

(Version 2.2: The Singularity Procedure Update)

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

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

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

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

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

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

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

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

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

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

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

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

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

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!!!Origin & Location!!!

You may pick one of any of the below origins. Your age varies based on origin, while your gender is the same as the previous Jump. Alternatively, you may pay 100CP to manually swap gender and/or manually select age anywhere within the listed ranges.

At will, any origin may be treated as 'Drop-In.' This means you will receive no past or memories within this world and come in with only enough documentation to show you actually exist. Regardless of origin, you begin "Musutafu, Japan" home city of U.A. High and the location where much of this story's events take place.

Age; most Origins listed below have the options [Roll 2d8+16 'or' Take 14] listed beside age. By entering the Jump as an adult you will have an expected amount of experience and qualifications in whatever life or role you've chosen. By entering the Jump as a child you have the potential to attend UA - the school which the story is centered around - or otherwise act as a peer of the primary cast.

You may establish a relationship or connection to existing characters or elements of the setting through your backstory providing it's logical and doesn't affect canon in a meaningful way.

- "Support" (Free): In a world of heroes and villains not everyone can don the cape; some design the cape. You are someone who is involved within the Support Industry, which is the broad umbrella term for all trades and services catering to the needs of a Hero.

Managers who work on their PR and merchandise, industry tailors who get them the latest in protective and stylish costumes, and engineers who design their gadgets fall under this umbrella. While there might be heroes with actual Super Smarts, you're the brains of the operation.

On the flip side, some skilled in practices like these choose to take their abilities to less than reputable circles. Villains want to be stylish too, ya know?

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

- "Vigilante" (Free): In a world where you have two entirely different groups of law enforcement in cops and professional heroes, you would think crime wouldn't be such a problem. That's where you're wrong. There's still crime, it is worse in some areas than others, and the pros can't take care of everything.

When the average civilians need help and there's no one to call, you're the one taking a stand and saving the day. Yeah it might be illegal, yeah you have no official training, and yeah you might not always be appreciated, but sometimes it takes someone outside the law to uphold it.

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

- "Student" (Free): A young boy or girl with aspirations of greatness, currently living your average middle-school life. As this chapter of your life starts to close, you likely have your eye on the entrance exams to a hero school that can prep you for the gloried spandex.

Whether that's U.A. High or a rival school in the form of Ketsubutsu Academy or Shiketsu High, your family is likely to give you their complete, unwavering support both both emotionally and financially. Don't worry about home, just worry about the future.

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

(Age: Take 14)

- "Hero" (Free): You're a professional hero! You've long since went through the tests, schooling and training required to earn your license and have been doing this Hero of Justice thing for a while. Locals know your name. You have a record of saving people or busting criminals. It's a pretty sweet gig!

Thanks to All Might your job isn't quite as strenuous as days gone by, but you can't let your guard down. You never know when the next big villain will hit the stage, and small time villains can be just as dangerous if you're not some big shot. Watch your back, and protect the streets.

(Age: 2d8+16)

- "Revolutionary" (Free): This world is rotten and you know the cure. Are you offended by false idols or restricted by the hamfisted rules this era has grown stagnant off of? Whatever the case you have strong opinions regarding the direction of the world and the grit to lay that brick road yourself.

Those who take the Revolutionary Origin may be an independent Revolutionary with their own ideals, or a pre-existing member of the Meta Liberation Army whose ideals center around individuality, rule of the strong, and complete repeal of all Quirk laws.

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

- "Villain" (Free): In a world where most people have super powers, the vast majority aren't allowed to use them. In the wake of societal upheaval from years past a Quirk is seen as a dangerous thing that must be regulated. That's not fair. It's your power, and only you can say how it's allowed to be used!

You are a villain, someone who performs illegal acts with the use of their Quirk. Some are hardened criminals, and some just like the feeling of public liberation in defiance of the law. How people treat you depends a lot on what you're doing and where you're doing it; down to mild slaps on the wrist.

It can be a hard life at times, but there's little chance of you ever going legit. What's more, you can feel a wave coming, like the binding chains of law and order are starting to slip. You willing to ride it?

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

- "Wild Nomu" (400CP): Nomu, the heavily modified abominations created as foot-soldiers for the League of Villains. These monsters are purpose built to house multiple Quirks as bestowed upon them by the villain known as All For One. You desire that power for yourself, and will awaken as one.

