Generic My Hero Academia Fanfiction Jump
By Sentry342

In a world populated with superhumans, the superhero-loving Izuku Midoriya is without power. However, after the Quirkless dreamer Izuku inherits the powers of the world's best superhero, All Might, his hopes of becoming the top hero are now possible. Once enrolled in the high school for heroes, U.A., Izuku soon discovers being a hero is much more complicated than it appears.



Or at least, this is the story you're familiar with. Have you ever wondered what would have happened if maybe this budding hero had received a different power or chosen the path of villainy rather than heroics? On the other hand maybe you're curious about bigger changes. How would the world have changed if All Might and All For One had both died in their original battle. So many possibilities of what could have been.

Take these 1000 Choice Points, you will probably need them depending on what you decide to do.

Location

You can either choose one of the locations below or roll d8 and receive +50cp to let the whims of fate decide your path.

1. ***U.A. High School*** - U.A. is an academy that boasts the best heroics education in Japan. It is the main location for the Heroes of this story.
2. ***Shiketsu High School*** - Shiketsu High is the one Hero Academy that can match up to U.A. High School in terms of prestige. It is the best school for heroes in training in the West as U.A. High is in the East.
3. ***Musutafu, Japan*** - Musutafu is the main city where My Hero Academia takes place. It is located somewhere near Shizuoka Prefecture. It is also where the protagonist Izuku Midoriya lives.
4. ***The League of Villains Base*** - This abandoned bar is used as the main for the League of Villains. You will appear outside of the bar. If you aren't here to meet with them I would suggest you quickly leave.
5. ***I-Island*** - I-Island is an artificial moving island inhabited by over ten-thousand scientists conducting research on Quirks. It contains some of the most advanced technology on the planet. In addition it is the main setting of My Hero Academia: Two Heroes.
6. ***Nabu Island*** - Nabu Island is an isolated and peaceful small island with a population of about 1,000 that lives in a tightly-knit community. It is the main setting of My Hero Academia: Heroes: Rising.
7. ***America*** - You should be able to recognize this country. While it hasn't been as developed compared to the main location it likely houses a large population of heroes and villains. You may start in any location of your choice in the country.
8. ***Free Choice*** - Lucky you, feel free to pick any of the locations above or choose a location not listed.

Time

You start out a week before the beginning of your story occurs. The main time period will be based on the story you have chosen to enter.

Worlds

Generic Story
Well since this is a generic jump, then maybe you want to choose a generic world. This world will be a blend of all of the various tropes and whatever common features there are. This world will resemble the canon story, but likely have a number of divergences from what you know.

Specific Story
Maybe you had a specific world in mind when you chose to enter. This option allows you to enter a specific fanfic of your choice. There are literally thousands of great choices here, though the specific one one is up to you.

Disaster World +300CP
This is a world where everything has gone wrong or things are significantly darker than canon. Maybe in this world the Heroes are worse than the villains. Maybe All Might is a ruthless monster who kills anyone who defies him. Perhaps Nezu tortures children to make others understand what he went through. Regardless, this world is a horrible place. Honestly I'm not sure why you would want to come here.

Crossover World
It seems this world is a combination of many others. The degree of the crossover can vary anywhere from a single character appearing all the way to a full realm merge. You may choose the worlds involved or leave it up to a random outcome. Perhaps you want to see how the heroes of this story would survive the horrors of Bloodborne. Maybe this world is a combination of other Super worlds such as Marvel, DC, Invincible, and many others. The possibilities are quite literally endless.

Origins

You may choose an origin below, any of the origins may be taken as a drop-in if you wish.

The Hero - Free

Of course you want to be a Hero. Who wouldn't? You are one of the many people on the side of good. You could be a hero student, an active pro-hero, or even a retired hero who's been called back into action. Regardless, your goals are to defeat the villains and protect the innocent.

The Villain - Free

It seems you are considered a Villain. This doesn't necessarily mean you are a bad person, but more than likely means you're on the wrong side of the law. You may choose to be involved with a villainous organization such as All for One's forces, the Meta Liberation Army, or the Yakuza. Otherwise you'll start off on your own.



The Outcast - Free

You're one of the people rejected by society. Maybe you have a quirk that disgusts those who are quick to judge, you may be labeled a villain for things outside of your control, you might even just be quirkless. Either way you're one of the individuals that society would prefer to ignore. Do you want to make them pay attention or will you remain hidden in the shadows?

The Scientist - Free

Rather than being one of these flashy morons running around in a costume you are a person of science. Maybe you're a student at UW's support class, or a scientist at I-Island. Regardless of your origins you are someone who creates and develops though that doesn't mean you can't kick ass as well.

The Vigilante - Free



Maybe you were originally a hero originally or were an innocent who witnessed some sort of tragedy. You are technically a criminal even though you're still helping people. You might be treated like a villain if you kill others even if they're criminals though so keep that in mind.

The Student - Free

Ignoring all of the other options you could be a young individual getting ready to start your journey. Maybe you were inspired by the heroes on TV and want to become a hero like them. Well right now you're probably just a hero student. On the other hand maybe you were caught up in a bad situation and are learning from some of the more unsavory aspects of society. Either way you're still learning at this point, but you've got the potential to reach the peak if you try.

Politician - Free

Depending on what you believe this will either lead you to becoming a powerful force of good in the world or turn you into a diseased ridden parasite draining society. Regardless of your motives you are involved in politics one way or another. Will you try to influence society or simply maintain the power you have amassed? Whatever you choose is up to you to decide.

Age and Gender

Age is freely chosen or whatever makes sense for your origin. Your gender remains the same as the previous jump or you may pay 50cp to change instead.

Species

Choose of the following races

Human - Free

You're a bog standard human, granted here the actual definition of human is stretched a bit. You know considering the animal people, the person with a fire hydrant for a head, or whatever other weird individual you could encounter. Unless changed by a quirk or a perk you will appear as a normal human. Any appearance alterations may be chosen as long as it could appear in our world.

Animal - Free

Rather than being a human or some variant you're literally an animal. Granted this isn't that bad here since animals have been shown to be able to possess quirks. The most common example would be Principal Nezu. He is a mouse dog bear or something else entirely (we honestly don't know so don't think too hard on it). Anyways you can be any animal of your choice though your form will likely gain a bipedal ability similar to how Nezu walks on two legs rather than all fours.

Nomu - 200cp

Oh this may either be a horrible fate or an impressive boon depending on your outlook. You have become a Nomu, these are artificial soldiers whose bodies have been adapted in order to hold multiple quirks. Some of their most common traits are large muscles, typically a purplish skin tone, and having an exposed brain. Although in some cases particularly the high end nomu they don't alway have this weakness. If you are a villain then you likely will be one of All for One's elite nomu, and any other origin will likely have you be an abandoned nomu who had died and been discarded. Luckily for you you'll have woken up in your starting location. You may create a different explanation if you desire.

Out of this World - Varies

Given the unique nature of this world you may choose any race that is not listed. This will also include races from other worlds that have intersected. For example, if the world you choose is crossed over with Worm then you could choose to become an Endbringer or an Entity. Base the cost of the species on the examples above. In this case an Endbringer would cost 500cp and an Entity would cost 1000cp. Try to be fair when deciding the prices of species based on their power levels.

Skills and Perks

All perks are discounted to their origins and the 100cp perks are free to their origin.

General Perks

Quirk - Free/+200/+400cp
Quirks are superhuman abilities possessed by approximately 80% of the population. They can either be overwhelming powerful abilities or be incredibly convoluted powers. Some might get the ability to manipulate an element while others will get a spray bottle for a face. Luckily for you, you'll get the option to choose your quirk below. This will grant you access to the Quirk Section.

In exchange for giving up on your quirk, but still retaining a power you can receive 200cp. This option will allow you to pass off your powers as quirks regardless of their origin. This still could cause some complications if people specifically examine you for it, but for the most part you should be able to hide your uniqueness fairly easily. As a side effect, you will be able to conceal your powers similarly in future jumps with this method when it's applicable.

Lastly you can choose to give up your quirk and become a quirkless individual instead. This will give you 400cp since you have chosen to give up an opportunity for power. Doing this does mean you can't access the Quirk Section as well if you didn't realize. Should you choose a race worth over 500cp you will be restricted to the +200cp level considering how many races are capable of eclipsing this world with their natural abilities alone.

I'm Definitely in an Anime 100cp
You may remember how some options before limited the amount you could customize your appearance. Well if you weren't happy then this is the option for you. You get free range to customize your appearance to anything that is theoretically possible here. Choose any color, shape, size, or whatever else you can think of. After all there's someone that literally is Godzilla here so you can basically go crazy (granted he is only about 13ft tall). Keep in mind you'll have to live with your choice. So if you're over ten feet tall then doors, vehicles, and clothing will probably become a big issue.

Comic Book Beauty 50/100/200cp
For 50cp you are considered to be a 10 out of 10 and near peak beauty for a normal human. This will also remove any natural imperfections or anything that would subtract from your appearance.

For 100cp you are worthy of being compared to the likes of top tier beauties of an anime. Anyone of your preferred gender who sees you will be enthralled upon first meeting you.

For 200cp you are unmatched in the looks department. Even the most stunning models would admit their inferiority compared to you. Your face alone could swoon the masses and the gods would admire you.

Altering Fate - 200cp
There are a number of people who throughout their lives have gone down multiple paths. Stain was a vigilante before he started going after heroes, becoming a villain. Lady Nagant was a spectacular hero before she couldn't handle the pressure being put on her by the HPSC's assassination missions. Maybe you shared a similar path to these individuals. You are allowed to choose a second origin for this jump only. You will receive all discounts and freebies associated with your second origin.

Stop Flailing! - 200cp
Well good on you, it appears you actually seem to know what your power does. You are skilled in using your quirk(s) for a variety of purposes ranging from day to day activities all the way to combat techniques. You know the ins and outs of your power and won't make any stupid mistakes with it…hopefully. This is a skill that certainly would suit a budding hero or villain, but also wouldn't be out of place on any other individual considering how often people get attacked.

NSFW Enabled - 200cp
There are quite a few people obsessed with altering things towards a more lewd angle. If you are one of those people then this is the option for you. This is a toggle that allows you to alter your powers for a more adult use. Maybe the cloning ability creates fetish clones rather than simply creating a copy under your command. This ability can be toggled on and off so you won't have to sacrifice your original power for an adult version.

Can't Touch This - 200cp
Considering just how many people there are that can take your powers here let alone all of the methods to outright remove them you may want this. This perk protects you from any method that would allow someone to steal, suppress, or remove your powers. So feel free to shake All For One's hand, tank a bullet from Overhaul, or punch Eraserhead while he's watching you. Just keep in mind most of these people can still hurt you, this just stops them from weakening your powers.

Multi-Quirk - 200cp

While most of them are the result of very special circumstances it is possible for someone to have multiple quirks. This perk makes it so that later on as long as you can afford it you'll be allowed to purchase multiple quirks. How they interact will be up to you. Also to clarify this will give you the ability to hold any amount of quirks. You just need to figure out how to acquire them whether you purchase them here or acquire them in jump. This will also work with any other similar abilities post-jump. For example if you went to Jo-Jo you could have multiple stands. Any power that would normally be limited to one no longer has a limit cap.

- The Nomu race will receive this for free due to the modifications they have undergone

What the Hell? - 300cp

You have a bizarre ability to pull off these one hit wonder moments. To explain further you will be able to use abilities that you don't have access to every now and then. The timing will be random, so you won't be able to force them at will. They will however likely appear when you need them. An example of this would be how Toga was randomly able to turn invisible for a few seconds before. You will be capable of similar small feats. You won't get anything insane such as becoming a nuclear reactor for a short time, but small things like telekinesis or magnetism wouldn't be out of the question.

Hormones out of Control - 300cp

Maybe it's that protagonist's charisma or you've got some sort of special charm, but you seem to be surrounded by beautiful people. Even without trying you'll attract the attention of numerous beautiful and powerful women (or men for if that's more to your taste). You've got the charisma and charm to handle them as well so don't worry about being overwhelmed. Best of all should you choose to pursue any of the lovely ladies they seem willing to share. Maybe they discussed it while you were off on a mission, but none of them have a problem being with you. Honestly it almost seems like you become more attractive to them the larger your harem is. Even those that are out of your league or even your enemies seemed to be affected by this. Maybe you could assist your side and use this to recruit some choice allies as well.

Plot Armor Incoming - 400cp

Whoa you really are a lucky bastard. It seems like the world itself is trying to prevent you from dying in a stupid manner. Running through a collapsing building well all the debris misses you if only by a few inches. Walking through a villain base filled with traps, it seems the one landmine you stepped on was a dud. This won't protect you as much in fights where someone is actively trying to kill you, but this will stop the majority of instances where your death would be considered anti-climatic.

Outnumbered, but not Outgunned - 600/900cp

Considering how many people choose to go at it alone most of them end up fighting against superior numbers. This perk has two main effects that you can choose from. The first is boost effect, when fighting against a larger force you will receive a corresponding boost in all aspects. This however, will only work when you are fighting against foes that actually present a threat against you. Meaning you could survive on your own like Bakugou did during All Might's fight against All For One, but it wouldn't do anything if you were fighting against a group of street thugs that you could literally beat with one hand tied behind your back.

The second option is to become a one man army that numbers mean nothing against. As long as you are stronger than any of your foes, numbers will become worthless. No matter how many foes you are fighting against you will not get exhausted and will be able to finish the fight. This doesn’t mean that it will be over quickly; you'll still have to kill/defeat everyone, but it will be within your limits. To clarify this means that if you are capable of beating the strongest fighter 1v1 in an enemy's army then you will be capable of beating the entire army. Whether they have a hundred or a million will be irrelevant. You may purchase this perk a second time to receive both effects. The second purchase will be discounted as well.

Origin Perks

The Hero

Greetings Citizen - 100cp
If you want to be a hero then one of the most important things you need to know is how to work with people. This perks gives you the ability to deal with interviews, console grieving citizens, and a variety of other issues. You may not be able to deal with some of the more difficult issues with this alone, but you'll never make a mistake on the job.

Heart of a Hero - 100cp
Honestly one of the simplest things that ensures you end up being a good hero is a good heart. There are a lot of people that join this profession seeking fame or power, but you're here because you have the heart of a hero. No matter what situation you encounter you will always be there ready to stand up for justice and anyone that sees you in action will know it as well.

I am Here!- 200cp
When all hope seems lost and everything is falling apart you become a beacon of light protecting everyone. The people will look at your smile and know that someone who cares has arrived to help them. This will also make you skilled in comforting people who are suffering and boost the morale of those on your side when you spring into battle. The innocent will rejoice and the villains will fear your might.

The Caretaker- 200cp
There are a lot of bad things in the world, but it just seems so much worse when it happens to children. Maybe it's because they haven't had the opportunity to grow up and make their choices. Anyhow you seem to have a habit of running into kids that are either in need of help or a good role model. If you went out for a walk at night maybe you would run into a child being chased by criminals. Instead of someone in need, maybe you would find a child that has just unlocked a great power. Some words from their role model could remind them not to become arrogant and to think about the responsibility garnered by their power. As long as you try to help when encountering these events you'll probably inspire a lot of future heroes and stop some villains from being born.

The Media's Darling - 400cp
The media can't help but love you. They'll always do their best to paint you in the best light possible. They will help spread your messages and teach the world to look at things from your perspective. As long as you don't go around committing various atrocities the media

will always remain your faithful defender. Just to be sure not to push this too far. After a certain point they won't be able to protect you from everything.

HPSC Training - 400cp
While there are many shining examples of heroes the vast majority don't know about the darker side of heroics. You were either recruited by the Hero Public Safety Commission or underwent extreme training similar to their agents. This has resulted in you being trained in lethal techniques, assassination, and a variety of wet work spy tactics. You may not be proud to know how to do this, but when the time comes you'll be capable of doing what's necessary.

I Will Save Them! - 600cp
The most important job of a hero isn't to defeat the villains, but to save the innocents. This is a lesson that so many seem to forget, but one you have keenly remembered. When someone is in danger you are capable of erupting with strength that could far surpass your limits. Both the greater the numbers of people you are protecting and the more innocent someone is the greater the boost. For example if you were protecting a child who had suffered their entire life then you may experience a boost beyond what you could get from protecting an entire group of normal people.

I Want You to be Better - 600cp
Being able to save people is one thing, but inspiring them to rise up is another. Your presence carries a grand charisma that makes those who watch inspired to be like you. You'll always have something to say that can lift people's spirits. Even when everything seems lost, as long as you don't give in everyone will still have hope. An additional benefit as a result of this is that you'll probably become a household name even if only due to sheer kindness. The public will love you as long as you don't do anything blatantly evil. Those like vigilantes who are closer to gray will likely respect you a great deal and even the villains will at least acknowledge your ideals rather than viewing you with contempt. If you stay in the game long enough you may even influence society itself to become better.

The Villain

Intimidating Presence - 100cp
Sometimes the best way to prove that you're the most terrifying person in the room. You have the ability to project a menacing aura out. This will scale with your power, so if you're a street thug you might not intimidate that many people. Once you become the emperor of the underworld on the other hand you might be able to paralyze entire hero teams with barely any effort.

The Monster in the Shadows - 100cp
You are a legend amongst the criminal underworld. Some regard you as a boogeyman that exists purely as fictional being meant to scare them. You are able to easily spread your reputation with far more ease then you would suspect. This could be used to spread a different reputation as well if you didn't want to be regarded as a boogeyman.

There's a Spy Among Us - 200cp
Sometimes a subtler hand is needed for certain matters. Particularly a hand that can feed you information. You know how to train and identify spies. Most importantly, which ones are best for the job. If you plan to send a spy into a hero academy then why not a student. Few will suspect them and everyone always thinks that the kids are innocent. Those you train and the individuals that work for you can easily keep their cover for years. Though at some point it might be worth breaking their cover for a particularly rewarding effort. Maybe the downfall of one of your stronger foes, or simply to sow disharmony amongst the heroes whose morale has already been broken.

There's Always a Backup - 200cp
You have so many contingencies prepared for when things go wrong. You've learned that it is stupid to run into something without having a back up in place. Before you enter a building you already know where all of the escape routes are and the quickest way to reach them. The most important aspect of this is that you always have a plan in place no matter what the situation that would allow you to escape.

Let's See Your Darker Side - 400cp
Why destroy someone when you can bring them to your side. You are a master of manipulation and know exactly which buttons to press to bring out someone's inner darkness. The more you meddle with someone the more vicious and likely to bend to your will they become. While this is most likely to break someone and to leave them a husk of their former self it occasionally could awaken a depraved loyalty to you. These individuals are more likely to appear when you carefully apply your talents.

You're Going Down With Me - 400cp
At some point you will probably be injured perhaps even grievously. One important thing you learned is to always return the favor. You are capable of dealing an equal amount of damage to the enemy that they inflicted on you. For example if you were crippled you could deal an equally Devastating blow to your enemy. This won't prevent you from getting hurt, but it will ensure that you are capable of hitting them back after they have succeeded. Anyone that gets into a fight with you will always get a pyrrhic victory at best.

Master of Evil - 600cp
Running a criminal empire is a lot harder than the movies make it out to be. Luckily you've got all of the necessary skills needed to handle this. Regardless of whether it's handling the logistics and management aspect of dealing with your various holdings that will start to tally up. Ensuring that all of your various minions are following their assignments or making sure that your projects are running on schedule. Plus as an old hand at this career you have the dark charisma only acquired by honing your skills for years. You have learned to turn brutal psychopaths and ravenous killers into your obedient puppets. They will happily dance on your strings once you've dealt with them. Lastly and perhaps your most dangerous ability is the raw ability to ingrain yourself in society. You are an unmatched expert at manipulating your people into positions of power. It should be amusing once the heroes realize that they literally can't remove you without causing the collapse of their precious society.

I've Dreamed of Killing You - 600cp
It is very likely that as you have risen to your current place that you will have made some legendary grudges. It could be a persistent hero or group that has decided to oppose you no matter the cost or something else entirely. Either way you understand what makes them tick. You know how to take everything precious to someone and how to ruin it. You might choose to corrupt it and to turn everything against them. Instead you might simply choose to destroy everything. This hatred will stay lit until you see your foes dead at your feet. Even if you are brought to the brink of death, your sheer desire to tear them apart will force you to hold on. At least until you have watched the light fade from their eyes then it will be up to you to continue.

The Outcast

It's Not Worth It - 100cp
At least one positive point about being looked down on is that people are more willing to let things go. Whether it's due to them thinking you're not worth the effort or simply because they don't care enough you can get away with more than you would think. If you bumped into someone trying to pickpocket them or insulted someone they might just glare then walk away. It might not sound like much, but it's better than starting a fight.

A "Unique" Perspective - 100cp
You are able to look at things from a wide array of varying perspectives. Just because you might not have the experience or training that some of the others. You might be surprised just how often looking at things from a different perspective comes in handy. Maybe an attack that doesn't make sense to anyone else will have a clear motive when you examine it. This can be applied to virtually any situation where looking at something differently could come in handy.

Need a Friend? - 200cp
Unfortunately there are a lot of people that have dealt a bad hand. You however appear to be skilled in reaching out to them. Whether it's someone that's been tossed out by their family or suffering due to their powers you can reach out and help them. In addition while it might be manipulative you can alter some of their behaviors due to the strong impression you made. Maybe if you found someone like Toga before she became a villain you could've helped curb her desires for blood or at least help her control them a bit more.

Urban Travel - 200cp
Once you start traveling like this you realize just how many methods there are to get around that no one ever thinks of. You are an expert at navigating throughout the different environments and what methods are unique to each area. For example in a city you would be able to navigate the entire sewer and subway network. If no one is specifically prepared to go after you it will be virtually impossible for someone to box you in.

A True Master - 400cp
You learned that while power was useful it could almost always be trumped by a skilled opponent. Taking this lesson to heart you have worked to become a master combatant and become an expert with a weapon of your choice. Like Stain you are a monster to face in combat. Though a combination of deception, aggression, prediction, and incorporating the environment few can best you in raw skill.

Knives for Days - 400cp
With this talent your enemies are going to inevitably ask where the hell you're hiding them. You are able to conceal a bizarre amount of equipment on your body. I mean really you shouldn't be able to hide anywhere near this much gear. On the other hand you would make an excellent smuggler as well as being able to ensure that no matter what situation you're in you'll be able to reach your tools. Before you ask yes I do mean any situation.

This is my Conviction - 600cp
Your ideals burn with an immense passion. You want to teach society the lessons that you have learned. Should you fall while trying to spread your conviction then you will become a martyr to your cause. This will practically guarantee that even if you fall that someone else will rise up to carry on the torch that you lit.

Outcast United - 600cp
Something about you draws people in, no matter how insane or dangerous you are. They can't seem to help, but approach you like moths to a flame. Gathering followers and developing yourself into a powerful force seems like it's inevitable rather than a possibility. Even if you were completely full of crap and didn't care for your own ideals others would still be inspired.

The Scientist

They’re Perfect - 100cp
Given just how much gear is tailored around each individual's powers you need to understand the specifications of each person you’re working with. You are an expert when it comes to dealing with various styles and requirements. With this you’ll never have to worry about misunderstanding what someone was asking for. As a plus whenever you make the gear go above and beyond what was asked the buyer/requester will always be grateful. This is an easy way to spread your reputation for your crafts.

