.

The primary limitation of this ability is that it's one way only, as the user is unable to hear the thoughts or responses of others, simply relay messages from her end.

--Quirk 2 (Zoom): This Quirk allows the user to zoom with their eyes to see farther away with greater detail and clarity, with a maximum range of 5 kilometers.

The user of this Quirk narrows their peripheral vision as they zoom, causing them to potentially miss things readily apparent in their default line of sight while focused on something far away.

--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 well enough that they could function fine while blind.

This increase's one's situational awareness. The Quirk picking up on things outside of human perception allows a limited ability to sense someone's emotions by focusing in on them.

The sense is hazy unless focused however. The infrared rays may be scattered and disrupted by certain kinds of electronics and sensors as well, nullifying its usefulness.

--Quirk 4 (Echolocation): The user of this Quirk's ears and vocal chords are specially adapted, allowing them to project infrasonic screeches that bounce around the environment before returning to them.

The sounds they get back give them a clear picture of their surroundings, allowing them to navigate even in an otherwise void of sensory deprivation.

Materials that can absorb sound and loud, constant noise that can drown out your screeches can render the sense hazy and hard to use

--Quirk 5 (Ultraviolet): This Quirk gives the user the ability to see the ultraviolet light. This allows the Quirk user to see colors that others can, enhance perception of certain chemicals within their surroundings or locate objects in less than optimal conditions like certain insects in the dark.

The utility in tracking and forensic analysis is not to be underestimated. The downside is that it can't be turned off, and the world wasn't really designed for someone with your eyes. You detect messes that others can't see and that can be real gross. Ignorance is bliss.

--Quirk 6 (Watchmaker): This Quirk grants the user microscopic vision that can be used to inspect whatever the user is 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 like amoeba.

As an added benefit, the user has the ability to make excessively fine, controlled movements for use in interacting with the details the user is able to observe.

Due to the nature of the ability, the user tunnel visions extremely hard when in use, causing them to lose perspective even over things in front of their face. Takes a moment to zoom in on features, requiring steady observation.

--Quirk 7 (Beast): The Quirk user is able to assume a more bestial form with a number of associated benefits, growing larger, obtaining larger teeth, and acquiring full body fur when they assume this form.

In this form, they acquire heightened physical abilities, most pronounced being speed and strength. The Quirk user also acquires advanced senses, including an extremely acute sense of smell.

Their smell alone would allow them to quickly detect and identify familiar scents, picking apart individuals at range along with details like where they are and how fast they're traveling.

Overpowering scents can have deleterious effects on the Quirk user. The Quirk user is consumed by a great euphoria when transformed that can heavily affect decision making abilities and cognitive abilities.

--Quirk 8 (Polaroid): The Quirk user's eyes resembles the lenses of a camera, and a gray circle sits in the middle of their forehead. The Quirk user has the ability to zoom their sight in on targets several times over, though higher levels need time to acquire clarity.

The Quirk user also has the capacity to emit a bright flash from the circle on their forehead which is bright enough to temporarily blind those who were staring into it.

The Quirk user, at any time, may "take a picture" of whatever it is they're currently viewing. After a few seconds, something resembling a polaroid will eject from their mouth with the image on it.

The Quirk user is sensitive to sudden changes in light conditions, other than their own flash. Suddenly walking from a dark room into broad daylight, or being exposed to a strobe light, can cause intense pain.

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

--Quirk 1 (Snake Hair): The tips of the Quirk user's hair is made up of snakes. The user shares their senses with these snakes and can use their various excellent senses to track things around them.

The lineup of senses allows them to "see" heat, enhanced touch that's sensitive to vibrations, greater than human smell and taste that works both in and out of water.

The primary limitations involve all these senses being focused on the user's snake hair, and the snakes being sensitive to the cold despite the user's warm-blooded nature.

--Quirk 2 (Synesthesia): The user of this Quirk is able to perceive what one sense can sense through any other sense in a way and vice versa, a form of super synesthesia.

Your vision would be able to do things such as perceive tastes or sounds, hearing would be able to allow you to feel it, smell it, taste would allow you to put together an image and more.