Wild Nomu is a peculiar origin for a number of reasons compared to all others. The majority of the mechanical details can be found under the perk section, but can be summed up as the ability to purchase multiple Quirks and benefit from diverse enhancements and memories.

You in particular are a unique case of a Nomu going Rogue. Why and how this came to pass is mysterious, though it may relate to you being an experimental early generation of this monstrosity. How much the villain All For One cares - if at all - depends on your choices to come.

(Note: Check Drawback Section for Form Details.)

(Age: 1d8 as "Functional Age")



!!!Perks!!!

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

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

-**"Superficial Mutant"** (Free): With the advent of Quirks, many humans also took on incredibly mutated appearances which was part of the reason for social norms to break down. You may customize your own appearance, basically deciding to look like almost anything you want with a few minor limitations.

First, humans are still universally bipeds no matter how strange. Second, they're still solid unless a Quirk specifically renders them otherwise. Third, they're still generally around the same size as old humans, with a few exceptions being radically shorter.

Forth, these incredibly varied bodies generally lack notable mechanical advantages besides maybe some extra natural weapons like horns, fangs or claws. Other than that feel free to go nuts. Make yourself look like living rock or plastic. Throw in some antennae and a tail. Hair, eyes and skin of any color in the rainbow.

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

(Note: The **Wild Nomu** Origin may adjust their proportions and shape through this origin, similar to others, but in other ways will be influenced by their origin and correlating drawback.)

-**"Quirks"** (Variable): Arguably the biggest attraction and one of the most important parts about the setting is obtaining a Quirk of your own for super heroism, or super villainy. This option here is to say that you won't be finding your Quirk in *this* document.

Instead, there is an associated document named "[My Hero Academia: The Quirk Table](#)." In this document you will be able to select from a wide assortment of Quirks or even use the tools found to build your own.

Be warned that The Quirk Table relies on the same budget as this document, and so you should save some points if you want to have complete freedom when selecting your own!

-**"The Singularity Procedure"** (300CP): Quirks continue to grow stronger and stronger with each generation. Based on these observations, some postulate a catastrophic future where the body is no longer able to keep up with the development of the rapidly evolving Quirk Gene.

Your Quirk has qualities that would make it incompatible with the rest of your body on a biological level, which would ordinarily result in declining health. However, through discreet sources, an experimental procedure was performed upon you so your body could adapt. Congrats, guinea pig.

While this has changed functionally nothing about your Quirk itself, your body is now capable of incredible feats of transformation after adapting to your Quirk Gene. After undergoing the procedure, you'll obtain an active ability to alter proportions, or change your appearance, but also more thematic and drastic feats reflecting your Quirk now that their body has caught up.

Someone with a Quirk with touch based activation conditions may be able to grow an uncountable number of fingers and hands from all over. Meanwhile, someone with more 'volatile' powers may be able to withstand existing in a more 'volatile' state of being like a living explosion. Of course, while your body can handle the gene itself, backlash from the Quirk may prove to be an issue.

- "Big Dick Walking" (300CP): You may not be some hotshot hero, or a cop, or even a private dick, but no one can dispute your qualifications for a role in leading the powerless.

You've got what it takes to police Heroes and Villains alike. You're charismatic with those lacking in natural abilities or from the lower classes, such as those who lost the power lottery or the Quirkless. You're excellent with battlefield strategy and coordinating the "helpless" masses to fight those with considerable abilities, or even just carrying out with rescue or disaster relief efforts.

You've got the sheer force of character to have those above you in social class to accept your judgement calls as long as you at least put up a token effort to be fair. If that wasn't enough, designing and helping construct maximum security prisons explicitly for containing threats to society with bizarre abilities are included in your portfolio. You may not have the papers, but you do have the substance.

- "Real Life Ninja" (300CP): Before the glowing baby the world supposedly was a lot more normal, a lot more sensical. There were no super heroes or villains outside of comic books. Why then, do you suppose, there exist actual ninjas with abstract techniques? Did that come up after people got superpowers?

With this purchase you are quite literally a ninja. It doesn't matter if you're a hero or villain or something else, being a ninja is about skills and training and what you can do. Your agility and acrobatic acumen seem inhuman, with feats that defy expectations for what people should be able to do.