Who needs a Proper Lab - 100cp
Ok this probably shouldn’t work this way, but you seem to have no trouble working in virtually any conditions. Even if you were forced to work in an abandoned warehouse you wouldn’t suffer any issues from the conditions. If anything the pressure seems to have pushed you beyond your normal capabilities. You have found the best methods to create ideal conditions for your lab even when running with a much smaller amount of equipment than usual. In addition the restrictions have sharpened your mind improving the odds of your experiments being successful. You know how to make a bad situation and get a win out of it.

Made to Advance - 200cp
Humanity was destined for the stars before the arrival of quirks. This however is something everyone seems determined to forget. You are determined to remind people of this however by advancing technology even if you have to do it on your own. You possess the capabilities needed to advance the technological level of the world. Depending on what level of technology the world is at this could either be very fast or very slow. Using My Hero Academia standards you’ll be leaping forward, but if you were at the level of a universe such as Warhammer 40K then it would take years to improve the standard.

Fight Smart Not Hard - 200cp
The reason people have stood at the top of the food chain is due to our intelligence rather than our raw might. Much like our advancement this is something that was overshadowed by the appearance of quirks. You intend to remind people of this however. You possess the technological know how in order to replicate quirks with technology. The exact method will vary due to the variety of quirks, but given time and a sufficient amount of research nothing will truly be beyond you.

These are Designed for Mobility - 400cp
You are an extremely skilled salesperson. You are easily able to demonstrate the advantages of your product and minimize the disadvantages when explaining it to your

customers. After you make quality gear if something went wrong the user probably did something wrong or wasn't using it for the right purpose.

Let's Make a Baby - 400cp
Much like the eccentric inventor Mei Hatsume you are a fountain of inspiration. By watching others in action you will be filled with ideas for tech that could benefit them. By observing a speed based quirk you could come up with ideas to let them go faster or increase their turning ability. Working with a wider variety of individuals will in turn allow you to come up with more ideas.

Bio Engineering - 600cp
This is a field filled with moral quandaries. You have learned the skills created and perfected by Dr. Ujiko. The art of Nomu creation and quirk manipulation. This will also extend to similar biologically based powers such as mutants or similar groups post-jump. Eventually you may even be able to trigger the appearance of quirks or other powers by actively modifying someone's DNA. There are few if any beings who are capable of surpassing your understanding of how quirks actually work and the ways they interact with the body. Considering your skill is equal to Dr. Ujiko (All For One's doctor) you will quickly be considered a valuable asset for any of the big teams here. If you want to improve things then you could make great efforts to develop the medical field or perhaps you'll seek out your colleague to gain a better understanding by working your way through more victims.

Master of your Craft - 600cp
You'd be surprised just how many fields can blend between each other when your understanding reaches a certain point. This perk allows you to choose a field or science or essentially anything that involves creating. You will gain skills equal to the best expert in the field or perhaps beyond them if the field hasn't been explored much. Perhaps you want to choose robotics to develop robots as strong as Nomu. Maybe you'll choose medicine to improve the world's ability to heal. The sky's the limit when making this choice.

The Vigilante

Masked Presence - 100cp
You are skilled in hiding your features and blending into the background. Whether you're sneaking into a gang hideout to scout out your target or simply trying to hide your face out in public it’s no trouble for you. Just remember this doesn’t make you invisible, it's more about the small psychological tricks and little techniques that add up. Though if you put in the effort maybe you’ll eventually equal a true master of disguise.

Justice Never Sleeps - 100cp
While most people might think it’s something only done in movies most crime will actually take place at night. As a result you’ll probably be running a lot of sleepless nights. This will unfortunately not remove your need to sleep, but it will greatly decrease the amount of time you need. Rather than going off of eight hours you only really need one or two. In addition you can always go for a couple of sleepless nights and then just recover once you get a day off.

This is About What’s Right - 200cp
Why do vigilantes appear in the first place? After all there are heroes so you might ask what creates these people. The vigilantes are the people who have seen how the restrictions placed by laws and the attitudes of fake heroes affect people. When you break the law as long it was following either your moral code or to help someone it will not be held against you. Even if you acted like a real anti hero and started killing the villains if it was to protect someone then the heroes would be willing to look the other way. They may not like your choices, but they will at least understand it and won’t hold it against you.

This is my Home - 200cp
Once you start to make a difference in the area people will recognize your influence in the area. This works by essentially allowing you to declare areas as your turf. This can be applied to any area of your choice and any other locations that you maintain a large presence in. You’ll have a sixth sense of any crime or notable events that require your attention inside the area. The events that matter more to you will have a stronger presence in your mind. For example if you act as a guardian for children you might be alerted to a child that's gotten lost or is injured.

This is What We Needed - 400cp
I don’t know why, but you have the luck of the devil. For one reason or another you seem to constantly stumble across clues and other sources of useful information. Maybe you went to a bar after a stressful day searching for an escaped serial killer only to overhear a conversation about where they are. Rumors and clues related to the investigations you're

performing practically fall into your lap. Should you actually try to find these things, there might not be a single case that will remain unsolved under your watchful eye.

When Did You Learn That? - 400cp
Whether it's the threat of imminent death or just your natural instincts as work you are capable of rapid improvement. This shows itself particularly well in the middle of intense combat. You might be on the brink of defeat only to suddenly receive the inspiration for a powerful technique perfect for the moment. This won't happen all the time so you shouldn't rely on it, but this will still give you a boost every now and then. The more dangerous the situation is the more likely you are to come up with something.

Beloved by the People - 600cp
The most difficult part about being a vigilante is that you'll be without support, but you have the full support of someone. The person is the public, people just love you. As admirable as heroes are, people have a fascination with seeing them fall. With regards to villains, I don't think I need to explain why people don't like villains. You on the other hand are the figure of the people. No matter what you do you'll have the undying support of the people. In addition this public support could prove beneficial in certain situations. For example if you were captured by the heroes the sheer support of the public could prevent them from locking you up and throwing away the key.

I Can't Do This Alone - 600cp
No matter how strong you are it's hard to truly make a difference on your own. Plus if you intend to truly step into the big leagues you'll run into tougher and tougher opponents. Especially if you intend to make all of them your enemy. Luckily for you there are a number of potential allies out there. Perhaps all of you use the same contacts or eventually you end up pursuing the same criminal, but you seem to run into a lot of possible allies. These individuals or teams will generally be willing to work with you as long as you respond in kind. Should your endeavors prove beneficial possible partnerships and even uniting together wouldn't be out of the realm of possibility.

The Student

Second Chances Don’t Come Often - 100cp
When you are aiming for the top, the unfortunate reality is that for every person that succeeds they’ll be stepping over a hundred who failed. You however, seem to get a second chance more than you should. Maybe you just aren’t the studious kind, well it turns out there is a second test that relies purely on physical ability. Should you seek it out there will always be an opportunity for you to take as long as you are ready to put in the effort.

Ideal Student - 100cp
Learning may seem simple, but there are a number of challenges that come with it. Luckily for you this perk is here. This gives you all of the required skills to be a model student. Whether it’s time management making sure you can get your work done while still enjoying yourself or the ability to socialize with your classmates. You’ll have all of your bases covered with this, at the very least you won’t be caught unprepared for any situation.

Put in the Effort - 200cp
Despite having all the talent in the world and getting every opportunity possible, all of it means nothing if you don’t put in the effort. This gives you the drive to commit to everything you pledged to. This self discipline will guide you and guarantee that no matter the pain, the blood, sweet, and tears it will all be worth it in the end. In addition this will ensure that you always hold yourself to any promises you make.

Keep the Damage to a Minimum - 200cp
This perk lets you control the amount of damage caused during fights. After all, if you're throwing out haymakers that can destroy mountains, there shouldn't be more than some minor damage to the surrounding glass. If you want to you can invert the effects as well. This will cause your blows to deal more damage to the environment than you really should be dishing out.

The Ideal Pupil - 400cp
Maybe it’s your charming demeanor or perhaps you remind them of their previous protegees. For one reason or another you’re an unusually attractive apprentice for the various experts you encounter. They are more willing to take you on as a student even if they had sworn not to teach again. In addition to this aspect when you go out of your way to find a teacher your words seem to resonate with them making them even more willing. Lastly if they’re going to go this far then they won’t half ass it. Anyone teaching you will give it their all and due to their efforts they’ll be rewarded. Both you and your teacher will practically bounce progress off one another. Maybe your teacher was stuck at a bottleneck

only to break through due to some of your advice. They in turn will try to give you the same opportunities. You will only be able to increase the speed you improve at with this.

Certified Genius - 400cp
Ok there's no denying it, you are a certified genius. Your IQ is off the charts, capable of matching wits with some of the best comic book and anime minds. Your mind is polished and has granted you a superhuman grasp of various subjects. To you no problem is insurmountable only requiring a longer amount of time to crack. Overall you just think faster, you have a greater imagination, and can process information faster. With this you simply need to be motivated and you should be able to go far.

Ultimate Comprehension - 600cp
The rate at which you learn things is unmatched. I mean that literally you could go through an entire library in a few days. No subject is outside of your realm of comprehension. You might learn some things faster than others, but your overall speed in any subject is incredible. Even the world's smartest individuals will inevitably lose their titles once you actually put some real effort into learning. Just be sure to remember to take some time off as well.

Hero Analysis - 600cp
This is actually impressive, you are capable of gaining an incredible depth of understanding by watching others using their powers. Coming up with new uses and even entire training regimes is easily possible after spending enough time observing someone. In addition this doesn't have to actually be live and in person. You can still perform this feat by watching recordings and if it is detailed enough even written information. As long as it demonstrates and reveals more information about the individual in question you can use it. Show off what you know and you'll end up with entire agencies asking you for advice on how to improve their skills. Even those at the very peak will be interested once they hear about you.

The Politician

Master of Bureaucracy - 100cp
You have done it, you have bested the bane of leaders everywhere. You have defeated the ultimate evil known as paperwork. You know your way around paperwork, able to go through all the legal channels of even the most complex bureaucratic system and get it right the first time, also your taxes are always correct with the most amount of subsidies possible.

Political Encyclopedia - 100cp
If you intend to join this great game you really should have at least some basic comprehension of what you're doing. That however, is exactly what this does. It gives you some basic knowledge of the politics in the setting. It won't make you a one-man staff, but it certainly will give you some general knowledge about everything you'll be dealing with (such as education, healthcare etc.).

Squeaky Clean - 200cp
One of the most common tactics in politics is to smear your opponents. For some reason it appears your opponents can't do this to you. Even if they have experts forge proof it will immediately be recognized as such. On the other end of the spectrum, even if they are right, no one will believe them if they don't have a modicum of proof. Though if you screw up and get you caught this won't be able to help you. It's still just a 200cp perk, not a reality altering one..

A Leader Knows How to Delegate - 200cp
Now you're probably going to be handling a lot of important matters, but how much of it is truly something that you need to handle yourself. A good leader knows that they don't need to do everything themselves. You have an innate sense of what actually needs your personal attention and what can be handled by your subordinates.

Dreaming Big - 400cp
You have the ability to see the potential in things. Where others might discard an idea or simply say it isn't worth it you'll be able to see the potential of these grand projects. Next obviously if you can see the potential you should have an idea at what you're doing. You are immensely skilled in managing and creating such projects. This will extend to any form of large construction project or well any job that will take a long period of time to be implemented.

Playing the Game - 400cp
You're an old hand at this sort of thing. So as a result you've learned how to discover, uproot and subvert schemes/corruption in any organization you're a part of. In addition once you have successfully removed this it won't be attempted again. They will understand the point after you make it the first time. Alternatively, if you're on the other side, you can hide corruption much more easily and stamp out dissent against your decisions. Your plots will be incredibly difficult to uncover let alone stop.

Weaving Webs - 600cp
Regardless of what side you have chosen you've learned how to manipulate people on a scale that most people can't even comprehend. It might be nudging the right people into certain places at the right moment or orchestrating events that would otherwise have remained beyond your control. As you grow more experienced and gather more power you'll start to see more and more doors opening and opportunities becoming available.

Speaker of the People - 600cp
You are meant to be a representative of the people. One aspect of doing this is the more people that believe in you the greater you become. If you are the leader of a small town people might be willing to listen, but not truly care overall. If you were the leader of a large country on the other hand then you can change hearts and minds with your words. You would become a speaker able to match if not surpass the greatest leaders in history. There is no limit on how much more charismatic you can become as long as more and more people believe in you. All abilities related to charisma and leadership will be affected by this boost.

Racial Perks

Human

Human Will - 100cp
One of humanity's greatest traits is their indomitable will. This will has allowed people to rise far above what they thought possible. Your will however, is great even among the more strong willed members of humanity. Even after being under mind control for years, you will always possess a single spark of will, capable of returning your mind back to you in full, but it may require some extensive outside help.

Master of Tongues - 200cp
While the story never really expanded much on it there is so much more to the world that could be explored. This has a rather useful skill for you should you travel more. It enhances your ability to learn and understand various languages. You'll be allowed to choose four languages to immediately master and gain an understanding of. Aside from that you'll quickly be able to pick up new languages. Just by spending a week or two in a country, you'll become as fluent as a native. Post-jump and possibly applicable immediately it will also work for alien languages and written languages as well. It will even apply to scripts such as runes and seals such as fuinjutsu.

I Always Wanted a Big Family - 400cp
The joy of having a good family is something that everyone should get the opportunity to enjoy. This perk will have a number of effects. First this will give you all of the skills to manage family drama and hopefully stop it in the first place. Second, you will be a great parent. You'll have the instincts of an expert caretaker and dealing with any issues will come naturally. Lastly you will be properly "equipped" and very skilled in making said family if you need to. At the very least you'll never have any complaints from your spouse(s).

Beyond Human - 600cp
Perhaps as a result of quirks appearing, but people have indeed evolved. Simple things that would have easily killed someone a few hundred years ago such as being bashed in the head don't seem to hurt as much as they did before. This is because our bodies have literally evolved to become stronger, faster, and oh so much more. You however, are even beyond what you expect from people today. People might just assume you have some sort of enhancement quirk just by watching your physical feats. The best part however, is that you don't seem to have a limit in how far you can grow. As long as you keep finding a way to push yourself you'll always be able to take another step forward.

Animal

No Specification No Problem - 100cp
Since your form is going to be based on an animal then you will probably have some interesting dimensions. This perk makes it so that you won't have to worry about any issues that would come with this. Things like the types of food you can eat, the clothes you wear will resize, and all sorts of other issues will be able to resolve themselves or at least not pose an issue.

You're an Animal So What - 200cp
Why should it matter if you're an animal? As long as you aren't a bumbling idiot then it really shouldn't matter what you are or what you do. People don't seem to care that you're an animal or believe that factor should affect anything else. Whether it's applying for a position or just responsibilities in general people will judge you based on your capabilities rather than any other qualities.

Senses Beyond Human - 400cp
Maybe it's due to your species or a result of your other traits, but your senses are amazing. Hearing, vision, smell, and the others though they aren't as important all of them are boosted far beyond what many would consider exemplary let alone average. You would be able to hear a hummingbird flap its wings, and track down an escaping criminal from smell alone. Also you are protected from sensory overlord, should you encounter anything that would completely overload your senses they drop to normal levels rather than devastating you. For example if you were blasted with a sonic attack you would feel as bad as a normal person does rather than collapsing unconscious from the pain.

Beast of Legend - 600cp
Rather than being a normal animal you are a beast of legend. This could be anything of your choice. I mean choosing to be a dragon might be redundant because of the quirk, but that's far from the only option. You could soar into the sky as a thunderbird harnessing the power of lightning. You could become a basilisk or a gorgon to gain the power of petrification alongside a serpentine form. Anything that could be considered mythological is up for grabs, and anything extinct if you would rather be a dinosaur than a myth.

Nomu

Do you Even Lift? - 100cp
While this is an innate quality of the Nomu it appears you are even stronger than normal. Your physical strength is far beyond the abilities of those in your weight class. Though this is only sheer strength. Your technique and skill might be worse off especially if you haven't trained due to your physical prowess.

Combat Observation - 200cp
A strange yet very dangerous trait is that every High End is seemingly capable of impressive deductive skills. Simply by observing your opponent you will quickly understand how their powers work even if you had never encountered them before. This will allow you to rapidly create strategies and attacks aimed at your foes weaknesses.

Adaptation - 400cp
Perhaps the most unique aspect of the Nomu is the sheer amount of modification they have undergone. This allows them to adapt to powers and experiences that would normally kill someone. For example even without the multi-quirk perk you would be capable of handling three or fours without much trouble. This adaptation extends to practically everything

High End - 600cp
You aren't a run of the mill Nomu, you're a High End. These are the elite hero killers used in All For One's army. These individuals completely outclass even the upper tier Nomus. Compared to the average Nomu you are enhanced in every way. Your powers are stronger, your physical abilities outclass the average by at least two or three times, and you are overall just better. To compare your abilities a normal Nomu would be beaten relatively easily by someone such as Endeavor. You on the other hand would be strong enough to potentially kill him in a head on fight. These Nomus typically possess six quirks and are extremely skilled in using them. A side benefit is that each of these Nomu retains their personalities and intelligence so you won't appear abnormal compared to the rest of the group.

- This will give you an additional 600QP to represent the High End's quirks. If you choose to remain quirkless then instead your body will be enhanced even more then it would have otherwise.

Out of This World

Control Yourself - 100cp
There are quite a few options that start out significantly stronger than normal humans even factoring in their powers. This perk grants you complete control over your body and any powers you have. So don't worry about accidentally tearing the door handle off or punching a hole straight through someone. This will work subconsciously so you won't have to actively try to control yourself.

Environmental Adaptation - 200cp
Some species require specific environments to function. You are capable of going anywhere though. Maybe you choose a species that needs to stay underwater to breathe or one that literally can't survive in earth's atmosphere. This perk will protect against any such conditions as well as providing you the ability to survive in these hostile environments. So a normal human might somehow be able to extract oxygen from the water or even get rid of their need to breathe allowing them to survive in a vacuum. If you're going to die it won't be because of the area now.

Weakness Begone - 400cp
Did you choose some sort of species with a racial weakness well now it's gone. That's right if you choose a race with some sort of instant death gimmick it won't affect you anymore. So if you're a martian feel free to take a bath in fire, though that might still hurt even if it won't kill you immediately. Instead if you were a werewolf you could be shot with a silver bullet and it wouldn't affect you anymore than normal steel would. This doesn't make you stronger, it just removes the debuffs you would receive from your weakness. So if you can be killed by a gun remember you're not bulletproof.

An Ancient Being - 600cp
Regarding whatever race you choose it seems you are now a much more ancient variant. This will enhance all of the skills you would possess due to your age. For example if you choose Kryptonian or Viltrumite you have grown much stronger due to your age or the amount of solar radiation you could have absorbed. This would effect the more bestial and estoteric races as well. If you choose to be a creature such as an alternative version of a dragon or the same species as godzilla you would grow larger. This will age you until you are classified as whatever elder form your species has. So a Viltrumite would be closer to Thrawn or Omni-Man than Invincible. If you're not sure how it would work feel free to decide for yourself. Should you choose a race that doesn't grow stronger with age then instead you'll become an alpha variant of your race. Either way this will boost all racial qualities a couple times over.

Items

All items are discounted to their origins and the 100cp items are free for their origin. In addition, you gain 400cp to spend freely in the Items section. You may import items freely.

General

My Hero Academia Memorabilia - Free
Since you're going to a fanfic universe why not take the rest of the series with you. This item grants you a copy of all material related to My Hero Academia including the games, books, figures, and fan made content. So while you're charging into battle, listen to some of the series music. As a final benefit regarding the figurines, you will also receive copies based on yourself and your companions. You will gain new ones in each jump based on your allies and notable enemies.

Legacy of Others - 200cp
This item is a capsule made of metal that you stumbled across one day. It contains a small but useful item with the needed instructions on how to use it and make more of it. The capsule was sent from a lost planet or another reality as a legacy for the finder to build upon. This was meant to serve as something useful that remained of the senders as a final Legacy. This could be something like a nano-forge, an omni-tool, or FTL calculations and blueprints. The item will be useful, but only intended to give you something to build upon or a head start.

The Only Real Superpower - Varies
Money this is the only superhero that exists that anyone technically has the potential to get. Buying it here however will guarantee that you have it now. There are multiple levels of wealth depending on the chosen level. First is the lowest level of 100cp this gives you fifty million. For 200cp you can step into the big leagues and receive one billion. This still doesn't qualify you as one of the richest, but it's more than the vast majority have. Third, for 300cp you can jump into the top ten and you'll be worth as much as Kingpin and Doctor Doom with thirty billion. Fourth for 400cp you can stand alongside Batman and Iron Man weighing in at one hundred billion. The final level is if you wish to humiliate these poor plebeians and as a result cost 800cp and be worth one hundred trillion. The only character that can match you is Black Panther due to his massive cache of vibranium.

Now before you go I have a final option for you. You could just take the money, but honestly who needs this much money. Instead you may invest the vast majority of it and receive a company based on how much you're worth. For example if you bought the fourth level then

you could receive a company capable of matching Wayne Enterprises and Stark industries. This will come with the full coverage of one such company and all of the appropriate assets befitting it. Depending on the level you could be a successful start up company or control the entire market. If you choose this option and take the highest level you will receive a company and assets equal to the value since we don't have 1000 companies equal to Stark Industry just lying around. Plus the world wouldn't be able to support them on it's own. Maybe a dozen or two planets could.

I am Iron Man - Varies
Well it certainly has been proven before that just because you don't have superpowers it doesn't mean you can't be a superhero. This item gives you access to some of Tony Stark's famous Iron Man suits depending on what you're willing to pay. The price range will be between 100 and 1000cp depending on which suit you want to buy. You can choose any suit of armor whether it's from the MCU, the Comics, a crossover event, or even a custom suit for your mad science ideas. 100cp will include suits such as the Mark 3 from the first Iron Man movie. 300cp will include suits such as the MCU hulkbuster. 500cp will cover suits like the Bleeding Edge armor and the Endo-Sym suit. 800cp will include more powerful suits like the Thor buster and the enhanced HulkBuster meant to fight King Thor and World Breaker Hulk. Lastly for 1000cp you can purchase Tony's ultimate suits like the Anti-Celestial Armor and the Godbuster Armor. These suits are designed to face some of Marvel's true top tier foes. As a matter of fact the Godbuster was so dangerous that Tony destroyed it immediately after he defeated the foe it was made to fight.

Origin Items

The Hero

Hero Outfit - 100cp
If you're going to be a hero you're going to need an outfit. This will be a suit designed to your specifications (within limits) that will work with your powers. It will be fashionable enough that you could fit it into your theme easily. Best of all when not if it gets damaged you'll get a new copy the next day.

Tools of Justice - 200cp
Even the heroes with powerful quirks have some support equipment. This item is a powerful tool designed to enhance your quirk or to deal with a weakness that you possess. The specific purpose is up to you though I guarantee that it will be beneficial no matter what. This can be purchased multiple times if you want to have a wide array of tools at your disposal.

Jumper's Tower - 400cp
Every proper hero needs a proper headquarters. This building will act as the main facility that you operate out of. It will have all of the necessary equipment to handle your needs whether it's to respond to the various crises you encounter or simply acting as housing for all of your sidekicks. This facility will continuously expand as you grow more famous or require more room from it.