With all five senses working together, you'll be able to obtain a unified super sense, allowing you to perceive things more clearly and accurately than any normal person could even understand.

The major downside is sensory overload that can render the user stunned and in pain. This happens when something particularly strong to one sense hits you, such an incredibly putrid stench, a deafening sound or a blinding light. They can also get lost in pleasant senses.

--Quirk 3 (Trajectory): The user of this Quirk casts a 20-meter by 20-meter cube shaped grid of awareness around them made up of numerous smaller blocks just four centimeters wide each.

The user of this Quirk measures speed, rotation, mass, shape and trajectory of anything that passes through one of the six walls of one of these smaller cubes, allowing them to calculate where it came from, where it's going and how fast it's going to get there.

The more walls something passes through, the easier it becomes to predict and react to it. This Quirk can quickly allow the user to measure and adapt their motions to become more and more precise.

The nature of this Quirk means information doesn't come in smoothly. If something for whatever reason instantly changes direction while inside a cube, the user's predictions can actually cause them to be caught off guard.

--Quirk 4 (Scouts): The user of this Quirk is able to manifest a creature with a long, round, segmented body like a centipede with numerous legs, each with paws hosting retractable claws.

The creature is about the size of a long but small dog, with senses far more acute than a human's in every way imaginable. It's also gifted mentally, like a mixture of an obedient pet and computer in one.

It skulks about at the Quirk user's discretion, able to deduce and learn from what it's five incredible senses feed it like some kind of fictional crime scene analysis computer.

The creature is able to split in half to multiply, growing shorter length-wise with a maximum of eight two-legged creatures running around at once. They, even small, host the combat abilities of a feral dog.

When the creature(s) returns to the Quirk user, the Quirk user learns everything they perceived, analyzed and learned while out and about, accommodating for the influx of knowledge perfectly.

The creatures created by this Quirk can still quite easily be killed if targeted with malicious intent. This pains the Quirk user greatly, and prevents them from summoning the segment(s) killed for several hours as they heal, the time stacking as each individual segment must wait until the previous heals to start.

(Note: Exact color and appearance of the creature is left in the hands of the buyer, such as giving it scales, feathers, fur or whatever.)

--Quirk 5 (Diagnosis): This Quirk can be used to give the user incredible amounts of varied and specific knowledge on the body of those visually observed.

With this power, the user is able to get precise measurements of all kinds, age, medical conditions, broken bones, birth marks and more. The longer the user continues to observe a target, the more details they are able to learn, almost endlessly.

Useful for locating enemy weaknesses or applying medical treatment in equal parts. The user must continue observing for additional details and observe a target in person. Collected details through this Quirk can be remembered incredibly 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. At any time after that, they play this recording back in their mind and inspect it from new angles, walking through this recorded memory.

Listen in on secret conversations that were too far at the time to hear, inspect details again and again for some clue, navigate a crime scene as it progressed for the identities of all those involved. Time slows to a crawl as you have this “flashback” allowing you to see things again and again.

There is a range of approximately forty meters maximum in an orb around the user that may be recorded. They may only record thirty minutes of time at a time. The more recordings kept, the harder it becomes to navigate them.

--Quirk 7 (Lie Detector): The Quirk user is able to detect a number of things from nearby individuals, including their heartrate, 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.

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 greatly increase their intelligence by drinking tea and closing their eyes. While their eyes are closed, they may mentally envision holographic text 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.

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

--Quirk 1 (Search): This Quirk allows the user to track and monitor and observe up to 100 people at once, including their location relative to the user and physical weak points.

This gives a complete awareness of what each of the marked targets is doing, albeit with more or less attention on their activities depending on the priorities of the user.

The user is vulnerable to being ambushed before having time to mark a target, a maximum of 100 people as previously mentioned, and loses focus of anyone who travels too far away.

--Quirk 2 (Foresight): The holder 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.

This has multiple conditions for activation and limitations due to its immense power. The Quirk user must touch their target, then make eye contact with them to activate the Quirk in the first place.

The user of this Quirk can only activate this Quirk one per day, but the futures they see are 100% accurate barring outside of context circumstances.