In addition to your sheer mobility, you're also sufficiently capable in hand to hand combat and handling conventional ninja weaponry like concealed blades, though are obviously specialized in stealth and trickery than open combat.

This last part is especially interesting though; purchase of Real Life Ninja allows you to choose one ninja technique to be proficient in. This may either be one of the techniques used by a canon ninja-coded character, or something roughly equivalent of your own creation.

Examples of canon techniques would be something like Eraserhead's complex scarf manipulation fighting style, Edgeshot's substitution technique, or Himiko's vanishing trick where she can erase her presence by slipping out of line of sight, halting her breathing, and emptying her mind.

It is important to note that unlike Quirks, none of these are super powers. They are skills allowing the ninja to punch up at those outside their weight class via trickery and subterfuge. You have yet to become a master, but you do have the potential.



-----**(Support Perks)**-----

-**"Quick Study"** (100CP): Some say that if you can't do, teach. Similar people would say if you can't be a hero, work support, and it's as insulting all the same. It takes drive, brains, and creativity to cater to the highly individualistic heroes who may have different needs from one to the next.

Purchase of this perk grants you skill in what you need most, studying. You can commit to scanning all necessary materials, absorbing the information cleanly, and applying that information within relatively little time. Most people could, but get distracted with things that just aren't important.

If you work on the costume side of the industry you could quickly determine a new hero's tastes and character from letters sent to your desk, and if you work on the tool side of the industry you can figure out what it is they need most from the reports. You'll go far in this business.

-**"Passion For Fashion"** (100CP): What is a costume? It is the first thing that you lay eyes upon when introduced to a hero. It's their style, their first impression, the root of their iconography, and much more. It's so much, and yet most people don't think twice about the ones who made it. Well, that's fine, right?

You are the professional behind scenes; a skilled artisan with a talent for costume design. You can figure out how to create a 'look' that best brings out the personality of an individual with the clothing you design, while keeping it fashionable and functional.

What's more as a costume designer in the hero industry, you're able to work with a wide variety of materials that can help protect or bring out their talents; including their own hair. The use of hair and at times other bodily material can allow you to design costumes that are extensions of the individual.

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

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

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

-**"Obsession"** (200CP): Working in the support industry means a cool head, clear concepts to work toward, a methodical mind, and a goal oriented mindset. You're producing things directly responsible for the lives and image of a hero, after all. Alternatively, you could just be batshit insane.

You're able to put yourself into your goals to a truly irrational extent, drawing upon sheer focus, determination, and stamina that seem inhuman. You won't find your mind wandering, others may find it difficult to make you think about things other than the goal, and you seem almost tireless.

Where others might carefully tinker and perfect a single design, you might be better suited to mass production over the course of days and days never leaving the workshop or bathing until the day you finally just pass out. Maybe something in the pile will be worthwhile.

- "Fixation" (400CP): It would seem odd that those with Quirk driven super intelligence are more frequently heroes than engineers or designers within this industry with all its complexities. Don't worry though, the people in this world are entirely capable of being bizarre little geniuses by themselves.

You are possessed by two things, the first being a general level of intelligence surpassing your peers. Your ability to glean, absorb, and apply information is phenomenal. Your pattern recognition and intuitive problem solving skills are excellent. You understand what I mean.

Surpassing that, the second thing you are possessed by is a particular fixation of your choice that puts you in an unrealistic realm of expertise. This could be anything ranging from memorizing the atomic structure of miscellaneous objects, to endless creative ideas for support industry tools, or even hacking. In this specific field you truly shine as a genius beyond your years.

- "Industry Support" (400CP): What is a tool in the context of support? It is an used to compliment the functions of a given individual's Quirk or skillset. It could be a container, an article of clothing, or even a mechanical or electronic device. Entire teams are usually needed for this, but you can do it solo.

You have two general things going for you if you purchase this perk. The first is competence in diverse array of fields from material sciences to mechanical engineering. By yourself you could design a wide variety of support tools of various archetypes for your potential clients.

The second is particular talent in designing tools that can efficiently elevate the client's powers or skills, or expand their options naturally and intuitively. You don't create tools that must be relied upon, but tools that compliment and enhance.

The more input from the client, the more you know about them, the better the tools you can make for them will be. While you have the knowhow, this is your true talent, being just genuinely good at the support part of support tools.