Jumper's Agency - 600cp
You aren't just an ordinary hero anymore, but someone standing at the top. You have a truly massive agency containing hundreds of sidekicks ranging from the top tier sidekicks that could each match a pro hero down to hero students looking to join up. To go along with this you possess a wide number of locations spanning the entire country. All of your total forces will be divided between the areas you control. All of the sidekicks and the rest of the employees you have can be considered followers and become companions. Post-Jump you can expand this agency into the new world recruiting from the population and adapting to whatever standards they are. For example if you went to Naruto you would basically become a small hidden village or something similar to the ANBU.

The Villain

The Hideout - 100cp
The role of this fine establishment is simple. It acts as a cover for you to go to. It's appearance will mirror a simple business. It could be a bakery, a bar, even a repair shop. It actually does function as a legitimate business, but behind all of that is a hidden base. This area won't be your main facility, but if you need to lie low or contact someone from your main facility you can just head here.

Shady Contacts - 200cp
Every now and then you're going to either need some special services or want to find a certain type of individual for recruitment. Thats where this comes in, this is a service that contains a list of brokers capable of finding practically anything you need. Obviously they don't care if it's illegal though particularly dangerous or hard to find items might end up being more expensive.

Holding Facility - 400cp
Depending on what activities you perform and how you treat your prisoners you'll decide how often you want to use this facility. This is a prison capable of matching Tartarus. It contains all of the tools you need to restrain anyone ranging from run of the mill test subjects all the way to beings as powerful as All Might. This prison is impossible to locate unless you reveal the location and has a wonderful psychological effect on those imprisoned here. It appears the very presence of the facility drains away their resistance and makes them more pliable to your suggestions. Even the most strongly willed person would break down and obey after enough time locked away here.

The League of Jumper - 600cp
Honestly, what self respecting crime lord doesn't have a criminal empire. This organization is made up of thousands of skilled individuals operating in all aspects of crime. If there is anything you don't want to dabble in you may withdraw yourself from that field. In addition to the skilled members that keep the empire running there will be a number of elites in charge of everything when you don't want to deal with it. These individuals are peak masters of their fields and capable bodyguards if the need arises. Lastly you will have a capable second in command. They will be an extremely powerful warrior capable of matching some of the world's best fighters. After all you wouldn't leave a scrub in charge. All of them will hold absolute loyalty to you. You may choose whether you are actively leading them or if you have retired. If you choose the second option they will gladly welcome you back should you wish to take command.

The Outcast

Just Make it Fit - 100cp
Trying to prepare for every scenario will inevitably lead to you gathering a wide array of gear. Luckily you've got this, it is some sort of backpack or other piece of equipment designed to haul your gear around. As long as you can fit something through the opening you can store as much as you want inside. Just be careful not to fall into it. Aside from that however, the only special thing about it is that it's oddly resistant to any form of damage. This is just so it doesn't break please don't use this as a shield or your main weapon. Don't question it, I know some of you will do this.

Custom Weapon - 200cp
This is a specially made weapon tailored to function based around your abilities. If you possess an ability similar to Blood Curdle then you'll probably get a sword or something designed to cut others. Maybe you are just focused on smashing things instead. In that case you might get a hammer or a pair of gauntlets.

Web of Spies - 400cp
One of the interesting things I've seen is that when no one thinks you're worth paying for, they'll end up discussing things you would never consider. This is a massive network of spies made up of the people that everyone ignores. The homeless, the servants, the outcast, everyone that casually gets ignored or looked down is willing to act as your eyes and ears when you call out to them. They'll relay any important information to you whether it's news about an upcoming attack, important shipment dates, or anything else that you ask them for.

City of Outcast - 600cp
Sometimes people can't take any more, realizing that you built up this location.This appears to be a normal size, though its a bit on the larger side. The interesting thing however, is that the entire population is made up of individuals who are considered outcast. The population is divided between those with villainous quirks, abnormal mutant quirks, the quirkless, and anyone else who could be considered an outcast. All of them can be considered followers and the city itself can become a warehouse attachment post-jump if you desire.

The Scientist

Lab on the Go - 100cp
This set of tools contains all of the necessary equipment for a basic lab. Supplies such the various glass work, bunsen burners, a centrifuge, all of the various measuring devices, and even some smaller versions of the larger equipment. These might not be quite as good as some of the larger versions, but all of them will do the job in a jiffy. To clarify these larger tools will be things such as a heat treating oven and a freezer.

Lab Space - 200cp
You now own a fully stocked lab which contains all the things you would find in a privately owned lab. This will not include restricted materials, but it will update each jump gaining new machinery and supplies which refill after a few days when used up. In addition, the lab will retain any modifications and will retain their improvements when brought to new jumps. This may be imported post-jump or turned into a warehouse attachment.

Q.E.S.S. - 400cp
The quirk extractor and storage system, a device that can remove and store quirks in glass cubes. This process can be easily fought off requiring either near brain death or to be willing. Quirk stored will automatically jump out of their containers and implant into someone who is compatible if they walk past the cube. This will come with a Q.E.S.S, ten storage cube and the blueprints needed to make more of both.

Research Island - 600cp
Similar to I-Island you own an entire island dedicated to pushing the limits of technology. This island will come fully equipped with all sorts of facilities and will have a functioning city fully populated. Given what you are doing here it should be easy to attract all sorts of geniuses including up and coming talents. You may purchase the actual I-Island as well if you want. Doing so will include any research they are undergoing as well as the Shield family. You can purchase this multiple times if you want to be the owner of an entire archipelago of islands. They can be repurposed, but will still be dedicated to science overall.

The Vigilante

Symbol of Jumper - 100cp
Some prefer a literal calling card while others use a unique style of dealing with their foes. In this case you have an item that can either be used as a calling card or something to represent your allies. This will follow a design of your choice and be something that anyone can recognize with a glance. Though if you use it as an identifier for your allies it will become a stealthier option in turn.

A Cover Life - 200cp
Sometimes you need a good cover or a place to lay low when things get too hot. This is a fully furnished condo under your ownership. It has a large cache of supplies including food, water, ammunition, and refills for any other equipment that you use. You'll also have a decent amount of medical supplies in the event you're too injured to go out on the job.

The Message Board - 400cp
This is a website or another method that allows people to reach out to you.This will allow ordinary citizens and other people that wish to contact you to send messages if they don't possess a way to contact you. It will only be available to those who you would be welcome. That way you don't have to deal with spammed messages from the people who hate you. Everything sent using this will be completely secure so you won't have to worry about any unwanted information getting out. Lastly if you perform any special services you can be requested through this. I know assassination's aren't pleasent, but they can pay well and you can turn them down.

Unlocking Your Potential - 600cp
This is a set of lifesaving tools and a source of very fond memories. As you have honed your skills and learned to not make anymore rookie errors you have continuously improved this set of gear. Originally starting out as a makeshift disguise and barely usable weapon you have refined this into an expertly crafted set of equipment designed for your use. This gear will continuously grow with you as you get stronger. With each improvement it will perform better and better. Best of all you designed it to enhance your quirk and you wanted to cover your weaknesses when you designed this. So as it improves it will do better at this. Eventually your weaknesses might as well be nonexistent while your quirk could be enhanced two or three times beyond what you could handle.

The Student

Uniform and Supplies - 100cp
If you're going to a school then you're going to need the proper clothes and a variety of other materials. This gives you a supply of any outfits that you need for your school (costume does not include gadgets or gears). In addition you'll receive a supply of any other materials needed for school. A backpack, notes, and anything else. Going on a camping trip well check this before you go and it will have everything you could ask for within reason, so no portable houses or anything extremely expensive.

Scholarship - 200cp
You get your foot in the door for further education, this will only pay for your enrollment and guarantee you a spot but you still must meet the requirements to enroll and take any entrance exams. Post-jump this can be used at any institution once to cover any and all costs associated with the school.

Family Tradition - 400cp/Various
It seems your family has been at this for a while. You either are a part of or very close to a family directly related to the path you're pursuing. As a prospective hero student you might have a parent or even two that are pro heroes. If you were going down a darker path then perhaps you have a mysterious uncle that doesn't talk about his job. The family will have both parents, maybe a sibling or two, and a grandparent/similar relative. If you want you can pay an additional 50cp to add another member of the family. Maybe you want another sibling, or want to have that uncle who brings you on fun adventures. Go wild

Hero Academy - 600cp
In this age of heroism, being a hero has become a profession. As a result schools have started to pop up all over the world. This school might not compare to UA or Shiketsu when it comes to fame, but it's got all the necessities of a proper hero academy. First you have a large facility the size of a highschool or a small college. This will easily be large enough to handle a few thousand people. Second you have a full faculty of experienced and retired heroes capable of passing on their knowledge. Third, due to the nature of the training undergone here, this school has enough facilities to handle anything you need. This could range from large training grounds for destructive quirks, to a rescue simulation area, and even dummy areas to practice disaster relief. You may be the schools current principal if you wish, otherwise you will simply be recognized as the schools founder/owner, and have a capable principal handling the day to day activities.

The Politician

Clothes Make the Man - 100cp
You have a large wardrobe containing a variety of different outfits for each and every occasion. The unique aspect of these outfits is that each of them have the ability to give off a different feeling to any onlookers. For example you might have a fancy suit that makes people think you're more sophisticated. Instead of that maybe you want to feel more down to earth. You might have a knitted sweater that makes you feel more like a family person and more relatable. This purchase will give you a wardrobe of normal outfits and one special outfit. This can be purchased multiple times to gain different unique outfits.

Funding - 200cp
Don't you know that campaigns are expensive? You however, have acquired a large budget, actually it's unlimited there is a caveat however. You are only allowed to spend this money on things directly related to your position or your campaign. Before you ask, you can't justify a week-long vacation as a campaign expense.

Management Department - 400cp
These jobs typically have a lot more people involved then you would expect. Which is where this comes in, this item gives you a full staff to assist in your career. You have everyone you could ask ranging from a public relations manager all the to an accountant handling the books. This staff is filled with experienced experts from their fields who are up to the job. Honestly your opponent isn't that good, these people might be able to basically hand you the win without any help.

I'm the President - 600cp
Well it appears you're in the big leagues now buckaroo. You are now the leader of either a country or organization of your choice. Even if you choose a relatively smaller option this will still grant you an immense amount of power. Though depending on what you're in charge of there may be a number of restrictions preventing you from going mad with power. Also should you violate the rules of the position you still can be removed by the people under you. Post-jump you can choose to start in a similar position depending on the jump. If you went to Fairy Tail for example maybe you would become a member of the Wizard Council or become an actual royal. Your options will be whatever represents the positions of power in the jump.

Quirk Section

This section allows you to customize the type of quirk you receive or you may choose one of the pre-made quirks. You receive 1000QP to spend on your quirk. You may convert CP to QP at a 1:2 ratio.

Toggles

Not a Quirk - 200
Due to the multiversal nature so many different systems and powers interact here. You may choose a system or energy type of your choice to possess. You will be given a slightly above average amount of energy compared to the normal inhabitants. Some examples include Ki and Divine Power, while some others include Chakra, Reiatsu, or any other of your choice. This will also include things that aren't necessarily an energy type such as access to the Force or other metaphysical abilities. This toggle alters your ability for better or worse. Lastly you may apply this to power any other abilities you purchase or combine the power sources. Though you should be careful of mixing energy if you don't have a method to balance them out.

Power Boost / Awakening - Varies
This toggle allows you to boost the power of your quirk. Maybe you originally possessed a weak telekinesis quirk, but wanted to boost it so that it was as strong as All For One. You can pay additional QP based on the level of power you want to boost it to. Optionally you could use this to weaken a power if you wanted to as well.

Quirk Marriage - Variable
While this option may sound similar to the multi-quirk option there is an important difference. Rather than being allowed to have multiple separate quirks you can combine quirks instead. Maybe you want to purchase Wings and Shadow Manipulation. This could create wings made of shadows that can shoot feathers made of darkness. The possibilities are only limited by your imagination. The price will be 100QP per quirk used in your combination. So two cost 200QP, four cost 400QP, and so on.

Weakness Removal - 200QP
A decent amount of quirks cause the user to suffer from some sort of weakness. In some cases it is some sort of psychological effect such as Toga's obsession with blood. In other cases the quirk is literally too powerful for the user. An example of this would be Nine. His original ability was Weather Manipulation, however the quirk was so powerful that it actively damaged his body whenever he used it. This option allows you to remove the negative effects from any quirks you have bought.

Quirks

Custom Quirks - Varies
The link below goes to the wiki and provides a list of quirks and some non canon quirks if you need examples. The price of the quirk will depend on how strong it is. Use the premade quirks as a guide for the pricing.

- https://myheroacademia.fandom.com/wiki/Quirk

Tier 1 Quirks

Gravity - 100QP
You can manipulate gravity primarily by eliminating the effect of gravity on any object. This will be more difficult the higher the weight of the object. Going over your limit will result in you feeling extremely nauseous and likely causing you to throw up. With training you may be able to increase the weight you can handle and how well you are able to deal with the side effects.

Liquification - 100QP
Liquification allows the user to liquefy their body. This is the only thing it does however, meaning that if a large amount of liquid is taken away or evaporated you will be losing portions of your body. It may be possible to choose which portions, but there are no methods to heal from this without a regeneration quirk.

Invisibility - 100QP
You possess the ability to turn invisible. Your entire body will turn invisible by refracting light around it so you won't turn transparent. With training you may eventually be able to affect your clothes and any items you're holding as well.

Strongarm - 100QP
Strongarm allows the user to rotate and move their shoulders at extreme speed and power, giving them commensurately fast and strong punches. While this gives you a superhuman ability to throw punches you're still going to be feeling the strain. Even an expert martial artist will quickly get tired after overusing their muscles with constant attacks. This quirk can only be used to attack for a few seconds as a result.

Blood Curdle - 100QP
This ability allows you to paralyze individuals by consuming their blood. The amount of time they remain paralysed will vary based on blood type. As long as the user's tongue touches the blood that is enough to activate the paralysis ability. The blood will still be effective

regardless of where it is from or how it was taken. It is unknown how it would affect other species or those with divine properties however.

Permeation - 100QP
Permeation grants the user the ability to phase their body through physical matter. As demonstrated by Mirio this quirk allows you to choose whether you make one part of yourself or your entire body intangible. This allows you to smoothly maneuver through solid objects and effortlessly evade incoming attacks. This quirk however, relies on extreme skill and can even be dangerous to the user. While the user is intangible they will be completely unable to sense anything else around them. In addition they will be unable to breath or absorb anything such as sunlight while using this. As a bonus though you will gain the ability to determine whether or not your equipment becomes intangible with you. This way you don't end up naked like Mirio did before he got his uniform.

Air Walk - 100QP
This quirk allows the user to stand on and control the air around them. This ability can mainly be used for levitation and ascending into the air. It isn't strong enough to allow the user to fly around. It does allow for enough mobility to walk and even skip through the air.

Chart - 100QP
This is a mapping ability that can be used to create a holographic page to track and detect enemies. The user will be able to observe anyone located on the map as well as seeing how far away they are, and the condition they are in.

Slide and Glide - 100QP
Slide and Glide allows the user to project an attractive/repulsive force from their hands and feet. The user can slide across surfaces by lightly repelling themselves away from any surface. The sliding gives the user great speed, initially allowing the user to travel as fast as a bike, though the user has shown the ability to travel as fast as a speeding bus. In addition the Quirk can also be used to go backwards, shift from side to side and to rotate as well.

Transforming Arms - 100QP
Transforming Arms allows its user to shape-shift their arms, allowing the user to have long-ranged, elastic attacks. The user can also split their arms apart to surround their target and launch multiple attacks at once. Depending on the user's fighting style, it may not be compatible with the intentions of the Quirk. For example complex martial arts can easily conflict with the elastic shape shifting effect. As a result this can create lag in the users' attacks.

Scanning - 100QP
Scanning allowed the user to search for and identify people's Quirks to some extent, as well to measure their level of power using a heat signature-like vision. This can identify any changes in an opponent's power as well. Particularly if the change is large such as when Deku activates One For All.

Hologram - 100QP
The Quirk allows the user to create holograms of anything they wish, with the largest ones being able to be spotted from a great distance away. Some possible uses for the Quirk would be to stage pranks, scare off attackers, or to send a signal in case of an emergency. The holograms have no effect on the world around them, which includes them not possessing shadows. They can disappear by being blown away by force or if the user loses their focus.

Dust - 100QP
Dust allows the user to create ash-like dust from their body. This can be used as a distraction, throwing dust at the eyes, nose, and mouth of your foes. Overusing the quirk will cause the user's skin to become dry and rough.

Paint Dive - 100QP
This allows the user to jump in and out of paintings, framed photos, and similar mediums. This doesn't work with electronics or any form of digital pictures however. While inside the user will be able to interact with anything and anyone inside. Though if you bring them out they won't have any special powers unique to them. So no you can't jump into a Superman comic and bring Superman out. I mean you can hang out with him and he'll have the powers there, but not outside.

Acid - 100QP
Acid allows the user to create corrosive liquid from their skin, with it being naturally resistant to the acid they produce. Acid can be generated in high quantities from any part of the user's skin, with the user being capable of manipulating it to an extent. You will be capable of producing acid that's strong enough to melt solid objects, including metal ones. This gives Mina an advantage against most adversaries, especially those who are overly reliant on easily destroyable weapons and equipment. Should the acid become too corrosive however, it can overcome the user's resistance.

Fiber Master - 100QP
Fiber Master allows the user to freely control fiber. This quirk has power over all types of cloth, being capable of telekinetic dominance over the threads that compose them. Targets are unable to resist its power as long as they are wearing clothes (although strong enough

foes, such as All For One, can still react against it). Denim is the easiest textile to manipulate, while sweats are the hardest. In addition this quirk is very reliant on the user's skill rather than power. This was noted by All For One when he attacked Best Jeanist.

Water Pump - 100QP
Well if it isn't the real number one Hero Backdraft (watch My Hero Abridged). This Quirk allows the user to create water from the hose spigots they have in place of hands. Backdraft has a great level of control over the water, being able to change the form of the water to shape it into a barricade rail with 'X' shaped warning symbols or a hand.

Energy Saver - 100QP
Energy Saver allows the user's body to function on very small amounts of nutrition and hydration, as well as allow them to process without much sleep. Gigantomachia has demonstrated this by being able to initiate continuous assaults for over 48 hours without rest, and only requiring three hours of sleep before resuming.

Bombify - 100QP
This Quirk allows the user to manipulate parts of their body to grow bombs of various sizes out of them. It appears to be some semblance of an artificial Quirk, created due to the Bomber cells that reside within its user, Number 6. The quirk does not offer any means to harvest the bombs or regenerate from damage alone. This quirk is best used in conjunction with a regeneration quirk.

Fa Jin - 100QP
This Quirk allows the user to build up kinetic energy by repeating regular motions and store it for later use. When the user chooses to release the energy, they gain an explosive burst of speed and power. The user can choose to only use some of the stored up energy at a time, allowing them to achieve multiple bursts of speed and power.

The addition of the already stockpiled energy that makes up One For All greatly increases the power of Fa Jin to the point that just 45% of One For All's power, in-conjunction with energy stored up by Fa Jin and slinging with Blackwhip to generate additional energy, is enough to reach comparable 100% levels, and without the backlash to the body. Unfortunately without a similar source of energy to draw on the quirk is much weaker.

Vines - 100QP
Vines grants the user controllable, thorny vines in place of regular hair. The vines can be manipulated for various purposes, such as binding foes, snatching objects and creating defensive barriers. The vines can also be cut off from the user's head, though they will still

retain control over them. If the user's hair is completely removed they can be regrown by soaking the user's head with water and bathed with sunlight, similar to an actual plant.

Vitality Stealing - 100QP
By making physical contact and then inhaling, the user can absorb the vitality of others, not only giving themselves more stamina, but also gaining an increase in size and strength. If the user is unable to make physical contact with his targets, then this Quirk is rendered ineffective.

Homing - 100QP
Homing allows the user to lock on to any target that they can see within six hundred meters of themselves and make any projectile they release chase after said target. This quirk works best with firearms, but any projectile can be used. Unfortunately the user cannot choose what part of the target's body the projectile hits, and the attacks do not carry much strength.

Zoom - 100QP
This Quirk grants the user eyesight that can zoom far away, allowing them to clearly see distant people and objects. By focusing their eyes into a particular spot, the user is capable of seeing up to 5 kilometers. Their eyes will also feature unique crosshair-shaped irises, which might be a physical feature of the Quirk. This would be a very useful quirk to pair with Rifle.

Anivoice - 100QP
Anivoice allows the user to communicate with and command animals through speech. This grants you a versatile suit of powers due to the diversity of abilities found within the animal kingdom. For example, bugs with their small size and burrowing capabilities are able to perform sneak attacks from underground, birds are useful for reconnaissance due to being flying creatures with great eyesight, and so on. Also this grants you an innate sense of what animals are saying. You will be able to understand animal language to some extent or receive information from the animals you command, but you can't communicate with any animal through intricate dialogue.

Larceny - 100QP
Larceny allows the user to take any object that their target possesses, instantly bringing it into their hands. The objects that can be "stolen" include even manifestations of others' Quirks. Because of Larcenies effects, it grants a natural advantage against weapon users, such as armed policemen. There is a size limit to what you can steal from one's person, with large enough objects being impossible to take away. You are also unable to use the

Quirk on objects that are outside of your line of sight, meaning that you would be left completely defenseless if your eyes become blinded.

Danger Sense - 100QP
This Quirk allows the user to detect any potential threats in the surrounding area, thus giving the user the opportunity to properly react to them quickly, similar to a sixth sense. The detection of a threat is described by Izuku as a sharp stabbing sensation in his head. The Quirk seems to be able to sense one's intent and negative emotions as well protecting the user from disguised foes.

Weld - 100QP
Weld allows the user to merge things both organic and inorganic at a subatomic level. When the user activates their Quirk, the two objects he's making contact with will become physically connected. This extends to the user's own body as well, as they are capable of melding themselves with objects or people as well. The user can reverse the effects of Weld if they need to.

Engine - 100QP
Engine grants the user engine-like protrusions somewhere on their bodies that allow them to move at extraordinary speeds. Thanks to Engine, Tenya and Tensei can both dash through long distances in a short amount of time. This makes them suited for missions that involve reaching a faraway place as fast as possible, chasing after an object moving at high speeds, or even escaping from an overwhelming threat. The mufflers found on Engine can be removed, with new ones regenerating in their place over time. These new mufflers may increase in power and efficiency, assuming the user puts themselves through massive strain due to Quirk usage, as Engine will naturally adapt to the newfound intensity.

Tape - 100QP
Well you thought Blackwhip was a discount Spider-Man, this is the real discount Spider-Man. Tape allows the user to eject adhesive tape from openings located on both of their elbows. The tape is strong enough to immobilize opponents, hold large structures together and support a grown man's weight. Once a strand of tape is released from the user's elbows, you have the choice of either cutting it off with your hands to allow new strands to be fired or leaving it intact in order for you to move around whatever you catch.

Confession - 100QP
After asking a question, Confession allows the user to force the victim to answer truthfully. With this Quirk, the user can learn the true thoughts, secrets, intentions, and feelings of allies and enemies alike, allowing for information gathering, psychological torture, and prevention of betrayal. Keep in mind all of your questions will be treated literally. So if you

ask someone if they were ordered to betray you, then they will say no unless they were explicitly told that exact order.