--Quirk 3 (Clairvoyance): The user of this Quirk is able to mark and hijack the senses of any living creatures within 300 yards of the user that they can perceive.

The mental load is dispersed across the user and all connected targets, like some kind of hive mind without direct control over or interaction those marked by this Quirk.

Using this Quirk gives the user a vast understanding of their surroundings if they’re able to mark numerous targets, which isn’t difficult if they can perceive them in some way.

Conversely, if the user is trapped or stranded somewhere that they can in no way perceive another living creature, their Quirk is unable to be used.

--Quirk 4 (Peek): The user of this Quirk is able to slow down their perception of time to a crawl and look up to ten seconds into the future, running a simulation of events.

The user is able to act as if experiencing things in intervals of 10 seconds, testing what reaction there is to the actions they take until they're reverted to their starting point.

The user is able to test multiple scenarios while paused to see which course of action may work best for them. When finally resuming time, they'll also be able to mimic the actions of a future they played.

The limitations for such power are severe however. The user can experience intense headaches with prolonged use of this "slowed time perception." Additionally, the user only has 100 seconds total per day that they can use to see and decide their future.

--Quirk 5 (Auto-Pilot): The Quirk user gains a secondary intelligence within their brain that scans the five senses of the user to the absolute extent of what is possible for them to perceive, even if the user doesn't understand the information like it does.

If danger is detected by this intelligence, it will temporarily take over and help the Quirk user dodge or counter. 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 user may shut off or suppress their autopilot if needed. The Quirk user may synchronize with their secondary intelligence, massively enhancing their senses and processing power for a short time. Synchronization however is extremely taxing on the mind.

--Quirk 6 (Sentry System): The Quirk user is able to grow small gray seeds and plant them, the seeds sinking into flora, dirt, concrete, electronics, automobiles and so on.

Once planted, the seeds will eventually mature, spreading roots throughout the object they were planted in. Once mature, these 'sentries' create a field of awareness that allows the Quirk user to perceive the area around the object or location.

The user can produce ten seeds a day, and more if they push themselves, though this is tiring. Ten fields of awareness planted within the area a day. Eventually it will seem as if they're almost omniscient.

Sentries can be destroyed if found, and will "die" regardless after six months once mature. The Quirk user may have trouble keeping track of the input of too many sentries at a time.

--Quirk 7 (Vector): The Quirk user becomes profoundly aware of kinetic energy, momentum and vectors of movement within their environment. The Quirk user is also aware of how much energy they can generate, the ways they can move and how to do so.

This provides the Quirk user with great insight on how to exert force, traverse any given area, and how to redirect the forces at work around them. With great effort and no superhuman ability, the Quirk user would be capable of catching bullets with their bare hands.

The Quirk user still has normal senses otherwise, and is only aware of the forces at work above. This means the material composition of objects in their environment is up to them to figure out, leaving them open to mistaken approaches, and tricks devised by clever foes.

--Quirk 8 (Chakra): The Quirk user can perceive odd electromagnetic fields, seeing them as various colored auras emanating off of all things. The greater the electromagnetic activity, the greater the user can sense something, although even that which has no activity has a perceptible aura.

Electronics, machinery and living creatures (due to their nervous system) all show up well to the Quirk user, appearing even at long range and through obstructions within their sight.

The Quirk user's senses are so acute to subtleties in aura that they could tell individuals apart, current stress levels, health/state of repair, and composition of objects based on familiar materials.

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.



!!!Scenarios!!!

You're only allowed to pick one of the below scenarios. Picking a scenario causes certain canon events to play out regardless of how much you try to change things.

-**Pillar of Peace**: All Might, some say singlehandedly, brought villainy to its knees and ushered in a golden age of peace and heroism. I'm sure you're already well aware of that by now however.

In the canon timeline, All Might passes down his Quirk, "One For All" to the aspiring hero, our boy Izuku Midoriya. With the remaining embers of his might, he continued his fight and stand as a symbol.

That was, up until his fight with the supervillain All For One, where he used up the last dying embers of One For All that rested within him to take the villain down, while rendering himself powerless.