- "Tribute" (600CP): The Support Industry is a broad field as a result of catering to diverse clientele. When one client might turn into sand and another might grow to the size of a skyscraper, and you've worked with them all. Now, you have transformed that experience into a new form of strength.

You now stand at the pinnacle, and go beyond simply 'supporting' others with your inventions. Thanks to your intensive study of Quirks, you now have the knowledge and skill to emulate a wide variety of them wholesale through technological means.

You can build robotic limbs that respond to wearer's will through artificial intelligence, lasers that could pulverize buildings, and modular armor that can transform into various shapes via levitating plates just to name a few potential feats.

Having diverse knowledge and skills will help you with more easily emulating various powers, but you're also notable for your goal driven mindset that helps you figure out what it is you need to learn in order to get the job done in the first place.

Given all the time and resources to really let your genius and creativity breath, and you could potentially work out tools that can directly interact with the Quirk Factor of an individual to incredible effect, though that might take years to accomplish.

- "The Doctor Is In" (600CP): In terms of human evolution, Quirks wouldn't even be considered the blink of an eye yet. They're new, fantastical, allowing man to achieve feats once only possible within our wildest dreams, and yet the study of Quirks is cautious and infantile. Deplorable!

You are unique within this world, as one of the few willing to truly get knee deep into understanding this miraculous phenomenon. Although it cannot be public knowledge, you are one of this world's foremost experts on Quirks in regards to their biological research.

More than many you understand the underlying mechanisms of what a Quirk Factor is, and with that knowledge can perform feats that could upset the world if you employ them. These feats range from the potential replication of a Quirk through laboratory cloning of sampled cells, to the surgical augmentation of the human body to better withstand the use of their Quirk.

Much of your knowledge is theoretical, albeit at a very high level. As with all academic fields you need time, research, and perhaps secrecy more than all to conduct your research and turn that knowledge into results that can be grasped in the real world. However, with your inherent talent in these studies you may find progress to be more rapid than expected once you have what you need.



-----**(Vigilante Perks)**-----

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

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

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

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

You're way better at organizing quick disguises to cover up or distract from your more eye-catching physical features, and coming up with excuses to wave people off and come off as NOT suspicious. Given time, your disguises are quite a bit better, but that isn't your specialty.

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

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

For those who don't test well, here's the second chance that so many wish with all their heart for. As long as you show potential and initiative, there will always be more ways to prove yourself and reach what you've been working so hard to achieve.

Fail a test? There are ways to earn extra credit. Seeking to prove yourself someone and it relies on something you're horrible at? There will be other ways to earn their approval. It might not be easy. It might be difficult and take a long time. Know this though. Your efforts will not betray you.

-**"Weekly Event"** (200CP): You aren't a hero, and you aren't a cop, but you've got the ambition to fight villainy all the same. There's just one problem; finding the villainy. Without a support network it's hard to get information on baddies or know where to look. So, you gotta rely on what you do have; luck.

In your daily life you'll find a number of chance meetings, random events, and lucky breaks that seem to stick out. Follow up on these and you will inevitably find yourself at the scene of some form of crime as a bystander, or possibly just the hero that's needed to stop it.

Run into your old college buddy who introduces you to an acquaintance about to be targeted by a stalker. Go out for groceries to make a new recipe someone gave you and a giant villain attacks. Best of all these chance crimes tend to wrap up fast enough to go home, or at least catch the last train.

-**"Hard Boiled"** (400CP): There's a difference between the average villain and your real scumbag criminals, and most heroes are a bit too squeaky clean to understand. Sometimes it takes someone familiar with acting outside the law, to catch someone outside the law.

You have the ability to get into the minds of criminals with exceptional accuracy. Observing their crimes can start you on the process of backtracking, though obviously reports of their mannerisms or even direct meetings would help as well.

The longer you attempt this with a given target, the more and more accurate you can get to a startling degree. This can scale all the way to predicting a seemingly unpredictable terrorist attack ahead of time and arranging a sniping position to stare at the exact rooftop you predict them to spectate from.

-**"Outside the Law"** (400CP): Technically speaking, the use of Quirks without a license is illegal. Technically speaking, you should not be going out on patrols or catching criminals as an average civilian. Technically speaking, nobody really cares all that much.