Sugar Rush - 100QP
Hey you ever wanted to get ripped by eating candy, well then this is the quirk for you. This quirk allows you to buff up and multiply your strength at the cost of your cognitive ability. So the buffer you get the stupider you get.

Multiplication - 100QP
This Quirk allows the user to grow and duplicate parts of their body all over themselves, giving them a multiplied increase in power depending on how many duplicates there are. Overusing this quirk though can make your body too bulky and greatly lower your mobility.

Search - 100QP
Actually this ability might not do much, but its actually very useful. Search allows the user to monitor and observe up to a hundred people at a time. This includes knowing their locations and weak points. Search also permanently stores the information gained after its usage.

Binging Ball - 100QP
Binging Ball allows the user to release small floating spheres with mouths from their body. These spheres can be used as projectiles, moving at very high speeds. The spheres are also capable of ingesting materials, such as ice shards.

Electromagnetic Bullets - 100QP
This Quirk allows the user to generate an electromagnetic field to be able to shoot with great force using whatever he has in his hands. If you need a further explanation then you essentially become a miniature railgun.

Forcible Quirk Activation - 100QP
Forced Quirk Activation allows the user to forcefully activate someone's Quirk against their will. Whether the target is conscious or not, the Quirk will work without fail, thus giving the user a method to use their allies' Quirks without having to worry about their state. It also would be useful for screwing with your opponent if you wanted to.

Boomerang - 100QP
Boomerang seemingly allows the user to control the trajectory of thrown objects. This can allow the objects to hone in on targets. Honestly this is just Homing, but for stuff you can throw instead of guns.

Rivet Stab - 100QP
Rivet Stab allows its user to generate black tendrils that have red prominent cracked lines that extend from the users' fingers, although they can also emerge from other parts of the body such as the spine. I would recommend buying this alongside Forcible Quirk Activation if you want to mimic All For One’s ability.

Sloshed - 100QP
Sloshed causes anyone who approaches the user to lose their sense of balance, falling into a state similar to inebriation. It's possible that the user is able to choose who is sloshed and who isn't. Those affected by Sloshed become unable to move and act properly. The user is capable of hiding themselves from view to allow the Quirk to materialize while undetected. The inebriating effect may linger for a while even if the user loses consciousness. It's possible to fight against the effects of this Quirk, assuming one is used to similar feelings. Maintaining distance from the user can also prevent Sloshed from working.

Serpentress - 100QP
Serpentress grants the user a trio of living snakes as part of their hair, which are implied to be a part of their biology. The snakes have excellent senses, which the user can utilize in order to locate hidden enemies as well as missing disaster victims. This would certainly be a useful ability to anyone who specializes in rescue missions. It is unknown if the snakes have any sort of offensive purpose. It however could be assumed that if the snakes were of a venomous species then they should be able to bite someone.

Tier 2 Quirks

Gigantification - 200QP
This allows the user to dramatically increase the user's size. You will be approximately seventy feet tall in the beginning. The extra mass grants the user more than enough strength to destroy buildings and other large structures. You will be able to freely shift between any size from your normal state to your maximum height.

Dragon Form - 200QP
Well this quirk does exactly what it sounds like. The user can transform into a large dragon while using this ability. You will possess all of the traits commonly associated with dragons. You will be able to fly, use powerful jaws / claws, and breathe fire. You will be a western dragon by default, but you will be able to choose whether you appear as a western or eastern dragon. You will also be able to shift partially so if you want to manifest your claws while remaining small you can do so.

Mushroom - 200QP
Mushroom allows the user to generate and spread fungus spores from their body. Once these spores make contact with a solid surface, they will quickly grow into full-grown mushrooms. The spores can grow from any surface, be it the area, the user's own body, and even other people's bodies. The spores spread easier in an area with high humidity. This is actually a rather dangerous ability considering that the user appears to be able to generate any type of known mushroom. So given how much jumpers travel, maybe you got some special stuff in store.

Outburst - 200QP
Outburst has never been seen being used in action, but its functions have been described by Izuku Midoriya. According to him, this Quirk allows the user to force others around them to burst into laughter so intense that it dulls their motor skills and cognitive abilities. It is useful for incapacitating villains. The full extent of this Quirk's power, as well as its limitations, are currently unknown.

Mummification - 200QP
Mummification allows the user to manipulate the red bandages they are wrapped in to ensnare inanimate objects that get caught in them and turn them into humanoid red mummies that they can control at will and make them fight for them. Although the limit number is unknown, the user should be capable of controlling a few dozen mummies at the same time.

Cement - 200QP
Cement gives the user the ability to manipulate cement-based material simply by being in contact with the surface. It does not give them the ability to create new cement, they can only reshape existing cement. Concrete can be molded into any shape the user desires, no matter in what state or form it is found, and they are free to weaponize said material as long as they keep touching it. In the right conditions, even those with enough power to destroy concrete may easily get overwhelmed by Cement.

Vibrate - 200QP
Vibrate gives the user the ability to generate vibrations, or shockwaves, which can travel through virtually any medium. Yo most notably uses this ability to shake things he touches with his hands. Vibrate allows the user to control the speed and strength of their vibrations, including how long the intervals are between tremors. Vibrating most objects vigorously will cause them to break and break. When used on the ground, Vibrate can create small controlled earthquakes. Due to the after-effects of Vibrate, this Quirk can grant the user resistance to vibrations, such as hypersonic attacks. Though overuse of the quirk can still overcome this natural resistance if your body isn't up to snuff.

Hardening - 200QP
You can harden your body to resist powerful blows. The best part is unlike the typical bruiser your weak points such as your eyes and your internal organs will be strengthened as well. The amount of time and how hard you can become will depend on your stamina primarily. So if you had to jump on a bomb you could become much stronger than normal, but in exchange you would be dead tired afterwards. With training you'll be able to handle these heightened states.

Steel - 200QP
Steel allows the user to turn their skin into a steel-like substance. Steel makes the user's body virtually impenetrable; it is tough enough to protect the user from bullets, blades and tons of falling metal, as well as other lethal hazards. Naturally, it increases your physical strength to superhuman levels, too, allowing you to break through most obstacles. Tetsutetsu has said that he will gain longer and stronger use of his Quirk depending on the level of iron that is in his diet. It is unknown if this refers to foods that have iron in them or if he has to eat the actual metal itself.

Black Whip - 200QP
Black Whip allows the user to produce tendrils made of energy from any part of their body and command them mentally. They can be used for a variety of purposes from restraining your enemies or to swing around like a discount spiderman.

Arbor - 200QP
Well here comes captain tree with Arbor. Arbor allows the user to generate and control wood from any part of their body. Through Arbor, the user is able to manifest tendrils of wood that seemingly sprout from his skin and then extend them over a long distance. These tendrils can come from anywhere on the user's body and you'll have full control over their actions, giving you a way to perform multiple tasks at once. Just be careful of flamethrowers, you're still flammable.

Wave Motion - 200QP
Wave Motion grants the user the ability to convert their vitality into energy that they can discharge as blast waves. Upon release, the energy converted from their stamina is unleashed as golden energy that travels in the form of a spiral. The amount of vitality converted can be adjusted by the user at will.

Pheromones - 200QP
This ability is similar to Midnight's quirk, but has a key difference. This allows the user to control any pheromone, and manipulate people with the gas by mixing the compounds in their bodies. It may be possible to create the gas without a scent or color, but that will take quite a bit of practice. You don't have many limits, but you'll have to figure out the combinations on your own.

Barrier - 200QP
Barrier is a purely defensive ability. It allows the user to project a telekinetic barrier in the shape of a dome around the user. The user will always remain in the center of the barrier so it must be positioned properly in order to protect anyone around them. In addition it lacks any offensive abilities preventing it from harming anyone. The only way known to break the barrier is to use overwhelming power in comparison to the user.

Size - 200QP
This Quirk grants the user the ability to alter the size of objects that they come into contact with. The user can only activate this power by pressing five of their fingertips together. The only weakness of this quirk is that it is unable to affect anything living including plants, animals, and people.

Heal - 200QP
Heal allows the user to amplify and quicken their targets' healing process by extending their lips and kissing them. With Heal, some grave injuries requiring months to heal can be healed completely in a matter of seconds. Heal does work by using the injured individual's stamina so after a certain point the effects can become more detrimental than beneficial.

Gas - 200QP
Gas grants the user the ability to generate a poisonous, sleep-inducing gas from their body. The user is capable of producing a large amount of purple-colored gas, enough to completely fill The Beast's Forest. Anyone who inhales the gas directly will immediately fall asleep and remain that way until the toxin is treated. In addition, the presence and movement speed of anyone within the gas can be sensed by the user thanks to its fluctuations. The gas' concentration is highest at its center and loses potency in lesser affected areas away from the user. The gas swirls in a typhoon, completely centered around the user. Navigating through the gas is also very difficult, similar to a very thick fog.

Hydra - 200QP
Hydra allowed the user to summon gigantic sea snake-like creatures from their back that they can control at will. The creatures are large enough to crush a person in their jaws. The amount of heads summoned will depend on the user’s capabilities. A weaker individual may only be able to summon a single head, but a more powerful individual could summon a dozen at once.

Sludge Body - 200QP
This quirk allows the user to transform their body into a bulk of a mud-like substance. This fluid form makes him immune to physical attacks. It also gives him the ability to take over another person's body and use their Quirk against their will.

Bullet Laser - 200QP
Bullet Laser allowed the user to fire purple-colored lasers from their fingernails, which they could fire both as direct blasts, as well as curved beams straight from their fingers. These lasers were strong enough to easily pierce through flesh, as well as destroy an entire house and large boulders. They could also explode upon contact.

Voice - 200QP
Voice allows the user to increase the volume of their voice, giving them the ability to create loud, high-pitched sounds. The sound that comes from the user’s mouth can reach extremely high levels, enough to incapacitate people by disrupting their eardrums (which may cause bleeding). The loud noise will also drown out other sound-based Quirks, giving the user an advantage against those Quirk types in battle.

Compress - 200QP
Compress allows the user to shrink down anything inside a spherical area into a small marble without actually damaging it. To activate the Quirk, the user first needs to touch the target with their hand. This will result in the target getting shrunk down into a minuscule marble-like object. Compress will affect anything that is found within a specific range of

space around the intended target, including, for example, fire or pieces of the ground (the exception being the user's own arm). The weight of the compressed objects is reduced considerably, making it possible to hide or carry them around. You will be able to cancel the Quirk's effects on a single marble by wishing it or effect all of the marbles at the same time by snapping your fingers, which causes the target(s) to turn back to their normal size alongside everything that was captured with them.

Frog - 200QP
Frog is the summation of Tsuyu's many frog-related abilities. This includes frog-like anatomy, great leg strength, wall clinging, a powerful extending tongue, camouflaging, fast swimming, and secreting mucus with different effects like paralysis and hiding scent. The user is seemingly capable of using all those skills limitlessly and in combination with one another. In addition, you'll also have access to all abilities used by frogs, regardless of what species they belong to.

Somnambulist - 200QP
Somnambulist allowed the user to put targets to sleep by exuding a sleep-inducing aroma from their skin. Somnambulist was described as being more effective on males than on females, giving Nemuri an obvious advantage against men. Though this could be because Midnight is female. It's possible that the scent is more effective on those of the opposite gender as the user. Regardless of that, anyone who breathed in enough of the aroma would eventually fall into a deep slumber, which would make it difficult for opponents to confront the user at close range.

Horn Cannon - 200QP
Horn Cannon allows the user to detach and launch their horns as projectiles. You can fire off several horns in succession, with a new set regenerating on your head almost instantly. The quirk grants the ability to remotely control up to four of them as well, allowing you to change their mid-air trajectory to get around obstacles. Those horns are strong enough to restrain Mezo Shoji, who is known for his high physical strength, and thrust away Tetsutetsu Tetsutetsu, who can turn his body into metal. The horns are capable of carrying multiple people and objects, although doing so slows their usual speed significantly.

Quicksteel - 200QP
This ability gives the user a small ball of incredibly tough metal. This metal at the very least is as strong as high grade steel and its current limits are unknown. The user can control and manipulate using their thoughts and emotions. The ball is to be capable of splitting up into multiple pieces and expanding. If the ball is damaged then it will seemingly regenerate over time until it reaches its original mass. Whether or not it is possible to grow and expand the total amount is not known.

Total Command - 200QP
This quirk grants the user absolute control over their body and its functions. Some examples of what it can do are controlling hormones, perfect control over their muscles allowing them to fully exert their strength, and any other aspect related to their bodies.

Explosion - 200QP
Explosion allows the user to excrete nitroglycerin-like sweat from their palms and ignite it at will to create explosions of various sizes. Through either one of your palms, you can create fiery shock waves that are highly powerful and destructive, often burning and/or shattering whatever they hit. The user themselves being immune to them, save for some recoil. The more you sweat, the more powerful the explosions become. This essentially means that the blast will gradually grow in power the longer you are in combat since you will naturally sweat more through ongoing physical activity.

Overlock - 200QP
Overclock allows the user to accelerate to extreme speeds, to the point that to the user, it looks like nothing is moving. According to Iwao, its true ability consists of stimulating the brain, speeding up the user's perception and thoughts relative to everything else, allowing them to move at a much faster speed than others.

In normal situations, the user can move at speeds approximately three to ten times faster than normal. In emergency situations, when the user's fight or flight response is active, the user can move at speeds a few dozen times faster than normal. The user can move fast enough to outpace bullets. The user can move fast enough to the point that the world seems completely frozen (moving faster than time requires you to move at the speed of light or faster: about 186,000 miles per second). Overclock also grants the user heightened senses, allowing them to see, hear, and think at hyper speed. They're able to clearly hear words that have been sped up to three-hundred times the normal speed when the Quirk is active.

Flight - 200QP
Flight allows the user to levitate and fly at high speeds. The Quirk covers the user and whatever they are in contact with inside an aerodynamic barrier that protects from heat, cold, and physical harm. You can control how much of what or whom the barrier protects. Due to the immense strength Christopher possesses, including being able to carry a giant ship or even the Tokyo Sky Egg, it is presumed this aerodynamic barrier grants him said superhuman strength, alongside his flying abilities.

Transformation - 200QP
With this Quirk, the user can shape-shift into another person's appearance after consuming some of their blood. It gives them the full ability to copy a perfect image of them, including tiny details. They can even replicate the voice of the person they've transformed into. This Quirk can only aesthetically transform its user into a perfect replica. The user cannot replicate their target's personality, knowledge, or other such details. These details must be discovered separately by the user if they wish to mimic their target exactly.

The amount of time the user can utilize a particular transformation is proportionate to the amount of blood that is consumed. One cup of blood equates to roughly one day's worth of being able to be transformed into that person. If the blood of multiple people has been ingested, then the Quirk user can transform into any of them, and without having to return to their original shape between transformations. After undergoing an Awakening, Transform also allows the user to duplicate the Quirk of the person they transformed into, provided they have enough prior knowledge of said Quirk through studying and researching.

Brainwashing - 200QP
Brainwashing allows the user to put their target in a state where they are forced to obey all of their commands. In order to activate their power, they need their target to verbally respond to something they say. Brainwashing does need to be willingly activated by the user, who can otherwise hold normal conversations with other people without brainwashing them. It is possible for the user to brainwash multiple individuals, but controlling multiple people at once makes it exponentially harder.

The quirk does have a variety of weaknesses though. You cannot order brainwashed targets to perform orders that require complex brain activity, such as talking or thinking, meaning it is impossible to make them write down information from their memory. You must keep his commands simple for them to be followed. Second, it will only work if the target verbally responds to you. Meaning it can easily be countered by someone who is aware of your abilities.

Change Now - 200QP
This quirk allows you to swap bodies between two targets. This can be the user or it can be separate individuals. This has both excellent potential for numerous and deadly scenarios. It is great to mess with people and it could be used on your enemies to trip them up in a fight. Depending on your strength it may not be a wise choice to switch bodies with someone else. Perks belonging to the jumper including anything that affects the body will be transferred to the new body, but your old body may still be superior to most of the setting depending on your current strength.

Foresight - 200QP
Foresight grants the user the ability to accurately predict all of the target's future moves and actions for an entire hour. Foresight activates by first touching a target and then making eye contact with them. Once these conditions have been met, the user is capable of watching the target's future lifetime from a third-person perspective that showcases the target themselves and their immediate surroundings, in a manner similar to a flashback. There does not appear to be a limit to how far the user is able to see into the future, being capable of foreseeing events that are years beyond present time. The main weakness is that the future shown is not set in stone as Nighteye was proven wrong by Izuku. In addition, the vision is based on sight alone so it is impossible to hear anything during the vision.

Landmine - 200QP
Landmine allowed the user to bestow explosive properties on anything they touched. The explosions could be detonated at will. The explosives Chitose created are noted to not be very strong, but they're still powerful enough to deal a lot of damage to a person if they're used in numbers. In addition the explosives can be placed inside people and other living beings as well. This may not be the best way to ensure your followers' loyalty though.

Copy - 200QP
Well here comes discount All For One. Copy allows the user to utilize a Quirk after coming into contact with its respective user. You are only required to touch as little as a few strands of hair from the target in order for his Quirk to take effect. After contact with a target is made, you'll gain full access to their Quirk, at least at a basic level; it's unknown if Neito is also capable of copying further improvements that one may achieve with their Quirk from what we've seen so far.

Earphone Jack - 200QP
Earphone Jack grants its users long, controllable earlobes that work like headphone cables. The user's earlobes are shaped like jacks at their ends, allowing you to plug them into a variety of objects. Those earlobes can further channel the vibrations of the user's own heartbeats, dealing internal damage to said objects.

Jet - 200QP
Jet grants the user the ability to expel air from open holes on the soles of their feet. This allows them to fly around a limited range as well as move faster than the eye can follow, even on the ground. The air used to fuel Jet is taken from the breath of the user. Jets on the user's feet propel them in a straight line to their desired destination. Switching angles require a second breath to create another pulse of air. Momentum granted from this power can be used to improve the user's own strength.

Fierce Gains - 200QP
Fierce Gains allows the user's muscles to harden to exceptionally tough levels. Gigantomachia uses this Quirk in conjunction with his make-shift body granted by Mole, and his ability to not feel pain to make his skin nearly unable to be pierced by anything.

Ice Manipulation - 200QP
Ice Manipulation allows the user to freely manipulate any and all nearby ice. They can freely gather, move, attack with, and defend with the ice they manipulate. The known range of quirk's maximum power extends to the size of an entire town. After undergoing an Awakening, Geten learned that he could also manipulate the temperature of ice, thus allowing him to freeze water into ice and giving him more ice to manipulate.

Chronostasis - 200QP
Chronostasis grants the user arrow-shaped hair that can extend itself in a straight line and cut others, slowing down targets if hit. The "Minute Hand" is located at the front of the user's hair, above the forehead. The "Hour Hand" is located on the back of his head around the nape. The duration of the slowdown effect correlates to the unit of time represented by the hitting hair arrow.

Fatgum - 200QP
Fat Absorption grants the user the ability to adhere any objects to their body and make them sink into their body fat upon contact with it. This Quirk provides a high degree of protection, making the user extremely resistant to blades, bullets, and attack-heavy Quirks. Those who attempt to physically strike him may end up getting stuck to his body, giving the user an opportunity to restrain them.

Pump Up - 200QP
Pump Up is a Quirk that gives its user the ability to amplify, and to a degree, manipulate their muscles, granting a significant increase in strength, speed, and durability. When using this Quirk, muscle fibers can be enlarged to the point where they can no longer be contained by the user's skin. In addition, Pump Up gives the user the capacity to contend with One For All at 100%. While this quirk grants incredible power it is also easy to disrupt. Using too much energy and being hit by vibration attacks can cause the muscle fibers to weaken allowing the user to be easily defeated.

Tier 3 Quirks

Orcinus - 300QP
Orcinus is the summation of the user's many Killer Orca-related abilities. They can do anything a regular orca can do, even on land. Coupled with a large size, Orcinus grants the user enhanced strength and speed, especially in water. It also comes with the power to produce hypersonic waves that can paralyze targets instantly. The waves are powerful enough to break apart large waves of ice. Though since you are now essentially a giant fish remember to stay hydrated.

Creation - 300QP
Creation allows the user to materialize different objects, such as weapons and tools, from any part of their body. The user should have the ability to create anything inorganic as long as they understand its structure and composition. The complexity of the object is irrelevant as long as the user understands. The object also doesn't necessarily have to fully manifest as well. For example a cannon could technically be fired while it only partially emerged from the user. Creation however does rely on the users energy particularly by breaking down fat or other resources the body has access to requiring the user to have a heavy calorie intake.

Rabbit - 300QP
Do you wanna be a bunny girl or I guess a bunny boy. Well take this then Rabbit grants the user rabbit-like anatomy and abilities. The Quirk gives Mirko enhanced senses of hearing and smelling, as she was able to accurately pinpoint the location of a fight from far away. Similarly to Frog, Rabbit grants Rumi functional rabbit features like long ears, large, strong legs and a fluffy tail. She also possesses a rabbit's survival instincts, which alerts her of any nearby danger.

Fierce Wings - 300QP
Look it's an angel or at least that might be the first thing people think of when looking at you. There are two options for this power. First you can get a quirk similar to Hawks. There are a number of unique aspects of this option is the ability to telekinetically control your feathers. In addition the user can share sensory information including hearing and some other senses. Depending on your skill you could eventually match Hawks and evacuate an entire building in seconds while still flying with these.

The second option is to sacrifice the ability to remove your feathers in exchange for much stronger wings. This will make your wings much stronger turning them into powerful weapons. While Hawks may have been able to use his feathers as swords or life people, your wings will be able to function with much higher weights. In addition this method will allow you to go much faster since you'll be able to handle the strain better. Lastly due to the

increased strength you will be capable of generating powerful gust of wind, maybe even twisters or small tornados. Though if you can't choose between them you could buy this twice to combine both of their unique aspects. The versatility of the telekinetic wings with the strength of the pure function wings.

Rifle - 300QP
This quirk allows the user to extend a rifle from their elbows. They can extend tendrils from the rifle that can curl up to form a scope or other attachments. They can also create various types of bullets, such as hollow-point bullets and curving bullets, from their hair by twisting and molding their hair like Epoxy putty and hardening it to be as strong as any ammo. The range of the rifle will be approximately three kilometers though with training this may be improved.

Age control - 300QP
This quirk allows you to alter the age of yourself and others. It won't make you immortal, but you could technically keep using it to keep making yourself younger. Though if you don't have any method to remove the negative effects you may lose some power depending on the change. So if you change into a younger form without a perk preserving your strength you may become slightly weaker as a result.

Earth Flow - 300QP
Well who wants an army of rock monsters. Earth Flow allows the user to manipulate the earth around them, being able to mold it into anything they want. With Earth Flow, you're capable of feats of considerable power, as demonstrated by Ryuko's ability to conjure avalanches. The range of this Quirk appears to be fairly long as well, with Ryuko being able to remotely manipulate the earth found in a whole forest area. The only real weakness is that you do need a large supply of dirt so you can't really do much in the city.