The world slowly started descending into villainy and doubt in what tomorrow may hold without their invincible hero who stood up for them and all that was good in the world.

The Number Two Hero "Endeavor" isn't popular with the public, and the Villain Alliance has sown confidence in the outcasts of society leading to an encroaching darkness.

Young Midoriya is still far too young and inexperienced to carry the weight of the world All Might once carried as a pillar of peace despite his ambition and drive to succeed.

The challenges that timeline faced are not the ones you will face, but you will face a version of them soon enough. By taking this scenario, you will subsume Midoriya's role on that fateful day to become the inheritor of One For All.

Just like in that timeline, All Might will inevitably lose his powers, burning them out in the line of duty as the world loses their pillar of support and no one ready to fill his giant shoes.

That's where you come in, however. Your job in this scenario is to fill the big shoes left behind by All Might and carry the burden of being a symbol of peace for the world while restoring order.

You start as a relative unknown, so earning recognition through your deeds is paramount. In addition, unnatural means of swaying the public to your side seem resisted by the public who was so entrenched in their old heroic icon meaning you'll really have to work for it.

You'll need to do it quickly too to stem the tide of darkness looming on the horizon, which seems stronger by the day, far stronger than in the other timeline.

The decay of society as well as the rise of ambitious villains and organizations become especially potent in part due to your taking of this scenario.

You will fail the scenario should you allow the world to fall into the anarchy it had known peace from for so long, or fail to restore some measure of peace this world had before your arrival.

The price of failure, failing the duty you promised to uphold, is harsh. Your chain will end with you left behind here. Whether you choose to fight on or not is in your hands.

If you succeed however, you shall keep the power bestowed upon you by All Might, the power he once used to stand above villainy and shine in the hearts of the just.

One For All, All Might's Quirk that can be passed down and grows stronger with each generation, with the power of eight past users behind it including All Might himself.

One For All bestows the ability to generate incredible strength at a moment's notice, used to move at extreme speeds, strike with mind blowing force and boost the user's physical capabilities in general.

All Might's feats of strength and speed using this Quirk and his own years of experience and expertise with it were awe inspiring for the public, though it was of course paired with his undeniable charisma.

With the extreme power it bestows however, it also carries its own share of limitations. One For All's power is hard to control, and bestows no special protection to the user.

The user's body must be strong in order to not just blow up, and they must train and get a feel for the Quirk to control how much power they use and then ramp up how much power they can use over time.

-**Stain's Legacy**: Stain, the Hero Killer. An infamous serial killer who targeted heroes when they were alone to kill or cripple them in order to spread his message and revitalize the world.

His message? That the title of hero is sacred, and it's being tarnished by the massive influx of false heroes flowing into the world today. Those seeking glory, money or their own self gain are not heroes.

His end goal is to make a world where only the deserved can still call themselves heroes, and any he judges to be wanting are in the ground, made into examples.

Stain is a highly capable and dangerous man despite his relatively weak Quirk. When he was finally brought down, his infectious, mad charisma where he continued to fight till the very end was recorded by numerous bystanders and broadcasted to the world.

And so, his message spread, and the likeminded outcasts or those easily swayed by the words of someone as deeply charismatic were influenced to fall into his footsteps.

Even now, while Stain is locked up in a maximum-security prison, his darkness is cast over society from this one instant. By taking this scenario, you too have fallen in step with his message and are determined to see it through.

You must clean this filthy world, routing out every ounce of weakness and corruption within the system of heroes leaving only shining examples of heroism like All Might or Deku behind.

Whether that means you personally and systematically take it into your own hands to slaughter or cripple them to get them out by force, or you take a more legal route, infiltrating the system to get all those who don't meet your criteria from their falsely deserved roles is in your hands.

Your efforts will be opposed at every turn by heroes and society alike, as the darkness on the horizon grows and the world needs as many heroes as possible right now. It is possible though.

However you choose to carry out this mission, know that you have 10 years to do it or fail. Failure, unlike the above scenario, will not end your chain, but you will also go without reward.