Vigilantism is against the law, but that's to discourage reckless, untrained wannabes from getting themselves or others hurt. You do good work though; the perp is caught, your actions discrete enough, not too much property damage, no lasting injuries. Pretty good, kid.

Basically, as long as you work for the sake of the law and don't mess up in some notably significant way, law enforcement kinda just ignores the legality of your actions and may even work alongside you. You can't be directly credited on tv or whatever, but they might hit you up like old friends in the same line of work and give the respect you deserve. Only real sticklers would still give you shit.

-**"Unthinking Dancer"** (600CP): No one ever said you were the brightest knife in the drawer, but you've still tried to help people time and time over the years. It had its ups and downs, you've probably lost more than you've won and taken your hits, but it left you with an instinct to survive that is a god send.

You have god tier self-preservation instincts and reflexes to match. A combination of years of experiences along with a refined sense of danger means that if you could be aware of danger, your body is likely to react in order to protect itself even if consciously you were caught unaware.

Foes that can move think and move many times faster than you, set up traps you couldn't possibly see coming, and string life endangering attacks one after another may end up frustrated with your seeming inability to just take the hits while you carry on with an almost casual air.

You're still only human, there's a tipping point where even you might not be able to handle the stimuli and slip up. You're better dealing with people with their miniscule tells and patterns of thought rather than environmental hazards. Even still, you are one tough bug to crush.

-**"Knuckle Sandwich"** (600CP): Long before man held these miraculous super powers they had nothing but their own two hands and whatever tools they could put them on. In a world where those without a Quirk are seen as half crippled, you'll show them all the might of good old righty and lefty.

Your body is in peak physical condition by the standards of humanity in this world; superhuman by the standards of other worlds. You have honed your physicality through hard work, exercise, and training such that you can knock anyone without heightened durability on their ass or scale tall buildings without equipment. Your mind is likewise sharp and quick to react in times of need.

Beyond simple stats, you're also incredibly experience with all things combat. You can pick enemies apart for their weaknesses either physical or mental, dance around careless expressions of their supposed strength, and throw the meanest god damn counters anyone has ever seen. You can also handle common weapons like knives and firearms with a high level of proficiency.

For half this perk's normal price, you can purchase just the stats or the skill promised.



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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Your names forge attachment; hero - or possibly villain - names dig their way into social perception while special moves evoke recognition and hype or dread depending on whose side you're on. There's an almost memetic quality involved that varies depending on the type of name.

Other names would likely carry their own special connotations too, and you can help others with names that carry these properties on top of that, inspiring someone to think of names that spread and inspire the same way yours do.

- "Making A Difference" (600CP): For some, living in this world can be chaotic. For others, life is like a lottery. If your circumstances weren't right it's hard to get where you want to go. For people like you, you just have to make do with the hands you're dealt to see your dreams realized.

You're a kind of brilliant suited specifically for capes and spandex. Your mind is calm under pressure and super oriented towards solving problems of a practical sort however they need to be solved. Whatever the situation you're in you can plot and plan and see the light in the dark.

You can be likened to a savant when it comes to heroes and villains and their powers. How could they be beaten? Who would be best for working together? What are the strengths and weaknesses of their powers, and how could you use your own to overcome?

Even if your own situation includes no money, no time, and a crapsack power, you'll find the silver lining. You'll know what to do to turn that power into a powerful weapon letting you stand shoulder to shoulder with the best there is.

- "Peer Pressure" (600CP): Everybody knows how scary it is to fight villains and criminals and put your neck on the line. The kids might not know about something else that's pretty scary though. Some people are afraid of that day when they're just not needed anymore. Your only option then is 'keep up.'

Few others can work the miracles you can when it comes to training, but you require a special something. You need to identify who your peers are, or a rival maybe. Don't get me wrong though, you can't just say All Might is your rival; it needs to be realistic like the students you share a class with.

When you train to catch up with the level displayed by these peers, the results are explosive. You could have been born with bargain bin abilities and have never thrown a real punch in your life, and in just months you'll be sitting first class with other heroes-to-be in the best school in the nation.

Generally, while you'll always have the work ethic, the more dynamic results taper off when there's not a back for you to chase. Get this though, sometimes when the situation is dire or you've suffered an especially harsh loss, you'll very temporarily see that growth again.