Shield - 300QP
This ability allows the user to generate stone-like hexagonal shields from any area on the user's body. These can be used for both offensive and defensive purposes. The shields are extremely tough and able to withstand a wide array of powerful offensive quirks. Even Tomura's decay can be held off at least temporarily with this ability. The shields can be layered multiple times and will remain intact after leaving the users control allowing for ranged attacks as well.

Air Wall - 300QP
Air Wall lets the user create circular shields made of compressed air to shield themselves. To create this defense, the user only needs to raise their hand in a particular direction at a time. These barriers can withstand powerful attacks such as Izuku's Delaware Smash Air

Force. The barriers can also be layered for greater protection. The user can also use the shield to blast people away or fire powerful bursts of pressurized air able to knock down and even stun the opponent. Air Walls are only created in the direction the user raises their hand, so agile enemies can maneuver to avoid the shield and attack unprotected areas.

Hellfire - 300QP
Hellflame is an extremely powerful Quirk that gives the user pyrokinetic abilities. The user is capable of generating large fire blasts to incinerate their opponents, as well as covering their bodies in flames. Changing the temperature of the flames is possible as well, which means that their damage output is capable of increasing or decreasing depending on the user's wishes. If the user doesn't have a way to counter it the quirk can cause them to overheat to potentially dangerous levels.

Metal Manipulation - 300QP
Metal Manipulation grants the user the ability to control pre-existing metallic material. By just placing your hand on a wall or on the ground, you can manipulate any given object in the room to create different types of structures to attack and/or defend. With the ability to bend any metal to their will, the user is capable of freely bending and changing the shape of any metal material they wish. This gives Wolfram a major advantage when fighting in areas filled with a lot of metal objects. Inversely, the quirk holds little fighting ability in settings where metal is rare or nonexistent. This Quirk is also inefficient for fighting at close range. When the user touches metal to activate their Quirk, their hand (or hands) glows with a bright blue electrical discharge of energy.

Mirror Master - 300QP
Mirror Master grants the user complete control over mirrors and the Mirror World. The user can create portals using any reflective surface, such as windows or ice, into which they, others, and objects may pass. The user can control access to these portals, and is able to trap people in reflections. You will also be capable of generating mirrors of varying size that you can then use for various effects; the mirrors can be used to project holograms or illusions, for communication, and to hypnotize or mentally affect people who pass through them, amongst other uses.

High Spec - 300QP
High Spec grants the user unparalleled intelligence, perception, and comprehension that far surpasses that of any human. Due to his unfathomable intelligence, Nezu is capable of instantly formulating incredibly intricate strategies; for example, from a single vantage point, he can create a chain reaction of destruction to wreck an entire industrial zone with just one well-placed wrecking ball smash. This same intellect also grants him flawless leadership

skills, which are acknowledged by the fact that he is the principal of U.A. High School, the top hero school in Japan.

Toho - 300QP
Toho gives the user the attributes of a kaiju; in addition to their lizard-like appearance, they are very large and very strong. In addition, the user can also produce nutrients in their own body via Photosynthesis. If you don't want to resemble Godzilla you may select another kaiju to take after instead.

Reflect (Flect Turn Version) - 300QP
Reflect allows the user to absorb energy and send it back in the opposite direction. The Quirk is always active, and anytime the user makes contact with anyone and anything, they will be reflected away, even without the user's intent. Reflect drains the user's stamina proportionally to the strength of the energy reflected, and it is difficult for them to deal with sustained attacks for an extended period of time.

Reflect (Tomura Version) - 300QP
Reflect allows the user to copy any attack they are hit with and recreate the same attack themselves at the same strength. They can absorb multiple sources at the same time, but it releases in one direction all at once. There does not seem to be a power limit on just how many reflected attacks they can absorb, but you do have to be able to take the hit in order to reflect it.

Dark Shadow - 300QP
Dark Shadow grants the user a shadowy, monster-like being from within his body that he can materialize and dematerialize at will. Dark Shadow effectively acts like the user's personal guardian, functioning as a living appendage that follows all of its master's commands. It is sentient, capable of speech, and loyally protects its host, regardless of the state it finds itself in. Dark Shadow is always connected to the user and unable to truly leave their presence.

Dark Shadow appears to possess the ability to change shape to some extent, as it can apparently extend the length of its arms and neck if so desired. It's said to be made of "dark energy", despite being a solid entity that can interact with the material world, but said energy has a limit, and Dark Shadow will retract into the user's body when said limit runs out. Certain actions can make this energy drain out faster, like making Dark Shadow take too many opposing hits or having it distance itself too much from the user's body. To recharge Dark Shadow, you must keep it shrouded from any source of light.

Slice - 300QP
Slice allows the user to move, harden, and sharpen their own hair. They are able to use their hair as blades, as well as fire off individual strands of it like needles. You can also use your hair for defensive purposes by using it as a shield or for parrying attacks, as well as for mobility by using large locks of it as stilts. Considering the dependency on the user's hair you also gain the ability to rapidly grow and lengthen your hair.

Electricity Generation - 300QP
Electricity Generation grants the user the ability to produce and manipulate electricity. Unlike Electrification, the user of this Quirk can aim their discharges by firing them off as bolts of lightning, rather than electrocuting everything aimlessly. This ability is essentially full on electrical manipulation due to the finer control it offers. It at least currently is unable to allow the user to turn their body into electricity. Perhaps with enough training that could be possible.

Erasure - 300QP
Erasure allows the user to cancel out the Quirk of anyone they look at. When Erasure is activated, the user is able to disable a person's Quirk Factor until they close their eyes. Shota only needs one part of the target's body to be within his sights for Erasure to take effect. Since most people in the world rely on Quirks for combat purposes, this makes you an extremely bothersome opponent for anyone to deal with. In addition, as shown at the start of Tamaki Amajiki's fight with Toya Setsuno, Soramitsu Tabe and Yu Hojo, Erasure can be activated on multiple targets at once, and stays in effect even if the user looks elsewhere, as long as their eyes stay open. Due to your nature as a jumper you can extend this ability to any type of biological enhancement such as an X-gene.

Stress - 300QP
Stress grants the user the ability to convert stress, anger, and frustration into raw power. The raw power is capable of increasing their strength and size. The higher the degree of stress, the larger and tougher the user can make parts of their body. The sheer power gained from this ability is represented by black markings that spread to the enhanced areas of the user's body. Any limb can be enhanced at will, or the user's entire body can be improved all at once. A single finger was enough to destroy a Double of Twice and a single hulking arm annihilated several League of Villains clones while causing a massive shockwave with a single swing.

Lizard Tail Splitter - 300QP
Lizard Tail Splitter allows the user to split their body into several pieces and control them telekinetically. Setsuna is able to split off pieces from any part of her body. Those cutoff bits

of hers move around by floating, following Setsuna's will. Due to their usually small size and high speed of movement, they're hard targets to hit individually.

Notably, if any of those pieces contain a functioning organ, said organ is capable of operating by itself away from the rest of her body, allowing Setsuna to, for example, speak with just a floating jaw that contains her mouth, or see with just one quarter of her face, as long as it has one of her eyes on it. There's a limit on how long one of the cutoff segments may stay away from the main body though. Once that limit is reached, the aforementioned segment will stop functioning altogether. The user is able to regenerate lost segments, but there's a limit to that process as well, which forces the user to regroup scattered body pieces (which can be exploited to locate your position) after which you will become unable to regenerate them.

Love - 300QP
Love allows the user to power up a target by confessing their feelings for them. The more intense the user's love is, the stronger the power transmitted to the target is. This empowering makes the target physically stronger and faster than usual. This quirk can only be used once every twenty four hours. It does however offer an immense boost to the individual in question. For example Gentle went from losing to Izuku to practically overpowering him instantly.

Half-Cold Half-Hot - 300QP
Half-Cold Half-Hot allows the user to generate ice, frost, and cold from the right side of their body and fire, flames, and heat from the left. However, the user is unable to manipulate either element that comes from an external source; they can only create them from their body. The quirks power is perfectly divided between the right and left sides of the user's body. This gives the user two powerful, separate methods of combat that they may use regardless of the other.

The only real weakness is that balance must be maintained. The user needs to constantly alternate the use of both elements, heating themselves with the left side after creating a great volume of ice or cooling with the right side after generating strong flames. Overuse of either side without the other to regulate their body temperature could lead to either frostbite or overheating affecting their whole body, with possibly fatal consequences.

Tier 4 Quirks

Warp Gate - 400QP
This quirk allows you to generate warp portals allowing you to teleport to various locations. The amount and size of the portals will depend on your skill and endurance. Optionally you may transform your body into a misty form similar to Kurogiri. Otherwise by default you will simply gain the ability to create portals.

Chimera - 400QP
This quirk grants the user the characteristics of various animals. These traits can be amplified to a monstrous degree. Particularly this can give you a tremendous boost in strength and agility. Interestingly enough even mythical and extinct creatures can be used with this quirk. The previous user has displayed traits related to a werewolf, a dragon, and a wide variety of other animals.

Whirlwind - 400QP
Whirlwind grants the user the ability to completely control the air around them. The user is capable of manipulating gusts of wind with little to no movement from their body at all, letting them create strong gales and small tornadoes that they have full mastery over. Great winds may be used to propel the user, the people around them, and different objects all at the same time.

Decay - 400QP
The power is capable of rapidly decaying anything the user attacks causing it to crumble to dust. Whether the target is organic or not, Decay will work without fail. As such, this Quirk is extremely lethal against living beings, having their flesh rot away if hit by it. The speed of the disintegration has developed from slow to almost immediate, eventually spreading through their whole body if a victim doesn't amputate the decaying body part (Eraser Head was able to avoid this by erasing Decay before it could cause further damage to his flesh).

It is also possible for the effect of Decay to spread beyond what the user has touched, creating a domino chain of disintegrated victims. At the peak shown so far it is possible to decay an entire hospital and everyone inside at once, even spreading to affect an entire city. The user can also prevent decay from affecting something if they don’t wish to target it.

Time Skip - 400QP
Time-Skip is a technique where the user skips time for a tenth of a second, and in that limited time, they are able to move freely. The technique does not stop time however (though some have mistaken it for doing so), and the user's foe will still be able to move, although an unaware opponent will always be caught off guard. However, if the opponent is

aware of the technique, they can work to counter it, as the technique is flawed in that the user will not know their opponent's movements either.

For normal beings a tenth of a second is basically nothing, but if the user of this power has incredible speed, the user will have a greater advantage over his or her opponent. To outside observers, the user will disappear the moment they use it and reappear somewhere else, as they are skipping over that moment. It is possible as well for the user to train the ability to increase the amount of time they are “skipping”. Though the greater the power gap between the user and the opponent the less effective it is. Attempting this on a sufficiently powerful opponent could result in them attacking you while you are using the ability.

Summon Jumper - 400QP
You possess the ability to summon alternate versions of yourself and the ability to travel to and from your dimension to theirs. These alternate versions will primarily be based whatever setting you are in at the time. Given your nature as a jumper it may be possible for you to encounter any alternate versions of yourself on their own chains. Keep in mind the alternative versions have no reason to not attack you aside from you being an alternative version of themselves. So you may need to be cautious when meeting other versions of yourself.

Rewind - 400QP
Rewind gives the user the ability to reverse a living being's body back to a previous state. The user will optionally gain a horn that can be used to show how much energy is charged up for use. The horn will start glowing and slowly shrink as the quirk activates. Those that are in contact or in the vicinity of the user at the moment of the activation start having their bodies rewound to previous physical states, undoing or bringing back injuries or modifications from the present or the past. This makes them capable of reverting people back to a point before they even existed, effectively erasing them from existence. It is even capable of rewinding the genetic code making it a powerful ability.

Cell Activation - 400QP
Cell Activation allows its user to activate the cells in their body or another person's body through touch. This increases regeneration, recovery time, and can even improve physical condition. Cell Activation drains the user's stamina when activated however, and continued usage can cause fatigue if overdrawn.

Overhaul - 400QP
This quirk allows you to manipulate and control matter. This can be used to rearrange and alter anything you are touching. Once the user takes a target apart, he has the option of either leaving it destroyed, restoring it to its original form or shaping it into something new.

This process happens instantly and is effective on living and nonliving things alike. The user only needs one finger to make contact with something for his Quirk to activate, with the choice of whether Overhaul should affect only one select part of his target or its entirety being left solely to the user's wishes.

The user can recombine two different objects or beings into a single entity that possesses components of both subjects (including Quirks). This is performed by holding both elements they want to merge with each separate hand. It's possible for a combined entity to further transform as well, as long as the user merges it with additional objects. If Overhaul is utilized on a person, it can heal any injuries or ailments they once had by reconstructing them to a biologically perfect state. This can be used mid battle to essentially give the user a healing factor.

Foldabody - 400QP
You are able to fold your body and stretch your body into an incredibly thin layer. By manipulating your body you can practically become flat and shape your body into a variety of different shapes.

Cremation - 400QP
The user can ignite blue fire anywhere on their body with minimal effort or movement almost instantaneously. They can also combust anything they touch almost instantly, including robust minerals and living creatures alike. For example, by touching a single tree in The Beast's Forest, Dabi was able to set the majority of the forest ablaze, trapping everyone there in a ring of fire.

The flames of this Quirk are extremely hot, burning at a temperature of at least 2,000°C (3,632°F), which is higher than that of lava and normal fire, signified by its blue coloration. Dabi's flames were hot enough to burn an entire group of villains into ash in mere seconds. They're also quite bright, making them effective against Dark Shadow. The flames are powered by the user’s emotions, particularly rage, so the greater your anger, the hotter your flames burn. As a final bonus to prevent you from ending up like Dabi your body will be improved to the point that you will be able to safely use the flames.

Spider-Man - 400QP
Given that there are multiple discount Spider-Men here you need to show them the real deal. That’s right this is the Spider-Man package. The ability to stick to walls, shoot webbing from your wrist, the venom shocks, and every other spider power is up for grabs. This does not however come with a spectacular suit for a spider themed hero unfortunately.

Zombie Virus - 400QP
Zombie Virus enables the user to produce a pinkish gas that, when inhaled, temporarily transforms victims into zombies. Those infected gain the endurance of a zombie, increased strength, and the ability to pass along the virus via a bite. If a hero is infected by the gas, they can still use their Quirk and retain aspects of their personality. Their brains' function is a total zero when affected. They also moan and have bluish-gray skin. The only weakness is that normally the user is not immune to it. Meaning that the zombies created can attack and infect the user. Also anyone who has a zombie-like appearance will be ignored by the transformed individuals. For example All Might's weak form was ignored when the zombies found him during the attack.

Super Regeneration - 400QP
Super Regeneration grants the user the ability to regenerate any sort of injuries on their body, such as missing limbs, at incredible speeds. It is considered an incredibly rare and dangerous Quirk, thanks to its capabilities of making any of its users near invincible, able to recover from nearly any attack. There are some weaknesses however, the Quirk can not heal injuries that have already been cauterized by the time the Quirk is received or activated. In addition the regeneration can also become null if the user is beaten by their opponent faster than they can regenerate, whether that's through punches, fire, or disintegration. Lastly, if the user's body is not properly prepared, the regeneration process can also become a lot slower as a result.

Twin Impact - 400QP
Twin Impact allows the user to, at the site of any initial impact, create a second impact remotely and at their discretion. The second impact will be many times stronger than the initial one. It can be used on objects or on people, such as how Izuku first felt the second impact of Neito's swipe later in the match.

Double - 400QP
Double allowed the user to create a copy of anything, two at a time, through touch. With Double, the user can produce replicas of anyone to provide support in numbers. They do this by creating a dark-coloured, viscous fluid from his hands that forms into the person in question. In order to conceive a perfect clone, you are required to have knowledge of precise measurements and physical features of the person or object he was replicating. Doubles possess the same personality and abilities as the original, making it hard to distinguish them from the real person at a first glance. The copies only recall the memories of the last time they interacted with the user. Also the doubled clones are very weak physically. A single good blow can cause the clones to dissolve.

Rule 63 - 400/500QP
This ability allows you to swap the gender of the target and yourself. This power is capable of affecting any living being regardless of species. For an additional 100QP you can make this change retroactive and alter the world history making it appear as though things have always been used this way.

Rebound - 400QP
This power causes status effects and manipulative attacks to reflect on the attacker when targeting the user. For example if someone attempted to use mind control to enslave you then they would end up being the one controlled and become your slave instead. This will be applied to any affliction based attack or mental attack. This is a passive ability and will always be working unless you decide to turn it off. Finally this will work regardless of how strong the attacker is. Even Someone as strong as All For One would be treated the same as Shinsou for example.

Shapeshifting - 400/500QP
This power allows you to freely change your appearance and shape. This is the perfect power for a spy. You will not be limited to altering things such as your skin tone and general features as well. This is closer to a fusion of the ability used by the Martians (DC) and Mystique and will grant you full on shapeshifting. This however will only be a physical change you will not gain the unique abilities of anything you change into. So turning into a dragon may let you fly due to your wings, but you won't be able to breathe fire. Unless you're willing to fork over an additional 100QP. Then you will be able to mimic the biological traits of other species. You however, will only be able to access them at a basic level. You will be far from an equal to their strongest members, but the sheer versatility has its own advantages.

Tier 5 Quirks

Metallic or Chromatic - 600QP
This quirk grants the user the ability to transform into either a heroic metallic or a villainous Chromatic dragon based on DND dragons. The user will not be restricted to the side they are born on, but they will have to deal with powerful instincts. For example even though Izuku wants to be a hero he will often have darker thoughts that he tries to ignore. Aside from this the user will gain all of the abilities associated with the chosen type of dragons such as a powerful breath attack, a dragon body, the ability to partially shift, and any unique powers to their chosen type. This will make you a standard version of the chosen species though perks may modify your age and power level.

Zombie - 600QP
This quirk turns you into a zombie. Before you ask no you won't start craving brains or start rotting, but you will be an undead. Perhaps revenant would be a better classification. Regardless you will be capable of surviving lethal blows aside from full body disintegration. This will allow you to reattach limbs that are removed and repair basic injuries. You will be granted a healing factor, but this will be relatively weaker taking days to regenerate missing limbs. In addition you will not require normal human necessities such as air and water. You will still require food in order to gain energy however. Lastly you are not a virus or some sort of disease so you can't spread this by biting people or whatever strange idea you come up with.

Weather Manipulation - 600QP
Weather Manipulation allowed its user to produce rains, lightning, and tornadoes. Nine had shown he was capable of creating large storm clouds that enveloped entire islands, summon lightning bolts, and even create giant tornadoes. This Quirk also allowed him to manipulate wind and granted him flight. The storms created from this Quirk were strong enough to severely damage an entire island. The user must have a powerful body however, as when Nine used this ability it would cause a large amount of cellular damage.

The Hollow Knight - 800QP
You are quite far from your home my friend. You seem to share the abilities of a lost knight. This option gives you the powerset of the Knight from Hollow Knight. You gain the ability to utilize souls similar to the bugs of Hollownest. First as befitting the knight you will gain their skills with a blade or in this case a nail. Second, the knight is capable of using a wide array of spells which you will have access to. In addition, while a number of the knight's abilities may be due to items you will gain a version of each due to your biology or powers. For example you could manifest wings made of energy similar to the Monarch's Wings. Lastly, is a third aspect though this is optional. You may gain an alt-form similar to the bugs of

Hollownest. You could choose to resemble the Knight or any of the other various characters in the game. You will be able to shift between this and your other forms so you won't be stuck like that if you don't want to. There is a link in the notes to show all of the various spells and abilities you will gain from this.

I Am Thou, Thou Art I - 600/800QP
You have gained the ability to use a Persona. You will either generate a persona based on your personality or you may sacrifice this and instead choose a canon persona. I wouldn't suggest doing this as the persona will be a part of yourself and shouldn't be casually cast away.

For an additional 200cp you can unlock the power of the Wild Card and use multiple Personas. This will allow you to recruit additional persona whenever you encounter them. Since you will be on your own you will be able to hold an unlimited amount of personas within yourself rather than relying on someone else to hold them for you. This will also cause new persona's to be created based on the legends of the world. For example given their fame All Might and All For One could theoretically have a persona equivalent since persona are created by the universal unconsciousness.

Ghoul - 400/600/800QP
Ghouls are a carnivorous and cannibalistic humanoid species that are only able to feed on the flesh of humans and other ghouls. They are as close to humans as possible: they normally display the same attributes; the same physical appearance and intelligence as a human with the main exception being their inner biology, mentality, and diet. They are physically far stronger than humans. On average their natural abilities are approximately four to seven times as strong. Ghouls have a powerful healing factor as well though they can be worn down through a sufficient amount of continuous damage. They possess powerful natural weapons called kagunes created by the kakuhou organ. This is what you will receive by paying the base 400QP.

If you are willing to shell out some additional QP you can be given some amazing benefits. First by paying an additional 200QP you can be a one eyed ghoul instead. They are functionally the same as ghouls, but due to their hybrid nature with humans they are much more powerful. Lastly for an additional 200QP on top of that you can develop a kakuja. This is a special kagune that forms a powerful armor-like shell around the user's body. If you don't want the Kakuja then you can choose to receive a chimera kagune instead. This will allow you to pick a second kagune type and grant you the use of both of them. Though if you have the QP you could purchase all of these options together.

Bad to the Bone - 800QP
This gives you the powerset of Sans from Undertale. You will gain the ability to control gravity particularly being able to make things heavier and throw them around in the air. Second will be a wide variety of bone based attacks such as shooting bones or creating barriers. These bones will be significantly stronger than normal bones due to you creating them out of an energy you could call magic. Third is technically an extension of the second. You will be able to summon weapons called Gaster Blasters. These powerful weapons resemble a floating dragon skull and can fire powerful energy beams. Lastly is perhaps your most important ability called Karmic Retribution. This is an ability designed to punish evildoers. This attack amplifies damage based on how “evil” someone is and how much they have hurt others. Against a hero this would be useless, but against a monster this could amplify your damage a dozen times over.

Primarch - 800QP
You are a child of the Anathema, one of the gene children personally crafted by the Emperor of Mankind. You have been forged to be an unparalleled warrior. You are an embodiment of an aspect of war. Whether this is the construction of fortifications, the art of strategy, and so on. You are without equal in whatever aspect you have chosen. You are approximately thirteen or fourteen feet tall and incredibly powerful both physically and mentally. In addition to being a soldier you were also meant to be a leader and a statesman. As a result your knowledge of leadership and your sheer charisma is only matched by the true best and brightest of humanity. Perhaps you could lead humanity to a better future as you were originally created to.

New Order - 800QP
New Order allowed the user to set a rule onto their surroundings, allowing them to manipulate and bestow new properties onto themselves and the world around them. This can range from simple descriptions to more conditional ones based on cause-and-effect. Cathleen could give herself additional abilities, as well as manipulate the condition of her opponent's body. She could even use her power on incorporeal things, like the air and laser beams. It is described as a power that redefines what a Quirk can be.

The other aspects of the power are related to when you are applying your powers to a person or another living being. You are able to touch a subject including yourself and declare a rule for it. There are limitations however, first the user must know the name of the person. Meaning that it won’t work on an unknown or possessed individual. Second, only two rules can be imposed at once. There is also a limit to how much you can push your rules. For references Stars and Stripes who possessed the strength of a normal athletic woman was able to boost her strength to equal a weakened All Might. This is the limit of what sort of amplification you will be able to do.