For successfully bringing the world into Stain's vision where the sacred title of "hero" has been wiped clean of this filthy taint that has spread over it in recent years, you'll be able to spread messages and warp society in the same vein as he did by accident.

You'll be able to seed your message throughout civilization, letting it spread like an unstoppable wildfire. It won't be able to be stopped or contained, and likeminded people will be swayed near instantly to your like of thinking with an almost fanatical obsession.

Even those who are unconvinced or outright deny your message will be forced to confront it as it grows in visibility and popularity through your followers, and in a way this is a victory as well.

You'll be able to bring your message to light, and even if the world isn't swayed to your line of thinking, it will not be able to go without being confronted, giving anything you wish to spread this way the potential to change the world.

-**Big Bad Conspiracy**: All For One, one the greatest threats the world has ever known, a supervillain of unmatched power, cunning and mystique that once ruled from the shadows.

In the canon timeline, All For One is defeated after confronting his oldest foe, whoever held the Quirk One For All, which in this case was the world's number 1 hero, All Might.

The villain is taken to a maximum-security prison instead of outright executed due to always cleverly covering his tracks when committing his most serious crimes, but the world was safe from him.

His disciple, Tomura, and the Villain Alliance that All For One had helped build around him, were sadly able to get away as they continue to lurk in the darkness, waiting, scheming.

Upon taking this scenario though. . .this is no longer the truth, despite what everyone else may believe. “All For One” gets brought down and arrested, a clone of him that is.

The true All For One makes a clean getaway as the world thinks otherwise, back at the head of the villain alliance. This, this was just one part of a new, terrible plan to rock the foundations of the world.

You learn this by pure chance after overhearing some talk about this in the underbelly of the city, but the problem is that nobody in power really believes you.

The heroes, the police, even the masses who witnessed the fight live on the news all are unable to comprehend such a serious threat falsifying a loss like what they were able to witness.

Whether they were at the crime scene, or experienced the fight, it’s just not going to happen with most people. They can’t be convinced he’s not rotting in prison.

Do you know who does believe you? The outcasts. All those people you see and know by name downtown, the Quirkless, the thugs people don’t trust even if they’re not all bad.

Only these people, the second-class citizens of the world, the ones who fall between the cracks, can be convinced that you’re, without a doubt, telling the truth with conviction.

All For One will soon be ready to assert his dominance over the world with All Might out of the picture and society never more fragile with hope blanketed by bleak blackness.

He’s plotting something big, and it’s going to be up to a lone vigilante, that is to say a hero working without a license or defying the status quo, along with a rag tag team of outcasts that they’re able to round up, to confront and take down the Villain Alliance for good.

You’ll need the help, even if it feels like you can do everything on your own. This Villain Alliance just ends up too strong to face by yourself.

Failure to stop All For One’s plot means failure of this scenario, no reward, plus the guilt of being unable to stop the villains from winning.

Success, toppling the Villain Alliance, saving the day even when you won’t get the glory, will net with you the ability to blow the whistle on anything you know to be the truth.

A simple public declaration will suffice, causing evidence to surge forth from all over. No one will be able to deny the truth, no amount of social or political power can cover things up.

Once you blow the whistle on the truth you know to be true, it might as well be commonly talked about fact with all the implications that involves.

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!!!Drawbacks!!!

You have a limit of 800CP gained through drawbacks. You may take more drawbacks for no additional benefit.

-“Vigilantes!” (+0): You seem to have arrived earlier on in this world, with more casual undertones. Basically speaking, you begin a year or two earlier at the start of the spinoff series ‘Vigilante: Boku no Hero Academia Illegals.’

It’s hard to place an exact time, all you need to know is that things seem to take a more comedic, yet somehow darker tone at the same time. Stain has yet to become the hero killer and works as a murderous vigilante.

An old Quirkless guy named Knuckleduster works together with a college aged teen who goes by The Crawler to fight villains in back alleys. Characters you might be familiar with seem more like caricatures, at least somewhat. It might just be because everyone is younger and less mature though. Have fun!

-"Bitter Rivalry" (+100CP): You now have a rival that's impossible to get rid of. You two will naturally grate on each other's personalities no matter what either of you may be like.