This could take the form of helping you rise to the challenge in a crisis situation if it's possible for you to potentially make a difference. Alternatively, if you were given one unholy beating by someone not entirely out of your league, you may see a burst of growth solely for getting the runback.

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



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

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

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

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

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

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

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

You have a gift for gab that few can match. Not only can you actually ham it up like the old school heroes from centuries old world comic books and have people take you seriously, this bizarre dialogue of yours has actual advantages. Like, most people are too flat footed to not go with it.

Go ahead, demand their villainous plans. The theatrics will have them spilling the beans and trying to match your energy. Set up some snappy one liners to make them fumble trying to figure out what you meant. Especially dim or dramatic sorts are most vulnerable to this type of thing.

-**"Certified"** (200CP): "I'm often asked what you need if you want to grow up big and strong like me. To the kids at home I say effort, determination, and heart! That's not all! Eat your vegetables, listen to your parents, and most importantly of all, stay in school! Your mind is the strongest muscle of all!"

This perk contains a high quality hero's education in non-combat subjects such as disaster relief, handling media, first aid and ethics. This helps tremendously with tasks such as removing your biases while performing field work and helping everyone the same just as a hero should.

You will know protocols for acting in a wide variety of scenarios by heart and how to apply your powers as needed in them. Suck up wreckage and rubble with your black hole powers without causing a cave in. Navigate flooded streets with frog powers to survey for damage. Blow away smoke and fire with your mighty lungs without burning the civilians you're trying to save, and more.

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

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

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

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

-**"Media Darling"** (400CP): "Smile! That's one of the most important things that a hero can do. When the fearful and hopeless look to you for support, you need to be confident and give it! Your fans are waiting so show them you care!"

You gain an innate awareness of various demographics found within society as a whole. You understand the different groups and a general sense of what they're like, who they are, what they think, and what they feel. You know how to get the support of the people.

You may use this to whatever end you desire. Would you like to bolster your popularity with as broad an appeal as possible? Well, why not? Do you want to know in the moment what you can do to make people feel safe? Whether it's a confident smile or a strong back you know exactly how to present.

This perk actually does help with cultivating the kind of image you want, so even if you don't have the confidence to win you can sure well act like you do. Whether you wish to inspire the kids or strike fear into the hearts of villains, just show those pearly whites and get your act together.



- "Follow My Lead!" (600CP): "In due time, all heroes must realize they can't keep this up forever. One day, the next generation like my boy Midoriya will take over, and we can only do our best to nurture and support them! When it comes to teaching I'm not the best, but I'm doing my best. Would you help me?"

You excel in the role of a mentor to the extreme. You can see the diamonds in the rough that everybody else passed over and polish them into once in a generation treasures. Your actual teaching skills might need work, but your support and tutelage just seem to land the way you want.

Getting through and getting someone to open up can take time, but something like that is a lot easier for you when your intentions are true. Soon you can impart your values alongside your tutelage, and though your disciples might reinterpret or adapt those values, the true spirit will carry on.

Time will only temper the steel bond between mentor and pupil that will soon be born, and the more you get to know them the better you can bring them up. Bystanders could be forgiven thinking they're looking at parent and child.

It's not unlikely that things might get pretty rough soon. You might not have much time but you'll be able to prepare them for that dark day if it's the last thing you do. Then, one day when you're forced to retire, you can rest easy knowing the world was left in capable hands.

- "Pillar of Peace" (600CP): "I've often said that the safety and smiles of the people are all the reward I need. The merchandise sales aren't bad either but- I'm kidding! It's true though. If I have to go out there and break my back just so one more person can live with peace of mind, it's worth it to me."

Rather than doing your best to play the part, you really do have the heart of a hero. Your charisma is like the sun: big, bright, powerful, and warm. Benevolent action will be genuinely satisfying, and great confidence allows you to put your all into every step of saving the day.

Avoid anything incredibly controversial and you could easily find yourself carrying the hopes and dreams of the people on your back. Build up a reputation and just showing up can give people hope that everything will be okay. You'll just be able to inspire people like that, setting an example for others.

When the world needs a hero, they'll have you. When you fight to save the day, villains will have never seen a lion so fierce. When the chips are down, you're on your last legs, and victory seems distant, your last stand could put the fear of god into anybody. Your last punch will be a villain's nightmare for the rest of their lives.