One For All - 200/600/800QP
A quirk passed down through generations to defeat evil. The version that you obtain will depend on what you pay. In addition before you choose the level there are two special attributes you will receive regardless of level. First One For All is capable of growing stronger continuously as it was originally a stockpiling quirk. The longer you live the greater it will become. Second it empowers any other quirk possessed by the user. These additional quirks draw from One For All's energy and go beyond what they previously were.

For 200QP you will gain the original stockpiling ability with no additional power. The main use for this would be to pass on your powers to a successor. It will allow you to copy and transmit every perk and ability you have. For 600QP you will gain the quirk at the level All Might possessed, though it won't have the additional quirks unlocked yet. For 800QP the quirk is functioning at peak beyond what All Might was capable of along with all it's previous powers unlocked. Purchasing the 800QP version will give you the following quirks for free in addition to One For All:

- Fa Jin, Blackwhip, Float, Danger Sense, Smokescreen

All For One - 400/800QP
The ability to take the powers of others. Whether they would be joined together in you or passed along to a worthy user would be up to you. All For One allows the user to steal the Quirks of other people and wield those stolen powers as their own. It also allows the user to redistribute stolen Quirks to someone else. The process of giving and taking away Quirks is done through touch, through a hole in the palm of the user's hand, once it receives contact. A victim whose Quirk has been stolen becomes Quirkless, and loses any abnormal features if the powers happen to be Mutant-types. Interestingly, even if the user holds Mutant-type Quirks, the subsequent features do not permanently manifest on the user's body, and they can instead summon the mutant features at will. For 400QP you will receive the quirk itself. It will not currently have any other powers, so you will have to go out and claim some.

If you instead pay the full 800QP then you will receive All For One when it was at its best. It will have a copy of all of the other quirks that the mighty king had gathered over his many years. Even if they should be, none of the quirks will conflict with each other and remain at equilibrium within you. Aside from that it will primarily remain the same as the first option with all that it would be capable of. Lastly, regardless of which level you purchase, this quirk will allow you to harvest other powers in the future. It will require a victim to claim them from still, but you will be let loose into the multiverse with the opportunity to become one of the true predators as long as you are careful.

The Gamer - 800QP
This is the infamous Gamer system. I'm sure by now you're all familiar with it. The limitless ability to grow, the body of a video game character, assigning stats, generating a dungeon, and everything else that comes with it. This power will function at its full capacity. So unless you choose to weaken it, there will be no missing abilities, and you won't be limited by the world itself. This particular system will resemble the one used by Dark Wolf Shiro and Mirlnir.

It will have the standard leveling system, a set of stats that will possibly vary (you choose them if you want), a dungeon creation / ID creation, classes which can evolve, and a wide array of other abilities. Given the sheer versatility you may freely alter your system though you are not allowed to enable "Easy Mode" or a similar game breaking feature. All of the other features are free for you to decide if you don't like this version, however.

Heroes Never Die - 800QP
This is simultaneously very useful and very dangerous towards the user. This power creates a time loop in certain circumstances. The user will be unable to leave until they have fulfilled certain requirements. These are designed to be beneficial to the user however, it will not lock them in an instance that can only result in a negative outcome. This is how Izuku's resets appear to work, basically railroading him into doing things the "right" way by killing him if he does it wrong. In one of the earliest demonstrated loops, he saves a child from getting hit by a car, but gets hit himself. When he tries again, he keeps the kid from running into the street, but the car careens onto the sidewalk and kills him there. All of this because his Quirk was trying to force an interaction with All Might. The main weaknesses however appear to be that the user can't control when their save points are created and repeated deaths mentally tax the user (though that might just be a side effect of dying repeatedly). It is unknown if there is a real limit to how many times this can occur. In addition if the quirk were stolen or erased it would allow the user to die permanently.

The Supreme Being - 800QP
You seem to have acquired the body of a video game character particularly one from the world of Yggdrasil. You are able to design a character comparable to Monomga otherwise known as Ainz. His character is a level 100 lich from Yggdrasil. There is an extremely large amount of options and races that you can choose from. If you don't like designing a character then you may choose a character from the series to copy. You could pick basically any character in Overlord as Ainz stands at the peak of the fantasy world he inhabits. There is a link in the notes displaying the guild Ainz Ooal Gown. It has profiles of the characters and examples of how powerful they are if you are having trouble. There is a second link to the various races if you want to create your character.

Fusion - 800QP
This quirk allows you to fuse yourself and others into one being. This will grant the fused individual access to all of the abilities and knowledge possessed by the fusees. This can also allow for new abilities to be created by fusing individuals with different powers. There is no limit to how many individuals can be fused at once though it will become more straining the greater they are in number. There will never be any conflicts between the fused powers, but if the fused individuals are opposed to each other this can shorten the total time allowed. Aside from this the amount of time that the user can remain fused is based on the fusions stamina. This ability may also be used on separate individuals not including the user if they are willing.

Creation of a Legend - 600/800QP
Maybe instead of being granted the power yourself you may wish to create a power. This allows you to create a sentient quirk with a powerset of your choice. A simple example of this is the classic flying brick powerset which includes durability, strength, and the ability to fly. The maximum strength of the avatar would depend on the individual. A normal person would be able to make an avatar as strong as a relatively strong pro hero. Someone like a weakened All Might on the other hand would be able to create a being that was as strong as him in his prime. For an additional 200QP you will be able to imbue your powers with sentience and give them the ability to manifest as an avatar. Similar restrictions will apply to these as the default avatar.

Planeswalker - 800QP
This is not a planeswalker spark, but the ability to travel between realms. You will be able to travel throughout your local multiverse with this ability. Specifically you will be able to open portals of varying sizes and numbers in order to travel. You will however, be restricted from visiting other jumps and outside settings until you have acquired your spark. Afterwards this ability will be unlocked in full and give you the power to travel anywhere.

Cursed Blood - 800QP
This is an interesting power, this grants the user a variety of interesting powers. First the blood has a powerful regenerative aspect. This is effective enough that it can heal potentially lethal conditions, revive the recently deceased, and even deage the recipient. When Inko was given Izuku's blood after a heart attack she not only was healed completely, but her health improved and she became approximately 15 years younger. Despite these beneficial properties there are some negative effects due to its "cursed" aspect. The recipient will become enslaved to the user. This effect is much weaker if the user is not enforcing it, but will still have a passive effect. For example in the original story Aizawa would listen to Izuku when he was told something that could be interpreted as an order once or twice. In addition this does improve the user's body to superhuman levels. The

exact limit is unknown, but Izuku was able to destroy Ibara's vines and punch her hard enough that it was a blur when watched in slow motion. There may be additional powers that are not yet known yet as well.

True Ancestor - 800QP
Legends tell of beings that drain blood and walk in the darkness. Many would know these creatures as vampires. This perk won't technically make you a vampire, but it will give you similar powers to you. You will gain a wide array of powers. First your body will be enhanced by a significant degree. A normal human would become the equal of Captain America let alone some of the stronger beings. Second, you will gain powerful blood based powers such as the ability to form claws of blood. Third, you will receive a twisted version of the vampire's bite. You will be able to drain the blood of powered individuals and break down their abilities. This will give you a copy of their power and allow you to develop other minor powers based on their ability. For example Izuku was able to make his blood explosive after getting some of Bakugou's blood. How well you can develop the power will be based on how much blood you drain. Fourth you will be able to create thralls and servants by embracing others. The exact change will depend on your will. An enemy may become a servant while a loved one could be enhanced to a significant degree. There may also be some other powers that haven't been discovered yet due to the power still growing. You will not suffer any typical weaknesses of vampires such as sunlight, garlic, wooden steaks, or any other various legends. Your only main weakness is that when you start to run low on blood you may be driven into a berserker rage until you are able to gain your fill of blood.

Twin Creation - 800/1000QP
This is a very useful ability. You can make copies of other people. Now you might be wondering what makes this any different from Twice's power. Well first the copies possess all of the knowledge, skills, powers, and everything else that the original did. Second, they are a bit tougher than Twice's clones. In fact these are just as strong as whoever you copied. These copies won't fall apart and will be loyal to you rather than wherever their original loyalties lied. For an additional 200QP you gain the ability to customize them within limits. Maybe you want to copy the quirk someone had, but give them a different appearance or alter their personality a bit. This doesn't give you free rein they still at their core will be the same person, but you have quite a bit of freedom in what you can adjust.

Phoenix - 1000
This power grants you the abilities of a phoenix. You gain the ability to manipulate fire equal to a purchase of Elemental Manipulation, immunity to fire, the nirvanic properties of rebirth including regeneration, and the ability to turn into a phoenix. Regarding the rebirth aspect if

you suffer a lethal injury then you will be reborn in flames from your deceased body. You will be weakened for a short period after this occurs and if it occurs too many times too quickly then you will be unable to do so again. At this point you will die due to a lack of energy. Aside from this you will be effectively immortal once you have reached your prime. Lastly to clarify your regeneration will be capable of healing virtually any wound, but the amount of time will vary depending on severity. Broken bones and similar injuries may only take a few seconds, but full on limb replacement will take approximately an hour. This time can be shortened if you are exposed to flames, particularly strong flames.

Sharingan - 400/600/800/1000QP
The Sharingan is a powerful dojutsu possessed by the Uchiha clan. Purchasing this grants you it and optimally you may receive their bloodline. The main abilities it gives the user are the ability to see chakra, powerful perception, skill in illusion techniques, and the ability to instantly learn anything they observe. This does not extend to copying other abilities, but skills such as martial arts are an example of what can be learned. This is what you receive for choosing the 400QP option.

The 600QP option will evolve your eyes into the Mangekyo Sharingan. These possess similar abilities to the normal version, but to an enhanced degree. In addition it grants the user some powerful new abilities. There will be two unique powers based on the Individual such as Amaterasu, Kotoamatsukami, or Tsukuyomi. You may choose the two abilities or allow them to be generated based on your unique capabilities. This would also allow for the possibility of a new ability to emerge. Lastly they will gain access to Susanoo. This is both an incredibly powerful offensive and defensive ability. The only restriction is that without the Eternal Mangekyo, using these unique abilities will eventually lead to blindness if overused. To gain the Eternal Mangekyo you must either take the eyes of a blood relative ideally a sibling who also possesses the Mangekyo or purchase the option below. If they aren't in the right crossover world the first option may be impossible.

The Eternal Mangekyo is offered for an additional 200QP for a total of 800QP. This will allow you to use your abilities to the fullest without worrying about blindness. You may also select an additional unique ability for your eyes. If those still aren’t enough then there are two more options. First you can pay for additional Mangekyou abilities including custom ones for 200QP each. Second, you may choose to receive the Rinnegan instead for 1000QP. This will not grant you the abilities of the Sharingan, but offers its own unique powers. There will be a link in the notes providing detailed information on the Rinnegans' powers. Third, is the final option, should you purchase both sets of abilities then you may merge them into the Rinne Sharingan. To merge them you would need to buy them separately for a total of 1800QP. This will allow you to utilize all of the powers possessed by

both eyes. In addition the abilities will be enhanced in strength even further. Lastly this will grant the user access to techniques such as Infinite Tsukuyomi and allow the user to travel to a personal pocket dimension. If you do not possess chakra then this ability will be powered by your stamina or any other energy sources you possess.

Tier 6 Quirks

Elemental Manipulation 400/600/1200QP
One of the most basic types of powers, but also one that many have honed until it stood as an unrivaled ability. Each time you purchase this you will be allowed to choose an element to receive control over. Some options include earth, wind, fire, water, and lightning. If you pay 600QP it will allow you to control similar substances as well. For example water could extend to acid, blood, ice, and vapors. If you pay 1200QP to unlock the third level then you will gain an omni-mental ability you will gain access to all of the basic elements and once you master them you will be able to fuse them in order to unlock more powerful combinations. You will start out with earth, wind, fire, water, and lightning unlocked.

Titan - Varies
This power grants the user the ability to shift into a titan. Titans are colossal beings of various sizes that appear as a nude humans that commonly possess some form of deformity. There is a wide variety of titans and the specific one you can transform into will depend on what level you pay for. For 200QP you can become a pure titan. These are the standard titans and range from two to fifteen meters in height. For 400QP you become one of the weaker nine titans such as the Jaw or Cart titans. For 600QP you can become one of the stronger nine titans like the Attack or War Hammer titans. For 700QP you can become the Colossal titan instead. Finally for 1000QP you can become the Founding titan. Each of the nine possess abilities unique to them. Lastly for a 400QP bonus on top of whatever you paid you can transform into all titans of a lower tier. Meaning if you paid 1400QP after choosing the Founding titan then you would be able to turn into any of the nine and use their unique powers. For a final note anything restricted such as the Founding titan only being able to control eldians will be removed and applicable to all similar races.

The Good Hunter - 800/1400QP
So you're one of the Hunters from the lands of Yharnam or at least you have the abilities of one. You wield a variety of powerful traits, though many of them are locked behind your untapped potential. By taking this you will not gain the full powers of the Good Hunter, but the ability to unlock them. You will gain access to the Hunter's Dream and the ability to appear there when you are slain in battle. You will gain access to all of the spells and if it requires an item you will be able to cast it without the item. You will become a master hunter with all of the skills implied such as a mastery of combat, various weapons, tracking, and knowledge of the esoteric.

Though if you think it isn't fair to only give you the potential and make you work for it you can pay some additional QP directly. For the small price of an additional 600QP you will be elevated to the level of the Bloodborne protagonist at the end of the game. At this point the

Good Hunter was capable of fighting against the numerous foes, including Great Ones and winning. This upgrade primarily raises your stats, insight, and abilities rather than giving you access to anything new for a comparison. A new hunter could kill various creatures such as werewolves with some difficulty, but a master hunter could battle against gods and come out victorious.

Time Stop - 400/1000/1400QP
This quirk allows you to freeze time. While this is activated you will be the only one moving around. During this time you will be free to do whatever you want. If you were in the middle of a fight then you could attack your enemies while they were defenseless. Maybe you would prefer to perform a robbery and avoid getting caught on film. Once you resume time then everything you did will affect everyone else. So if you punched someone a hundred times they would suddenly feel the impact of a hundred blows. For an additional 600QP you can increase the power of this ability so that it can overpower other individuals with the ability to control time. For example this would allow you to freeze Doctor Strange who would normally resist it due to the Eye of Agamotto. Lastly for a total price of 1400QP you can increase it again to affect beings stronger than you. Otherwise it wouldn't make sense for this to affect beings far stronger than you. As a final reminder you will not receive any other powers from this so you may not be able to affect some people. For example if you were a normal human you couldn't hurt Doomsday no matter how many times you attacked him. You would just end up hurting yourself.

Rip and Tear - 400/1800QP
The power to slaughter your way through Hell itself. You have been imbued with the full might of the Doom Slayer. There are multiple variations of the Slayer however. In some he is just a man albeit an extremely powerful and vengeful one, but a man nonetheless. This is what you will receive for 400QP. In others the Slayer is a god concealed by a mortal form. He is the steward of our realm and the Avatar of Vengeance for humanity. Should you pay 1800QP then you will become a Primeval entity. You will be immortal and only other beings on your level of existence such as another Primeval will be capable of killing you.

Path to Victory - 1200/2000QP
The ability to understand how to properly go about obtaining any outcome. Path of Victory is essentially the ability to follow a walkthrough cheat guide for reality to successfully accomplish any goal you wanted. For 1200cp you receive a unblocked version similar to what Contessa possessed only it will not have any blindspots, but the goals must still be possible. The lower tier possesses a number of limitations however. First the objective must be possible. For example you can't put a normal person with it in a room with a bloodlusted Superman and still win. Second, it does use energy and can tire out the user. Third, while there are no direct blind spots like how it was impossible to read the Endbringers, beings

exponentially stronger or with precognition blocking powers could still be able to resist. Lastly the power relies on information the user asking the right questions. As a result this means the power is open to human error. An example would be failing to account for a factor or not updating after a major change occurred.

For 2000QP instead you can receive a truly limitless version. This version will be able to show you the path to anything at least theoretically possible. The upgraded version removes all of the previous versions' weaknesses. It is capable of forming plans to deal with anything primarily based on the user's subconscious desires rather than an abstract goal. It may be incredibly difficult, but there will now be at least a small chance that it could be done. Second it will now be able to overpower precognition blocking powers. Third, it will bring things to the users attention or autocorrect for smaller issues. . It will be capable of truly accounting for everything now.

Soul King - 1600/2000QP
Two of the most ancient members of their world. The Soul King acts as an anchor for which souls can flow throughout the afterlife and by which it remains stable. This allows for the unification of life and death, and for the existence of a world in which one needs not to be afraid of death. For 1600QP you will receive the abilities of Yhwach. This grants a number of abilities, first is soul distribution. This power allows the user to split up their soul and bestow it to others. In addition this grants the user the ability to heal from injuries that would be impossible to recover from otherwise. Finally the user is able to restore themselves should they be impaired by an opponent's ability. For 2000QP total you will gain the complete power of the Soul King in addition to Yhwachs. In addition to a mastery over souls, life, and death the user gains an immeasurable amount of energy. In this case it is specifically Reiatsu. Aside from this the user gains both immunity to precognition and the ability to use it themselves. There will be a link in the notes providing further information of some of the powers.

Hakaishin - 2000QP
The Gods of Destruction are among the mightiest entities in the multiverse, strong enough to be universally feared, not only by mortals, but even by other Gods. Gods of Destruction possess the Aura of a God and their signature ability is the Hakai. According to known information the lowest level of power to even qualify as a God of Destruction candidate is power equal to a perfected super saiyan blue. The most important aspect of being a God of Destruction however, is the ability to maintain the balance of the universe through destruction. As such you possess incredible power and act as a keeper of balance in the multiverse. Though you are not actually required to do so if you take this option. You are allowed to take the power and immediately go.

Demigod - 200/400/800/1800/2400QP
Even when the divine attempts to stay their hands they still find ways to interact with our world. Most often this is through demigods, the children of a divine being and a mortal. You may choose a divine entity based on the price you pay and gain powers similar to them. For example choosing Apollo would make you a master archer, an expert singer, amazing doctor, and give you other talents based on his domains. For 200QP you can become the child of a minor god. Hecate, Morpheus, and Iris are some examples. For 400cp you can become the child of an Olympian or an equally powerful being such as some of the Titans. Ares, Hephaestus, Athena, Atlas, and Krios are some examples of this level. For 800QP you can be the child of the elder Olympians or a similar deity. This level includes Zeus, Poseidon, Hades, Hestia, Kronos, and other beings that share the Skyfather title. For 1800QP you can be the child of a Primordial entity. These beings are primal aspects and embodiments of the universe. Some examples include Gaia, Tartarus, Ouranos. Lastly for 2400QP you will be the child of a Creator Deity. This will easily be the most powerful member of your chosen pantheon and likely is the ruler and creator of the multiverse you inhabit. Some of these beings would include Chaos, The One Above All, and the Abrahamic God. In addition, you may substitute these examples with members of other pantheons. So if you choose the 800QP level you could choose Susannno, Amaterasu, and Tsukuyomi instead. You may also choose gods that do not have children such as virgin goddesses, beings that are seemingly incapable, or those who simply were never recorded as having children. Regarding the Creator deities you will gain a lesser version of their abilities. For example rather than receiving outright omnipotence you would likely possess reserves of power that could match the 1800QP options outright. If they had you would be capable of generating a nigh unlimited amount of avatars and be able to see anything involving your domains, but not possess omnipresence. The specific powers will be a lesser version of your parents with the potential to possibly match them over an extremely long period of time.

Robots in Disguise - 400/600/1000/1600/2400QP
Did that car just change into a giant robot well even if it didn't you can. You are now a cybertronian or as they are more commonly known as a Transformer. These are incredibly advanced cybernetic life forms capable of amazing feats though the specific type you are depends on what you pay. For 400QP you are either a minicon or a rather weak cybertronian. You will be rather small for a transformer though you will still be a bit larger than a normal human. For 600QP you are a standard cybertronian like Iron Hide, Starscream, and the other various cybertronians. For 1000QP you are now a titan even among cybertronians. You are an equal to Optimus Prime and Megatron at this level. You are much larger than the average transformer and significantly more powerful in all aspects.

Should you wish to continue further then for 1600QP you will be a literal cybertronian titan. The titans are massive transformers and practically mobile cities. Some examples of this class would be Metroplex, Trypticon, and Fortress Maximus. The final tier is if you wish to stand at the absolute peak of cybertronian life. This final level makes you the equal to Primus and Unicron. These two are planet sized individuals easily capable of devastating worlds. They are the gods of Order and Chaos respectively and powerful enough to be considered multiversal threats. You may choose a concept to embody as well if you desire. Lastly if you wish you may gain the abilities and appearance of a specific transform based on the tier you purchased. If you paid 1000QP then you could actually select Optimus and gain his body. This power will become an alt-form and you will retain the ability to switch between this and your other forms.

Lord of Hell/Heaven - 1000/2000/3000QP
Have you ever wanted to become a demon or a Lord of Hell? This will turn you into a demon or partial demon. This will grant you the ability to use demonic energy, any standard abilities to demons based on the dimension you are in (supernatural beauty, unnatural charisma, superhuman physiology, as well as wings/tail optionally), and unfortunately a weakness to holy powers. You may choose a specific version of a demon to be based on if you don't want a general powerset. This however can not be used to make you abnormally powerful what you are paying. For 2000QP you will be a powerful demon lord and equal (potentially superior) to some of the weaker variations of Lucifer such as the version from Hazbin Hotel or Highschool DXD. You are somewhere around the universal level of power if you need a more specific level of strength. For 3000QP you will be a match for Lucifer Morningstar (DC) and be recognized as the heir or leader of Hell in future jumps as well by purchasing the final level. You may invert this perk to instead receive the abilities of an angel instead. For example instead of becoming Lucifer's heir you may attain the same role for Michal or God. Lastly you can purchase this twice to receive both powersets and positions.

Honkai - 1000/2000/3000QP
Honkai itself is actually a supernatural phenomenon which can manifest in a variety of ways. Despite this versatility the primary way it manifests is in humans turning them into Herrscher. In this situation Honkai acts as a unique type of energy that grants the user a wide array of abilities. The specifics will primarily depend on the exact nature chosen. The Herrscher are humanoid Houkai capable of manipulating Honkai in order to bring their abilities into reality. For example the Herrscher of Flames can start fires without any fuel and sustain them on their own. Even the weakest Herrscher is capable of destroying planets however as their powers are magnified to an immense degree. You may choose a power to gain. Some examples are Flame, Gravity, Void, Death, and Domination.

For 2000QP you will become as powerful as the Herrscher of the End. The Herrscher of the End was undisputed as the strongest of the Herrscher. Eventually humanity was defeated and she used her power to destroy her entire timeline and cause it to undergo rebirth. Some abilities that she was capable of at this level were Reality Creation, Ultimate Erase, Absolute Destruction, Universal Control, Omni-Elemental Manipulation, Telepathy, and Omni-Magic. The Herrscher of the End was also seemingly capable of using all other Herrscher abilities and was practically an omnipotent enemy only surpassed by the Will of the Honkai itself. The only beings even capable of injuring the user at this level are other Supreme God level beings.