When I say impossible to get rid of, I do mean impossible. Your careers always seem to draw you two together, attempts at killing them always end up failing and even fate would see that the two of you end up on the same missions.

Luckily things should never become outright deadly between you two, unless you make it that way that is.

-"Endless Suspicion" (+100CP): You give off a villainous vibe automatically. Even if you're a well-known hero, you still end up being suspicious or seen through shit colored glasses by the public.

Close, personal friends and companions may know how you really are, but often times even the best opinion about you is that you’re a shady guy/gal. You’ll always be watched and considered as a security risk.

-"Social Anxiety" (+100CP): Congrats on that near crippling social anxiety, only exasperated by your constant contact with the public at large due to the social roles most heroes, villains and those working near them take in life.

You’ll stumble over your words with people, interviews and media appearances go terribly, you always feel like you’re being bared down on by the eyes and judgement of everyone who looks upon you, as well as those who don’t.

-"Quirky" (+100CP): You remember your Quirk, central theme of your powers? Well now you’ve obtained some kind of negative personality trait directly reflecting it.

Explosive based powers? Explosive temper more like it. Can you see really far? I bet you can, right into people’s business as you snoop and gossip.

Whatever it might be, it always seems to hinder social interaction, meaning you’re less likely to make friends or allies whatever role in life you choose to lead.

If for some reason you don’t have a Quirk, simply pick up some bizarre, awkward mental trait that puts you in opposition with locals.

-"Crippling Weakness" (+200CP): In addition to the normal, natural limitations of your Quirk, you now have an unlucky biological defect that works in stark contrast to it that actively hinders you.

Super speed? Your legs are uneven lengths making movement awkward. Power works based on vision? Chronic and sometimes agonizing dry eye.

Animal Mimicry based? All the embarrassing parts and weaknesses are emphasized. Does your power have a personality of its own? Not a very agreeable one, that's for sure.

Whatever it is, it makes anything to do with using your abilities a giant detriment and often extends even outside of usage of your Quirk. (Note: Unable to be taken with Quirkless Loser.)

-"Tragic Backstory" (+200CP): Some messed up shit happened in your past, real messed up shit, dead parents in front of your eyes level messed up

Mental scarring is guaranteed and physical scarring is a possibility on top of it, both potentially hindering normal life, much less the studies of a student or the dangerous work of a hero or villain.

In addition, pick any form of common trauma such as experiencing a house fire or parental abuse. Topics and situations that remind you of your trauma will lock you up physical and mentally or put you into a state of distress.

-"Quirkless Loser" (+200CP): You don't have a Quirk and everyone knows it. Whatever Quirk you bought or customized will be locked for the duration of your stay, completely unusable.

As a member of the 20% of the world's population deemed "Quirkless", without individuality, you'll be treated as a second-class citizen by some, and looked over as weak or a charity case by others.

People always seem to know about you at a glance too, even without you needing to tell them, so you'll never be able to hide this fact.

-"Wrecked Respiratory" (+200CP): A battle went bad and now you've been crippled. The exact nature of your injury is up to you, but whatever it is inhibits your stamina and ability to use special powers like Quirks greatly.

You'll only be able to exert yourself above the level of a normal human for a few hours each day. After that, you'll be forced to recuperate and regain your strength.

You might be able to push past this barrier, but the nature of your injury means you'll incur serious damage and potentially even worsen your condition, lowering the time you'll be able to operate at full strength in the future.

-"Growing Pains" (+300CP): Welcome to growing up, even if you're an adult. Your competence just took a major nosedive as if you were still new to life and a bit dense besides that. Relearning life lessons or how to do things is going to take time, a lot of it actually since you learn slowly now.

A lead character can't afford to be incompetent forever though, right? The universe seems to think that, as it'll often throw harsh challenges and hurdles your way to try and encourage growth by targeting problem areas, like survival skills. Have fun with that.

-"It Never Goes Well" (+300CP): I hope you're familiar with failure, because you're going to see no end to it during your time here. Your villainous schemes go rotten before they can hatch.