For 3000 QP you will become as strong as the Will of the Honkai. This was the mysterious energy serving as the true Supreme God, the creator, and leader of all Houkai. This being possesses all abilities displayed by the Herrscher and the various other Houkai. Although each of the abilities is strengthened to a degree far beyond any of the normal users. Some of the other powers they possess are Omniscience, Omnipotence, Absolute immortality, Invincibility, Telepathy, Omnipresence, Concept Manipulation, Absolute Life and Death Control, Omni-Manifestation, Creation of Gods, Omni-Elemental Manipulation, Ultipotence, Omnilingualism. If you require more information about Honkai there is a link in the notes about the Herrscher.

The Phoenix Force - 1000/3000QP
The Phoenix Force is the cosmic embodiment of life and all psionic energy, born with the beginning of the universe, representing all life that has not yet been born. It is the source of all psionic energy, and acts primarily through hosts. For 1000QP you will be the equal to one of the Phoenix Five. These beings were created when Tony Stark split the Phoenix apart. Due to this it possessed and empowered five individuals with a fraction of its power.

For 3000QP you are on the level of the Phoenix of the White Crown. You and the Phoenix will be one. Optionally you may instead receive a full copy of the Phoenix force capable of exerting its full might even outside of the Marvel universe if you do not wish to merge with it. This power will never leave you for a new host and will obey your commands. As it is life and Psionic energy given form it can manifest a separate avatar to assist you.

The Power Cosmic - 1000/2000/3000QP
The Power Cosmic is the name of a vast source of limitless, godly, cosmic energy and power primarily wielded by the god-like cosmic entity Galactus. The Power Cosmic allows Galactus to employ the available absorbed cosmic energies within him to produce nearly any effect he desires, including size-alteration, the molecular restructuring and transmutation of matter, the teleportation of objects even entire galaxies across space and time, the creation of force fields, the creation of interdimensional portals, telepathy,

telekinesis, and cosmic awareness on a universal scale. Galactus has even been shown as capable of creating sentient life, resurrecting the dead, manipulating mortal souls and remaking dead worlds including their populations in every detail.

By paying 1000QP you will receive enough power to match the Silver Surfer. This is the most famous and one of the most powerful of Galactus's heralds. The Silver Surfer is easily able to contend with many of the powerhouses of the Marvel universe such as Thor and Beta Ray Bill.

For 2000QP you have been gifted with a sufficient amount to equal Galactus. You will not equal him at his best, but perhaps with enough time (a very very long time) you could actually grow to match him at his peak. With this might you will be a devourer of worlds. As a bonus you will not suffer from Galactus's famous hunger, you will only possess his great power.

Lastly for 3000QP you will gain the power of the Lifebringer Galatacus. This is Galactus at his peak imbued with additional powers. This level possesses all of the basic powers at an enhanced scale as well as an array of new abilities. Galactus had lost his hunger and instead gained the ability to create. Rather than the great destroyer he became the bringer of new life. In this state Galactus and now you could be described as "the physical, metamorphosed embodiment of the cosmos." You are imbued with the power needed to birth a new universe. Few if any will be capable of truly challenging you in this state.

Outer Gods Rising - 3000QP
You seem to have transcended past the limits of mortality and ascend to the realm of gods. You are a lovecraftian eldritch Outer God. This comes with incredible and virtually unmatched power. Granted beyond this jump you may still face threats of a similar magnitude to this option depending on the setting. You may choose to simply become a being of such power, or become a copy of one of the known outer gods. If you do not choose a specific god, then you will receive power equal to the average outer god if such a concept exists. You may not pick Azathoth or a custom Outer God of this level.

Companions

If it is not otherwise specified then each companion receives 800cp to customize themselves, and may choose one origin. All companions are allowed to take drawbacks as well. Lastly all companions may be purchased multiple times unless it is a specific character. If it is not specified you may choose to import a companion into any of the following roles instead of creating a new one.

Import companion 50-400cp
Depending on how much you pay you can import a number of companions into this jump. For 50cp you can import 2, For 100cp you can import 4, for 200cp you can import 8, and lastly for 400cp you can import all of your companions. Each companion receives 600cp each and gets to pick an origin.

Canon Companion - Free/100cp
If you befriend any of the various beings in this world you may recruit them as companions. After all, if you're going to put that much effort in you shouldn't have to pay for it. If you pay 100cp you may guarrantte that you start out with a positive relationship with a character of your choice. This could be a good friendship or some other relationship of your choice.

Partner (Free Hero) 100cp
One of the most valuable things you can get in this career is someone that you can trust with your life. This person is very close to you and has known you for many years. Perhaps they even were in the same class as you and both of you decided to work together after graduating. Either way both of you know each other very well and can even use combination moves together. Best of all this person will be with you through thick and thin no matter what happens.

They receive 600cp to customize their abilities, further purchases are discounted. You may customize their appearance and personalities if you wish, otherwise it will be random. This may be purchased multiple times if you want a full team alongside you. The first one purchased will become the 2nd in command of your team after you, and any further purchases are discounted.

Capture Target (Free Villain) - 100cp
This individual is someone that you took as a prize after you defeated them. Maybe they were a powerful hero that garnered your interest or someone that simply didn't look away from you when you gazed at them. Either way you had a passing interest and decided to take them with you.

Now they serve some sort of role for you. If they were a warrior then they probably submitted and now fight for you. If they were a reporter maybe they now work to twist the news towards your desires. The options are all up to you otherwise then it will be random. Regardless, they will never betray you and you may customize them within realistic limits. Also if you do not want a slave they may understand just be a close friend. They receive 600 CP worth of abilities or you may choose for them. Further purchases turn this into a group such as family members or a squad.

The Second (Free Villain) 100cp
As befitting the trope of the evil overlord, you possess a skilled and deathly loyal second in command. They will be weaker to a degree than you but they will always be able to assist you in your matters. They receive 600 CP to use on this jump. You may purchase this multiple times, further purchases are discounted. Multiple purchases will instead create a council of loyal servants. They will develop their own hierarchy that will prevent a feud between them.

Should you ever fall, these individuals will dedicate themselves to three things. First they will seek vengeance tearing the one who defeated you apart no matter how long it takes. Second, if there was a goal you were unable to accomplish they will do everything in their power to do so. Lastly, if there is any method possible that would allow your return they will seek it out. If one of your 1-requires a ritual then they will perform it. If they discovered someone that had a quirk that could revive you they would do everything they could to recruit that individual.

The Orphan (Free Outcast) - 100cp
Even though they are named this they might not actually be an orphan. This person is someone who has been cast out of their home. It might have been due to them having a villainous quirk or it could have been for another reason all together it really doesn't matter right now. The important part is that you happened to run into them and were nice to them. Maybe their home was really bad or they just didn’t have any friends, but acting that way meant a lot to them. As a result they got attached to you.

Since they don’t have anything else to do they want to help you pursue your goals and will happily follow your orders no matter what they are. They receive 600cp to customize their abilities, further purchases are discounted. You may customize their appearance and personalities if you wish, otherwise it will be random. You may purchase multiple times to receive a whole gaggle of misfits.

Assistant (Free Scientist) - 100cp
While most of the work is done by the crafters themselves, often it helps to have an apprentice. In this case you receive an apprentice that is talented enough to be worth teaching and determined to learn from you. If you are a Mechanic then they are talented in one of the fields you know. If you are a Hero or belong to some other origin you may choose for them to be skilled in that instead.

They receive 600cp to customize their abilities, further purchases are discounted. All of your assistants will get along even if they have conflicting fields. Feel free to teach a Hero, a Villain, and an eccentric Inventor at the same time.

- You may choose what each student is talented in if desired, but otherwise it will be randomly assigned based on your skills.

Eye in the Sky (Free Vigilante) - 100cp
The value of having tech support is something that is undeniably useful. This individual acts as an operator helping coordinate your operations and providing assistance when needed. They might not be able to provide boots on the ground assistance, but they are still an invaluable member of the team.

They receive 600cp to customize their abilities, further purchases are discounted. You may customize their appearance and personalities if you wish, otherwise it will be random. This may be purchased multiple times if you want a full team coordinating your operations. The first one purchased will become the leader of the operators.

Classmate (Free Student) - 100cp
This individual is an up and coming member of the school like you. They might not actually go to your class or even your school necessarily, but they are a student like you. If you want you can make sure they are a member of your class or whatever group you're learning from. Currently they might not seem like much, but they have a lot of potential once they start working at it. Maybe you'll be the one to help them unearth all of their potential. They receive 800cp to customize their abilities, further purchases are discounted. You may customize their appearance and personalities if you wish, otherwise it will be random based on your subconscious. If you purchase enough of them maybe you could literally make your own class.

Secretary (Free Politician) - 100cp
Well considering how busy you're going to end up and what you'll be dealing with it would surely put you at ease to know you've got a great secretary wouldn't it. No, well it's what you get. This individual is a master planner and perfectly suited to acting as your assistant. Best of all you don't have to worry about them actually being a spy or anything like that.

You may customize their personality and appearance if you wish. They receive 700cp to spend on customization. Like the others, further purchases are discounted. Multiple formations would lead to the formation of a personal supporting staff.

The Advisor - 100cp
As you have built your legacy this individual has stood by your side. Primarily, they have acted as an advisor giving you advice when it was needed. Seeking to aid you further, however, they have chosen to develop an organization in a field they are skilled in. Perhaps, like the Doctor, they choose to create a research organization filled with scientists and madmen to develop bio weapons for you.

This person will have absolute loyalty and stand by you regardless of the circumstances. You may customize their appearance and attitude otherwise it will be random. They receive 600cp to customize their abilities, further purchases are discounted.

If you purchase multiple companions, these may specialize in different fields or work together. Using the example above a science organization guided by three peerless scientists would undoubtedly be greater than an organization led by one. Lastly, your companions will never develop any major conflicts with each other. They may create a competitive rivalry, but it will never get to the point where they interfere with each other or you.

Suffering Child - 150cp
This is a child with an ability that is either incredibly powerful and incredibly versatile. Unfortunately at some point this power drew negative attention from someone who discovered it. Maybe they were kidnapped or mistreated due to their powers. As a result you somehow learned about it and went to retrieve them. Maybe you were a hero sent to save them or a rival villain trying to take your enemies' assets. Regardless you succeeded and retrieved them now they are in your care. Depending on what you choose they could view you as a savior, a family member, or something else. No matter what relationship you have they have an unshakeable loyalty towards you.

They have a Tier 4 or Tier 5 quirk at random. If you purchase this option multiple times they will receive a different power. If you somehow bought enough then they could have the same power. I hope that you do choose to actually take care of these kids if you take them. They really do deserve to be treated better. They receive 900cp to customize their abilities. You may customize their appearance and personalities if you wish, otherwise it will be random.

Successor - 200cp
After you have worked for countless years to build up everything you desire, the question then becomes who will uphold your legacy. This individual however is the answer to that question. They possess all of the traits that would be desired from a successor. They will also have skills specific to your field in spades. For example a hero might have overflowing charisma while a villain would be more skilled in manipulation.

If this is purchased multiple times there are two options. First you can simply receive multiple individuals. They will always be willing to work with each other and even if they disagree the worst their relationship will be is a competitive rivalry. The second option is if you possess enough skill in multiple fields. Perhaps you were a famous hero who became a villain after becoming disillusioned with society. In that case you could choose to recruit a hero and a villain successor. They will be willing to tolerate each other and while they may not want to work together they won't harm each other unless you're the sort of twisted bastard that enjoys treating them like that.

We are the _____ - 300cp
By taking this, you can choose to recruit characters that most would refer to as hero units. Now you're probably wondering what makes this any different from the Canon Companion option, well my good friends because these beings seem to come in groups and with some special toys quite often.

Some examples would include the Gentle Criminal and his partner La Brava. The Wild Wild Pussycats consist of Shino Sosaki (Mandalay), Ryuko Tsuchikawa (Pixie-Bob), Tomoko Shiretoko (Ragdoll) and Yawara Chatora (Tiger). You aren't restricted to characters of any specific faction, but if they are leaders of factions or of a similar position then you can only take a small group with them. For example, if you choose Nighteye then he would come with his personal costume, his agency, his sidekicks, and the rest of its employees.

Mentor - 300cp
This person has acted as your mentor for a decent portion of your life or they might still be teaching you right now. If you are old enough then instead they are the one who taught you so that you could become what you are today. They will already have a history based around your origins. As a student they will be associated with you and may have shown their public support for you if it would be beneficial. If you have the same origin then they will simply be a more experienced member of your profession. For example if you were a hero then maybe they have a relationship similar to All Might and Nighteye. They receive 900cp to customize themselves and you may freely design their appearance and attitude.

Otherworldly Traveler - 100/200/400cp
Depending on what world you choose to enter it's possible that some people who don't belong here still ended up arriving. This option allows you to recruit anyone who is from your crossover choices or has been associated with a crossover universe. This also doesn't have to be a character who directly appeared. If some aspect of their world has shown up they are a valid choice.

For 100cp you can choose to recruit any relatively normal individual. This is done more on a basis of personal power than anything. So this level would include Batman, Hawkeye, and any street level being or default human. For 200cp you can recruit up to moderately powerful individuals. Some examples would be Spider-Man, Joker (Persona 5/Royal, and most super powered individuals. The upper tier option here would be someone like MCU Hulk. The final option is for anyone that is above this in power. So for 400cp you can recruit comic book Thor, Superman, Gods, and other beings. Anyone stronger than the used examples would count for this tier. Lastly you may choose altered versions of these characters as well. Maybe you actually want a version of Superman as paranoid as Batman

Perfect Match - 300cp
The concept of a perfect match or a soulmate is one that exists in many different realities. If you wish however you may choose to receive one such individual with this option. They will receive 1000cp to customize themselves. You may freely design their appearance and attitude if you wish otherwise they will be created at random based on your hearts desires. This option will be discounted if you purchase it multiple times and all of your new found lovers will be perfectly okay with sharing.

Nomu - 400/600cp
Somehow you got your hands on a custom made Nomu. Maybe you ordered him right from the mad doctor or just happened to find him wandering in the woods. Either way this particular Nomu has imprinted on you and considers you its master. It possesses 1400QP to spend on quirks for the first level.

If you purchase the second level it will become a High End Nomu instead. As a result it will be significantly stronger and possess 2000QP to spend on quirks. Another benefit is that it will be intelligent even if it doesn't have high specs or a similar quirk. So rather than a mindless follower it will have an actual personality. This can be purchased multiple times and will be discounted after the first purchase. Lastly you may freely design the Nomu as long as you can still tell it's a Nomu afterwards. If you want the gender and general appearance can be customized since they now have female Nomu.

Followers

Three Test Mice 100cp
These mice are the perfect test subjects, they have no consciousness, are well trained to tell how they are feeling, can hold and control quirks, and they will react exactly like humans to any experiments. There will be a limitless supply should you perform any experiments that are lethal.

Send in the Cannon Fodder 300cp
Force of minions may not be exceptionally strong, but have numbers on their side. The exact size of this group will depend on the capabilities you possess. After all, if all of your properties added together can only house one thousand people, what's the point of giving you a hundred thousand minions? This advantage is that this force will continuously expand as you grow. Even if you absorbed a larger organization these mooks would rise to the challenge and fill the gaps. When not following your orders they do their best to maintain order and keep all your stuff running properly.

The Elite - 300cp
Well you should have your set of cannon fodder already, but maybe you want a group of elites instead. This option gives you a force similar to the Vanguard Action Squad from the League of Villains. It is much smaller, only consisting of a few dozen individuals, but all of them are elites capable of dealing with dozens of your normal minions. Each of them will have a power equal to the one of the tier 3 or tier 4 quirks at minimum. Like the other options as well should your organization expand so will this elite force.

Let's Start Experimenting - 200/400cp
Ok who doesn’t want a virtual army of scientists doing their bidding. These scientists will fill in any gaps in your scientific capacity and ensure all of your projects are running at full capacity. Each of them will possess a wide array of knowledge and will always be capable of at least assisting in your various endeavors. At least this is what you get if you purchase the first level.

Should you purchase the second level then the majority of your scientists will remain the same, but you will gain a large detachment of significantly more intelligent individuals. These upgraded scientists will be more along the lines of David Shield and Daruma Ujiko. These experts will be pioneering experts of their fields and will be capable of actively advancing your research to greater heights. If you leave them alone long enough you may be genuinely amazed to see what they do in your absence.

The Nomu Force - 400/800cp
This is a large group of Nomu outfitted to serve in any organization you possess. Most of them will be equal to the weaker Nomu shown throughout the series, but there will be a small number of stronger Nomu on the level of the USJ Nomu in the force. This level of Nomu is significantly stronger than the average, but will still be much weaker than the real High End Nomu. In addition these will be less intelligent and will require a leader in order to function at their full capacity.

If you are willing to pay for the second level however, then this force will gain a much larger contingent of High End Nomu. Each of these Nomu will be powerful opponents capable of matching the higher ranking heroes. Among this will be a group of elite High End Nomu as well. These elites will be equal or greater to Hood (This is the Nomu that nearly killed Endeavor and Hawks). Each of them due to their increased intellect will be capable of organizing the rest of Nomu when you are not actively leading them. They all will hold undying loyalty towards you and follow the intent of your orders to the letter.

Drawbacks

There is no drawback limit, but make sure you can handle whatever you take. While most of the drawbacks are focused on My Hero Academia you may substitute some of them with beings from crossover dimensions if your world has one.

Self Insert - 0cp
Maybe you want to take the role of a particular character in your story. Well then this option is for you. You can now insert into another character's role. Though you want to receive their powers using this method so be careful who you choose. You'll still have to pay for the power if you want it.

Supplement Mode - 0cp
Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks, no matter how hard you try to.

Variations upon Reality - 0cp
Due to the virtually unlimited amount of outcomes and different universes, you may select specific instances if you are unable to find a universe you wish to go to. You may freely customize the universe you are about to enter.

By freely altering the world on a grand scale you will also affect the amount of CP drawbacks you get. If you choose to make the world significantly more dangerous, such as by killing or erasing all of your possible allies, then you may double the CP you receive. If you instead make the world far safer, such as by ensuring the All for One died after his first battle against All Might or earlier, or the quirks never manifested, then your CP will be halved. If the changes don't significantly affect the threat level of the universe then your CP will be unchanged. Decide on your own how things will be affected by these changes.

Living through Eternity - 0cp
The events of the My Hero universe take place over a few hundred years counting when quirks first appeared. Although the part you're interested in will probably be the canon period approximately 200 years after quirks appeared. You may choose to extend your stay as long as you wish. Keep in mind this drawback only extends your stay. You must take it with Alternative Entrance if you want to appear during the discovery of quirks or earlier and stay until modern times.

Alternative Entrance - 0cp
Perhaps you want to start at a different point in time instead of wherever you would end up by default. There are a number of explanations for this such as a unique quirk or some new technology. Regardless of how you may start at a different point in time. You may choose anywhere from before the first quirk appeared to any current events in the story.

Lewd Toggle - 0cp
Since it's inevitable that some will focus on it, you have the option to shift the focus of the world instead from combat to the death to instead things of a more sexual nature. This will have many changes to the setting, and you may freely switch the gender ratio of the inhabitants of the setting, and also alter the gender of important characters if you desire.

My Hero Abridged - 0cp
There is a special version of the universe if you want to go to it. Welcome to the world of My Hero Academia Abridged. Here there is a variety of special changes Deku has cancer, Bakugou is actually a nice person, Uraraka is a fem-nazi, and so much more. This world is filled with many twists and turns, in addition it still is being made. You won't have to worry; through the power of future bullshit, we have the complete timeline for you to explore.

Old Injury +100cp
Some time ago you were badly hurt. Most of the damage healed but it left its mark. Maybe you lost an eye or one of your limbs. It's not going to ruin your life especially with all of the medicine designed to heal you in this world, but you'll be stuck with phantom pains and miss what you lost until you find one such opportunity.

PR Nightmare +100cp
Oh your public relations manager must hate you. Whether it's embarrassing situations, cursing on TV, or any variety of similar issues, you have a terrible habit of causing problems whenever the media or someone with influence is watching you. Depending on what happens as a hero this could lower your ranking or make out as a joke in the hero community. As a villain this will ruin your reputation making it far more difficult to find individuals wanting to join up. Maybe if you were powerful enough they would tolerate the embarrassment of working for you.

Will You Shut Up! +200cp
You really need to work on this. Perhaps you're just a nervous wreck in general or you get excited all the time. You just seem to end up in your own little world all the time. You could rival Midoriya's mumbling at his worst with how bad you are. The worst part however, is that this can occur at any time even during combat. Hopefully your opponents won't take advantage of this massive opening you're giving them.

It’s not What it Looks Like +200cp
This could cause some troubles with your relationships when you get into these situations all the time. Normally this might be a good thing considering that this is an anime world, but you only seem to get the negative effects from it. You might end up lost and accidentally walking into the girls changing room. Only you’re probably going to get beat up by a bunch of super powered pissed off ladies. In addition if you’re in a relationship I don’t think your honey will take kindly to hearing about this either. The sad part is that you won’t even be trying to end up in these situations; they'll just occur one way or another. Maybe if you maintain your nice guy persona they’ll let you off the hook…maybe.

Another Mary Sue +200cp
This could be interesting, it appears you’re not the only outsider that’s been inserted into this world. Only this other individual isn’t good at hiding it. They’re blatantly running around shouting about things they shouldn’t know and stirring things up. In addition if they find out you aren’t from around here either then they’ll probably throw a fit thinking you’re trying to steal their self declared role as the protagonist. You might be able to make them into a normal person eventually, but it would be a long and arduous road. If you actually accomplish this you can take them as a companion for all the effort you put into making them a better person.

Crazy Fans +200/300/400cp
On the other side of the spectrum maybe you can’t get away from them. You might end up attaining the affections of a powerful pro hero, a villain, a crazed yandere, and even some obsessed fan all at once. The problem is that they all want you to themselves. For 200cp this will restrict them to the level of normal people. At the worst you’ll encounter someone on the level of a second or third year hero student. For 300 cp you’ll gain the admiration of some relatively powerful individuals. These people will be closer to what you see from the Yakuza and the League of Villains. For 400cp you are going all in. This level will cause the eye of the world’s titans to turn their attention to gaining yours. Reclusive beings as strong as the real upper tier of this world will start showing up. This even includes some hidden figures that could be as powerful as All Might and All For One at their best.

You won’t be able to hide no matter how far or where you run. Even if you decide to become a hermit in the middle of nowhere they would still either track you down or happen to stumble across you. The only mercy is that your perks will still be able to affect them albeit likely on a lesser scale maybe 50% (of course this doesn’t mean anything if you don’t have any). Maybe you’re a figure of legend and actually capable of turning this to your advantage. After all it’s not impossible, just difficult to make them agree to share. For your

efforts anyone that agrees to this arrangement will be made into a companion and share a single slot at the end of the jump.

Double no Triple Agent +400cp
Are actually loyal to anyone, it seems you're spying for multiple organizations. Similar to Hawks you are stuck in a convoluted web of lies and tricks. Perhaps you live life as a Hero, but secretly work for Villains, while actually working for a hidden government intelligence organization. This lifestyle is incredibly stressful and every group is going to put you in numerous difficult situations. Plus if the others find out about your loyalties you can bet that they'll be angry. I hope you understand what you're getting into.

Public Menace +400cp
It seems that the media has decided to focus on you. In this case however it isn't a good thing. The media is obsessed with focusing on your negative traits no matter what is happening. You stop a villain during a robbery. Well guess what you traumatized those victims and caused property damage. Oh if only a more responsible hero had arrived to handle the situation. Maybe you were the villain pulling off the robbery. Well turns out you were a murderous psychopath threatening to destroy the entire city. This is the kind of crap you'll end up dealing with. You can counter this by proving yourself, but this could turn some of your more neutral viewers against you.

Copyright Infringement Alert +400cp
It seems you've been caught using toys that don't belong here. As a result you have been banned from accessing your warehouse while you are here. You get to keep access to your powers, but any items that don't belong to this universe are forbidden.

Wrath of the King +600cp
All For One is considered by many to be the most dangerous being on the planet and you now have to deal with him. Maybe you ruined his newest plan or simply have been deemed too big a threat to be allowed to live. Regardless one way or another the King of Evil is coming for you. He will have his full power equal to his peak before he and All Might crippled each other. This means he also has the full power of every quirk that he harvested for over a hundred years. There are likely a number of abilities that he never showed off before so you best use extreme caution.

United States of Smash! +600cp
What the hell did you do? For some reason All Might has gone berserk and wants to kill you. To make things even worse it appears that somehow he recovered from his injuries and regained his lost power. In his own words this means he may be fifty times stronger

than what he has shown off. You will not be able to reason with him even if you are a hero as well. He will only stop once one of you has died.

No Cheating +600/800cp
Oh you thought that you could just use your fancy powers and not worry about anything during your time here. Well if you take this that's not an option anymore you lose access to all of your out of jump abilities and powers. For an additional 200cp, you can lock away all the powers you got here as well. Go ahead if you want to try being a normal human or whatever species you choose go right ahead.

Pissed off faction +600/800cp
You've managed to anger an entire faction. This could be one the various organizations or sub groups of other factions. Regardless they will attempt to hunt you down and eliminate you. It will start off with small teams and an occasional real expert, but as time goes on they will devote more and more resources to hunting you. In the last year of your stay they will devote all of their resources towards killing you. The 600cp level will be sub factions or smaller groups such as UA Highschool, The Yakuza, The Meta Liberation Army, or a similar organization.

- For an additional 200cp you choose a complete faction such as the Hero Organization or the League of Villains after it grew larger. This can be taken multiple times for multiple factions.

Wrath of the Mighty +200/400/600/800/1000
Somehow you have made a mortal enemy. They will stop at nothing in order to kill you or to harm you in any way possible. The level this enemy takes will depend on what tier you choose. You may choose the tier multiple times and choose different levels. Keep in mind though if these people learn about each other it's very likely their hatred of you will cause them to team up. This will quickly make them exponentially more dangerous.

For 200cp you have something on the level of a minor villain or a hero student (Class 1A student after Training Camp) after you. For 400cp you have an UA faculty (Eraserhead, Kurogiri, Default Nomu) or an equivalent after you. For 600cp you have made an enemy of a Top Ten Hero (High End Noumu, Stars and Stripes, etc…) or similar being. For 800cp you have a Top Tier threat after you (Movie Villains, Crippled All Might, etc…) For 1000 you have made an enemy of a Big Bad / Symbol of Peace (All For One / All Might Full Power) or a new enemy has appeared on this level for the sole purpose of killing you. To ensure you have a chance you will have at least five years before any of them come after you. This is assuming you are only here for 10 years.

The time limit only restricts the main enemy from acting directly themselves. For example if you choose to face a Big Bad or a Top Ten Hero then they would still send their forces or anyone under that is their command such as lower ranked heroes after you. You just wouldn’t have to worry about them personally breaking into your home and trying to kill you in your sleep at the time. Though if you choose to engage them early you may or if you display power beyond what they can handle they won’t wait. Meaning if your foe was a Top Tier threat then and you showed off Big Bad strength then they won't wait for you to get stronger.

Scenarios

You may take any number of scenarios if you pass the requirements. In addition you are unable to proceed to the next jump until you accomplish this goal. All scenarios take place after the main jump so there is no need to worry about conflicting goals or lack of time. To clarify, you will essentially be taking the jump again, only you will have a specific goal instead of just needing to survive. There is no punishment for failure aside from losing access to the reward of the Scenario. Each major scenario you take will give you 500cp as well to spend on the document and each minor scenario will give you 300cp.

Major Scenarios

The Symbol of Peace
All Might managed to put the bar pretty high up before things started to get worse. Your goal for this scenario is to become the Number 1 Hero or one at least one of it's main pillars (if you were part of a team for example), establish a period of peace, and ensure society remains stable. Given all of the challengers that are emerging you'll have your work cut out for you. Perhaps you could try to get All Might's attention and become his successor before he retires in order to get a leg up while things are relatively quiet.

Rewards: There are two rewards for completing this scenario: a perk and a power.

- The perk is called the Icon of Justice
    - Icon of Justice: You have proven yourself to be a true force of good. As a result your actions now carry more weight. Simple acts of kindness might now carry the same weight as saving someone from being attacked. Should you actually save someone though the act could create a true believer in your cause. Even the coldest hearts could be touched by your actions with this.
- The power is one you should be familiar with by now One for All. You will receive the 800cp version of One For All for free and receive a refund if you paid for it. The best part however is that by absorbing this power it has combined with your out of abilities. This has allowed the energy of One For All to supercharge all of your powers. It will also continuously bond with any new powers you gain in future jumps providing a similar boost.

The King of Despair
On the other hand maybe things have been quiet for too long. This scenario casts you as the villain. Your goals are the exact opposite of the heroes. There are a couple of things you'll need to accomplish. You'll need to take over the criminal underworld, inspire a revolution against this pathetic hero worshiping society, and eventually go for the grand prize to take over the world.

Rewards: There are two rewards for completing this scenario: an item and a power.

- Your Empire - First for having successfully taken over the world and becoming the true symbol of evil you'll get to take the vast empire you have built. This will also include all of the followers and armies you have recruited. Special individuals such as your lieutenants and notable servants will become companions and made into slots depending on their groups. For example all of your assault teams will take up one slot.
- All For One: For having fulfilled the dream of the Symbol of Despair you'll receive the quirk All For One at the 800cp level. Should you already have purchased it you'll receive it for free. Much like its counterpart it will be supercharged as it bonds with you. It will allow you to combine and shift the various perks and abilities you possess into new more powerful combinations.

I Believe in You

Society has fallen far from where it could have been. With the rise of quirks a new way for others to be out down has arisen. Your goal for this scenario is simple but difficult you must get rid of quirk discrimination and improve the treatment of the Quirkless. This will come with a variety of challenges. People will have to be willing to accept each other regardless of issues such as villainous quirks or any other reason they make up. You will need to generate sympathy and change the general disposition of how people treat the quirkless. Factors and the issues will have to be resolved before you have completed the scenario. As a mercy you don't have to completely eliminate the issue, but you will need to at least convince the majority.

Rewards: For successfully accomplishing your goal you will receive the perk shown below for your efforts.

- All Beings Are Created Equal - This perk makes it so that it is truly possible to make everyone considered equal. This will allow you to bridge the gap between people, cultures, and everything in between. You will be recognized as a symbol of unity and respected even by those who don't desire your presence. Even if they don't like you they will at least be willing to acknowledge your efforts. Perhaps eventually you can truly make it so that all are equal, even if it's only under your domain.

The Fixer Arc

For this scenario you will be placed in a Disaster World. Your goal will be to fix this world. You will not be allowed to leave this world until it has been genuinely improved and can be considered a nice place. The specific requirements will depend on the world you arrive in. If the Heroes are corrupt and most villains are simply labeled for speaking out then you will have to fix the system. The only rule is that you can't just hit the reset button and start over.

Meaning you can't nuke the world and build it back up. You need to try to prevent the collapse of society, not cause it. If you give up you will be allowed to leave. The only consequence is that you will lose the CP and reward given by the scenario.

Rewards: For successfully accomplishing your goal you will receive the perk shown below for your efforts.

- Light in the Darkness: You truly are a lone beacon in the abyss. Even the most grimdark of settings has the potential to become a place of peace with your presence. Your very existence will slowly cause people to become better versions of themselves. You literally are making things better by living. Maybe you take a vacation to Worm and Warhammer in order to lighten the place up a bit. Lastly if for some reason you don't want to have this on you can toggle it off.

The Prime World

Somehow the world has learned about the multiversal nature of their existence. Now for the vast majority this doesn't mean anything, but for some this has changed everything. A group of powerful beings feeling that their existence is pointless have chosen to seek out the Prime World, the "Canon" world. They want to find this world and destroy it. Every other universe acts as a branch coming off of this world. If it is destroyed then everything else will follow.

You have two paths for this scenario. The first is to try and stop this. You must gather a group of allies and follow this group in order to stop their plans. You should try reaching out to anyone that could be of assistance. You would be surprised to see who is willing to help. After all, even the villains don't want everything to be destroyed. You will succeed once the group trying to destroy the Prime World has been stopped. Whether that's imprisonment, death, or convincing them to stop is up to you.

The second option is to instead join the group and assist their efforts in destroying the Prime World. You will need to successfully navigate your way through various worlds as you piece together the way towards the origin of your multiverse. The more worlds you travel to the more pieces of the puzzle you will assemble. However, the more worlds you venture the more opportunities and potential allies your pursuers will receive so you will be on the clock. Your goal will be accomplished once you have arrived in the Prime World and destroyed it.

Rewards: You will receive one of two rewards depending on which path you choose to follow.

- Salvation: For choosing this path you receive the perk The Savior

    - The Savior: You have successfully saved the multiverse. As a result you have gained an innate sense of when someone is plotting something. The greater the potential for destruction the stronger your senses will feel. In addition, you will be drawn to potential allies even if some are unconventional to deal with these situations. When the situation becomes dire enough even your worst enemies will be willing to bury the hatchet at least temporarily.
- Destruction: For choosing this path you receive the perk The End of Everything
    - The End of Everything: You have watched and been responsible for the death of an entire multiverse. This is a feat normally only reserved for beings far greater than you. As a result of your actions doing so again becomes easier in the future. You have become an avatar of destruction. Before you nothing is impossible to destroy. Whether this is an unbreakable artifact, or a kingdom that has stood the test of time, everything will fall should you try hard enough.

The Quirk Singularity Doomsday Theory

Since the dawn of quirks they have been growing stronger and stronger. There was a theory that eventually the human body would be unable to handle this growing power. Unfortunately it appears it actually is coming true. We can already see the signs in the current generation. We don't have long before this actually starts to become a major issue. So your goal for this scenario is to solve the problem. Particularly you must develop a method to allow the human body to handle this growing power since quirks aren't just going to disappear. You will fail this goal if the majority of people become unable to use their quirks due to the sheer strain on their bodies similar to how Nine was affected. Otherwise you're staying till you accomplish your goal.

Rewards: Well it appears you actually did it. You developed a method to allow everyone to handle the full power of their abilities regardless of how strong they grow. So take your reward

- The Unlimiter: Regardless of how you actually went about it this is your reward. It is a serum that can be administered to anyone. It unlocks the body's full potential and gives them the ability to hold any power regardless of strength. It doesn't give them said power or enhance what they have, but it turns their bodies into a limitless storage able to handle the strain. You may inject yourself with this as well to benefit from it. At the very least you will never have to be afraid of gaining or being unable to handle any power in the future with this.

This World is Filled WIth Fakes
For this scenario you must accomplish Stain's dream. There are two different options for how you could choose to go about this. First, you could use the same method as Stain and hunt down corrupt heroes until those who remain are on the straight and narrow. This however, will lead to you being hunted. Should you be captured and held for over six months in a row or killed you will fail the scenario. In addition you will likely face greater challenges than Stain did. Seeing how he affected society, the heroes and the government will not let a successor rise up if they can stop it. The villains will act similarly though they may be willing to give you a ceasefire as long as you don't actively target them. Though not all of them will follow this, they are villains after all.

Alternatively, you could try to reform the entire system from within; that could be done in different ways. Some examples of how to go about it would be to abolish the ranking system, turn heroes into a special police task force or form a department that will hold them accountable for their actions. This however will lead to push back from the heroes and their various allies. They won't go to war against you, but they won't be willing to give up their freedom so easily. A special condition for choosing this route is that you must ensure at least 75% of heroes remain in their positions. You can get rid of any corrupt heroes, but you can't afford to drive away half of the heroes in the nation..

Rewards:

- If you choose to follow the path that Stain has created, you will be awarded with the perk True Justice
    - True Justice: You have gained a sixth sense for when a public figure is crooked, and whatever punishment you dish out on them will be deemed appropriate as long as it isn't disproportionate. For example, killing a hero because they worked with villains would be fine, killing them because they were lazy wouldn't (but exposing them to the media would be fine).
- Should you follow the political route then you will receive the perk Make It Better
    - Make It Better: This perk makes it easier to create government reforms, whether it is forming new departments, passing a law through the assembly/congress/diet and so on. You will face less opposition than you might expect, your foes will remain honorable, and similar things will occur. IF you are determined to improve things you'll always have a real chance with this.

Time to Finish What They Started
Your goal for this scenario is to do exactly what the title says. You must finish what All Might started: as the symbol of peace, All Might put a dent in crime, but the most cunning and dangerous ones, like the Shie Hassakai, kept to the shadows, and thrived. You must put

down such crime and lead the country to true peace, rather than pushing crime to the margins. There are a variety of methods you could choose to accomplish this goal. First you could follow the motto if you want it done right do it yourself. You may choose to wage a one person war against crime until every major faction has fallen by your hand. Another route could be to realize the problem with All Might's strategy. He made himself a pillar propping up society, but as soon as he fell so did it. The solution is simple: don't do it alone. Forge a team of heroes so that they can maintain an eternal vigil and unite to solve the problems that they couldn't deal with alone. Besides quantity is a quality all of its own. You are free to choose one of these options or come up with your own method.

Rewards: Depending on whether you did it alone or built an organization to do it (as in, at least a few dozen people), you'll get some different rewards.

- If you went at it alone then you will receive the perk Caped Crusader for your efforts.
    - Caped Crusader: a perk which massively boosts the effects of, and greatly facilitates vigilante work. If you were to, say, take down a crime boss, their entire operation would collapse, to the point the police and heroes would be able to move in their turf easily. For example, if you were in Batman's place and arrested his entire Rogue Gallery, crime in the streets of Gotham would stop. The limits on that would be 1) it doesn't work on stuff like corporate crimes and corruption 2) it only works when you're alone and 3) if you don't take credit for it and stay in the shadows.
- If you choose to build a team then you will receive the Item The Jumper League and on top of that, you will receive the perk We're Trying to Help
    - The Jumper League: if you did the scenario in a group, you get to bring said group with you.
    - We're Trying to Help: This perk makes it so any benevolent shadowy group you make will be left alone by the government in future jumps (as long as you don't do stuff like massive collateral damage). They will still keep an eye on you, but you won't have to worry about the government creating a secret task force to kill you, the second one of your members slips up. If you need an exact standard on what they'll tolerate then essentially as long as the public supports you and you're making a difference then you'll be tolerated.

The Gold Standard

This scenario is similar to the Valedictorian scenario below, but like they say it's time to go Plus Ultra. You need to enter UA, get the highest score in the exam not only for your year, but in history, get a perfect score on every exercise/exam (tying for first place is fine, but only if it's the maximum score), win all three events at the three sports festivals and so on. Everything afterwards doesn't affect you, but you must forge a legend that makes you a

symbol in the making. If you actually can follow this, you'll probably be an unofficial ranked hero, by your second year in school. You will be given numerous opportunities as well throughout your time here to rise up, so reach out and take them when they appear.

Reward: For accomplishing this scenario you will receive the following perk Academic Excellence

- Academic Excellence, something which "links" all your school knowledge. For example, being an expert in WW1 history would make you an expert at WW1 literature, being good at basketball makes you good at football and so on. Limitation would be that the "linking" only works on stuff you could learn in an elite high school. Keeping the WW1 example, you wouldn't suddenly become an expert at trench warfare, and while you might be on the level of a college student, PhD students are out of your league

Minor Scenarios

Supporting The Hero In The Making
You are the sibling of Izuku Midoriya and your job is to support him as he becomes the number 1 hero. You start at the same age as him just after he received the news of his lack of quirk and will stay in his jump for 15 years. If Deku keeps this dream and becomes a hero of some renown, you will succeed in this scenario.

Rewards:
Family Origin - Can Choose to be a family member of the main characters in future jumps and may import at an earlier age to live through childhood with them, but can not make any major changes or do anything outside of your origin scope.

To the Stars
For one reason or another, quirks seem to have made people abandon their passion for exploring the rest of the universe. Your job is to fix that, you must reignite the passion of the world by restarting the space programs and going as far to develop a colony on another world.

Reward:
You will receive two rewards for accomplishing this task.

- First is the perk called Pushing Boundaries.
    - Pushing Boundaries : Many throughout history are willing to stay content with the status quo. You on the other hand can't tolerate this, whenever nothing is at work. You have the drive and abilities to handle any project. No project is beyond your capabilities, should you devote yourself to it. You could start out with a single office and build a business capable of spanning the entire planet.
- Second you will get to take the company and the colony you have raised with you. You will get to keep the colony as a warehouse attachment or a property to import into future jumps. The nice part is that you will gain a colony on the fringe of whatever setting you enter. It will be filled with whatever species inhabit the setting. If you went to Mass Effect for example there would be a few thousand members of each race inhabiting your colony. Regarding its location it would likely be on the edge of dark space where none of the other races have explored or at least so far. You will gain a new colony in each jump you travel to and well as gaining a retroactive colony for the worlds you have been to.

Valedictorian
The goal of this scenario is simple. You must successfully become the valedictorian of the academia you attend. However since you'll probably be in a hero school this will be a bit more difficult than it would be at a normal school. You'll have to prove yourself the top dog in both academics and whatever your school is famous for. Using U.A. as an example you would need to be the top Hero student.

Reward:

- You're the Best Around: For completing this challenge you will get to take your school with you. As well as all of the teachers and the students there. Using U.A. as an example again you'll take the school itself, Eraserhead, the rest of the teachers, Class 1A, Class 1B, and all of the unmentioned minor characters as followers or you may upgrade them to companions free of charge. This will work similarly with any other schools. Even if you choose to go to a normal school instead the reward will be the same.

Ending

Go Home: Maybe your time in this world made you realize life wasn’t that bad. Go home with the abilities you’ve gathered and enjoy your life.

Stay Here: Maybe you’ve gotten attached and are determined to make this your home. If you really want to stay here, take +1000 CP for additional purchases and get ready for the long-haul here.

Keep Going: Perhaps this is just one more stop on the road for you. Maybe you did nothing or maybe you changed everything. Regardless, you're determined to continue your journey. Maybe the next world will be a bit nicer than here.

Notes

First I would like to thank all of the people that gave suggestions and helped me make the jump, Narharcan, Mic Ras, Nuthery2, all the Anons, and anyone else I didn't mention.

The Prime World Scenario is based on a Naruto Fanfic that had this as the main plot for the final arc of the story. I can't remember what it is called though. If I do, I will put a link to the story.

Quirk Descriptions: I want to thank MHA for some of the description or partial descriptions used for some of the quirks.

Powers from the 2400QP Demigod option

- The easy answer is a lesser version of whatever your parents are famous for. For example the Abrahamic god is Holy and can create Angels which you would inherit. Chaos the Greek creator is famous primarily as a personification of creation and destruction. For example he is capable of permanently destroying the souls of anyone including the other Primordials.

Taking High End when not a Nomu

- This will buff you similarly to how the Nomu is upgraded. So if by default you're a hero you would be as strong as Manual or Native, but after taking the perk you would be closer to Kamui Woods or Death Arms. This won't bring you straight to the top on it's own, but it will help quite a bit. Plus you still get the additional QP to spend.

Hollow Knight Spells and Abilities

- "Category:Spells and Abilities (Hollow Knight)"

Overlord References

- Ainz Ooal Gown Guild - https://overlordmaruyama.fandom.com/wiki/Ainz_Ooal_Gown_(Guild)
- Yggdrasil Races - https://overlordmaruyama.fandom.com/wiki/Race

Soul King and Yhwach

- **https://bleach.fandom.com/wiki/Yhwach**

Honkai

- https://villains.fandom.com/wiki/Herrschers

Not a Quirk Examples

- Magic
- Semblances
- Ki
- Chakra
- Divine Power
- Psionics
- Reality Warping.

Power Boost Examples/Clarifications

You can pay to boost any power of quirk you purchase unless it's already at the highest level. So the maximum for this scale is 3000QP. The examples will be All For One and One For All.

- 2000QP All For One at its base is a power theft and merging quirk. So evolving could turn into outright power copying or something similar. For 3000QP it would likely turn into outright conceptual theft due to the scale it would be operating at. (since this is Outer Gods / Multiversal levels of power) Some examples would be the ability to steal/copy stuff like skills and take over things like godly domains.
- For One For All, the 2000QP might turn it into an infinite battery for all types of energies (like magic, ki, chakra and so on) that you possess or come into a sufficient amount of contact with. At the 3000QP level you would likely be able to embody the concepts or abilities you possessed. Meaning if you bought a fire quirk you may become the embodiment of fire or gain it as a godly domain essentially.

Some possible races for the Out of This World option

- Parahuman 200cp - Human who has part of a alien shoved in their head
- Endbringer 500cp - Alien Super weapon
- Modern Burning Martian 800cp - enhanced version of normal martian in all aspects
- Various Ben 10 Aliens - Too many to list
- Entity 1000cp - Cystlike entity made of numerous shards
- Kryptonian 600cp-1000cp (depending on version) - Super Powerful Alien absorbs solar radiation
- Dragon (normal) 300cp - Giant Fire Breathing Lizard typically has wings
- Dragon God/Aspect 900cp - Same as Dragon, but better in every way

Some recommended stories

- Apotheosis (infinity gauntlet story) - Fanfic
- Hero to the Bone (Sans Power Origin) - Fanfic

- Beyond and More (Source of some powers, though the story may be abandoned?) - Ao3
- What's A Koopa To Do? (SI w/ Bowser's body)
- A Soldier Among Heroes (Nonpowered OC is put in Class 1-A)
- Dragonspawn (SI as the younger sister to the Dragon Hero, Ryuko)
- Slouching Towards Nirvana (Post-GM Taylor SI)
- Bare Bones (SI with bone controlling powers)

Changelog

- 0.1 Jump in Progress
- Completed the Jump
- Added more scenarios based on suggestions.
- Added a couple quirks and clarified/modified some descriptions
- Added more suggested Quirks (electromagnetic bullet, Multiplication, and Binging Ball)
- Added I am Iron Man and The Only Real Superpower item
- Added Can't Touch This general perk
- Added Otherworldly Traveler and Perfect Match companions
- Added Age Control, Time Stop, and Shapeshifting
- Added Demigod, Soul King, Elemental Manipulation, the Good Hunter, Robots in Disguise, and I forget the rest
- Added Mirror Master, Rule 63, Change Now, and Rebound quirks
- Ok I've added probably 20 or more new powers so I think I'm done for a while.
- Moved Quirk marriage to quirk section from general perks (cost remains same)
- Added Sharingan, Phoenix, Fusion, Zombie, Cursed Blood, Creation of a Legend, Lord of Hell/Heaven, and True Ancestor
- Clarified Path to Victory and Demigod
- Added Heroes Never Die, Titan, Metallic or Chromatic, Total Command, and Quicksteel.
- Added Honkai