All your sneaking around can't help but end with walking right into the spotlight. Heroics usually end with collateral damage and bad PR.

Students get failing grades or targeted by bullies more often than not. Whatever you can expect to happen badly, usually does, sometimes to life threatening extents.

-"Bone Breaking Backlash" (+300CP): Your powers, both from this Jump and others, now carry dramatic kickback that proves detrimental to your health converse to their potency.

The stronger the power you use, the more it hurts you in return. Even normally passive things like Super Strength or Enhanced Vision can completely fuck you over.

Your self-control over these powers is shot to high hell for now too, but thankfully you can work to overcome this later with time and training.

-"Purely Unoriginal" (+300CP): Something feels wrong, like you're not quite as 'solid' as you used to be. You are no longer the original, Jumper, you are a clone.

You share the properties of clones made with Twice's Quirk, as if he'd made you from the original at some point. Where the original is, you're not sure, but you're weaker than them all around, less 'substantial' too.

Like clones you can take a bit of damage, but take too much and you'll fall apart into a puddle of black liquid, and that's it. No number of bandages or healing based abilities will be able to save you by that point.

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!!!Jump End!!!

As your reward for successfully surviving ten years, I present you with three choices. You may pick only one however, so think carefully.

-This Is My City!: You have seen the light! Whether it was All Might's influence in wishing to bring peace to this world, or you followed the lead of villains like All For One who wish to rule over it like some kind of Demon King of Darkness, you're choosing to stay in this world and end your chain.

-My Planet Needs Me!: Whatever got to you, got to you hard. Maybe the heart of a hero now beats in your chest and you feel indebted to your original home, seeking to make it better now instead of later. Maybe the bad seed of villainy has sprouted and you wish to take it back out on the place you experienced do much heart ache in the past. Either way, you're ending your chain and going home.

-Plus Ultra!: This world has reinvigorated your adventurer's spirit with its overflowing energy and enthusiasm (or maybe you just see it as a foot note)! You can't afford to let yourself sit around and stagnate, you need to push ever onward, continuing your chain and journeying somewhere new!

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!!!Notes!!!

-Note 1: This Jump was started by an unknown anon and left as an unfinished work in progress. When it got brought up in thread, I decided to take the Jump on so it wouldn't sit in WIP hell anymore. For further reference, this (the Jumpmaker) is NuBee.

If you have any questions, you can direct them towards me. I'd also like give thanks to various anons and peeps from the IRC who helped me out, and extra special thanks to the always amazing and beautiful Valeria who helped so much behind the scenes.

Thanks to Dog as well who helped with many of the OC Quirks in the 1.1 update.

-Note 2: Self-Mutilation cannot be used by others that are controlling your mind or body to bypass your defenses and hurt you against your will.

-Note 3: Quirks have a chance of being passed down to children, or they may just develop an entirely different Quirk. Aesthetic features of Mutation Quirks like Animal Mimicry Quirks may be passed down to children even if the child develops an entirely different Quirk.

An example of which would be a Bird Mimic having a child that has a bird head like them, but actually bares a power to manipulate electricity.

Children may not obtain a Quirk at all in fact, but may still end up carrying the Quirk gene within them, allowing their children or grandchildren to develop them in time.

-Note 4: I'm aware of the canon categories of Emitter, Transformation and Mutant. I went with a different batch for the Quirk Table to go more in depth on descriptions and ease with coming up with more choices.

-Note 5: Not all Quirk combinations are a good thing with Quirk Marriage, but they shouldn't go bad. The canon example of Half-Hot Half-Cold is one such example

Todoroki technically has both Fire and Ice powers, but his powers are split down the middle of his body instead of merging seamlessly due to their contradictory natures.

It's also important to note that Quirks can't be merged to completely eradicate limitations. As a biological function, there's always some kind of cost to use these powers just like punching relies on the wellness of your muscles or breathing relies on having air and your lung health.

- Note 6: Due to Quirk Marriage merging both of your chosen Quirks together into a new, singular Quirk, "Empowered Quirk" would affect this new combination as opposed to only one part of it. (Due to rewriting of Quirk Marriage as of Update 1.1 for clarification, I'm hoping this note is unnecessary.)

-Note 7: If you pass One For All down to someone in a Jump, you will gain it back through fiat when you leave. You will not receive a version even stronger than it was before as if it had been passed back to you after being passed down, simply what you had before, no stronger, no weaker.

-Note 8: When buying Empowered Quirk for a Quirk created through Quirk Marriage, use the higher Tier Quirk in the combo as the base Tier for the new Quirk.

As an example, using Quirk Marriage to combine a Tier 0 and a Tier 1 Quirk would make the new Quirk count as a Tier 1, and allow you to buy Empowered Quirk a maximum of two times.

(Due to rewriting of Quirk Marriage as of Update 1.1 for clarification, I'm hoping this note is unnecessary.)

-Note 9: The Erasure Quirk and Forced Activation Quirk can continue to be used post-Jump on powers resembling Quirks. That is to say, superpowers rooted in biology.
It will continue to have the same limitations however, not being able to shut off things that are always on similar to Mutation Quirks of this world.

-Note 10: On request, I'll be including several examples of more synergistic uses of Quirk Marriage below, so people can get a better idea of what Quirk Marriage is capable of.

Example Quirk 1 "Airburst + Ringer = Concussion Grenade"– The user of this Quirk would be able to mold invisible air grenades like Airburst that carry the effects of Ringer.
Upon contact with something, they rupture, letting loose a tremendously loud sound that temporarily deafens and disorients anyone caught in the initial blast while catching the attention of others nearby.
This effect lasts around five minutes for those caught in the blast, and the user must hold their breath to compact and form their grenades until they're fully shaped.

Example Quirk 2 "Fiber Body + Fiber Master = Fiber Golem" – The user of this Quirk would have a fiber body and fiber control with control over their own fibers being emphasized.
They would be able to exert control even over separated body parts, a grotesque form of shapeshifting, limited flight, strange body manipulation feats and incorporate foreign fibers into their anatomy to strengthen or enlarge it, turning themselves into some kind of textile monster.
They wouldn't be able to control other fibers as well as the ones that compose their body however. They also wouldn't be able to keep foreign fibers as part of them forever due to them not really being alive, and would become extra vulnerable to fire.

Example Quirk 3 "Jet + Lighter = Rocket Boots" – The user of this Quirk has holes in the bottom of their feet that function like rockets, allowing them to jettison themselves through the air.
The rockets are fueled by the air in the user's lungs just like Jet and Lighter and can be used to scorch those the user stomps or kicks. The user would be even faster than someone with Jet after training.
Due to the compression and fuel source, the user is only able to move in exceedingly fast bursts as opposed to something more sustained. Excessive use may burn their feet.

-Note 11: The Changelog for the 1.2 Update includes the follow.
--200CP General Perk representing training and experience with Quirks. Free to Heroes and Villains.
--Rewrites of Empowered Quirk and Quirk Marriage to hopefully clarify them.
--Second Level of Quirk Marriage included for Four Quirk Marriages.
--56 New Quirks, identifiable as "Quirk 7" and "Quirk 8" in each Category & Tier of the table.
--Mild buff to Bottled Lightning, allowing it to gather minor amounts of electricity from environment.
--Minor formatting to make it easier to navigate the now considerable Quirk Table.
--Page Color made slightly darker so it's easier on the eyes.
--Most Companion options reduced in price. Canon Companion down from 300CP to 100CP.

-Note 12: If you encounter a canon quirk on the table and canon has since altered its effects in drastic ways, you have the freedom to decide whether to lean into your own purchase having similar properties, or whether you go along with your own Quirk functioning as it was described on the table.

-Note 13: “Version 1.3” Changleog
--Addition of new “Wild Nomu” Origin
--Addition of new “Wild Nomu” Perks
--Addition of new “Wild Nomu” Items
--Note attached to “Superficial Mutant” perk detailing “Wild Nomu” interaction
--With the growth of the Quirk section in past updates, I’ve moved it farther down in the document, and have brought the “Item” and “Companions” sections up above it. Items are now above Companions.

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