-----**(Revolutionary Perks)**-----

-**"Nice Guy"** (100CP): Well aren't you just the friendliest neighbor. Whether you're the janitor at the local school or the CEO of a big deal company, you still come off like everybody's friend next door. Maybe you feel that way too, but I don't think they would if they saw what's in their friend's basement.

You're able to generally conceal more radical beliefs or negative emotions behind a friendly and affable public persona quite easily. You can kid and laugh and generally trick people who know you who don't have a close bond into thinking you're pretty okay.

Providing you keep it up for a good long time around someone, they may even be more confused than angry or frightened when you walk up from behind and choke the life out of them. It really is a shame, but that's what they get for spitting all over everything you believe in.

-**"Bad Guy"** (100CP): What are your ideals? Ask yourself if a true adherent to those ideals may see them come to reality. Can you be a true hero, or will you incarnate yourself as a visceral judge to put all those you deem to be false to the blade? Who are you? What do they see?

You are able to present as a more fearsome and threatening figure to those you see as your enemy. It's the combination of many small skills and techniques: the way you dress, the way you carry yourself, the words you choose, and so much more.

Words alone may ring hollow to some, but if you act on your beliefs the persona may come to have a life of its own. Substantiate your claims and it will be much easier to plant the seed of terror in all those who oppose you and your ways.

-**"Hypothetically Speaking"** (200CP): You have beliefs that are - let's say - mildly controversial. These could well leave you suspicious in the eyes of others and maybe even law enforcement. As such, it's quite difficult to find new recruits to your way of thinking. This is why you need to be subtle.

With this perk you become masterful in the art of probing others for information without exposing your own hand. This isn't interrogation per se, so much as bringing up various topics of interest in casual conversation without letting your partner catch on to your intentions.

In the hands of some this could be useful for determining high quality birthday presents. For you it will likely find its use in finding those susceptible to indoctrination while retaining innocence in the eyes of infidels. Hurry now, the world is full of potential friends that need the righteous truth.

-**"Hearts & Mind"** (200CP): It's a hard job trying to change the world. There are those who stand in the vanguard fighting the good fight, but there needs to be a voice that can reach the hearts of the nation. Who better to lead the flock than you, oh humble shepherd?

You're an excellent public speaker and gifted politically. You know whose hands to shake and what bridges to burn to get ahead in the political world and will be able to gain ground with enough time and resources in hand. Bad is good, good is bad, your words are the trustworthy sort.

More importantly however you know how to soften the masses up. You recognize your beliefs may be controversial to some, which is why you ease them into it bit by bit. Then once the time is right you can convert your flock completely and tell them what they really should be dying for.

- "True Patrician" (400CP): In the flames of passion we can at times forget ourselves, and our beliefs lose their purity. While straying from the path we fail to recognize those who truly follow the way. Let this be your guiding light and see your compatriots for who they are.

You have the ability to recognize those who fit well into your ideological system whether they're allies, enemies, or strangers. Within a single meeting you will often be able to see the light within them and know that there is no need for enmity to exist any longer.

If you have strong beliefs over what heroes should be then you will know a 'true hero' when you see one. If you believe in the liberation of one's inner self, you will be able identify someone who is 'truly free.' While they might not know it yet, you will have found a 'true friend.'

- "What Doesn't Kill" (400CP): You have one path to walk, and it will be an arduous one. To change the world you must be ready to endure and inflict pain. Take relief my friend, for the pain is temporary, while the strength acquired from that pain will last a life time.

When you have endured great physical or mental trauma, you will inevitably grow beyond what you once were. The disfigurement of your face may deprive you of ego, but eliminate arrogance. The sacrifice of a childhood simply means an immunity to frivolity.

By inflicting physical or mental trauma upon those who share your ideology, they likewise will find some form of incredible growth bestowed upon them. Seeing the results of your teachings, their belief in you and the way will likewise strengthen.

- "Promised Day" (600CP): The Meta Liberation Army held beliefs regarding how society should handle Quirks and wanted for the law of the jungle. It is then impressive that with these beliefs that they could be so incredibly patient that not one member of their city encompassing force spilled the beans.

You have the mind boggling ability to keep your developing faction a complete secret until the day you're ready to act. The MLA had an entire city converted to their belief system along with politicians, journalists, heroes, companies, and an underground facility of impressive scale.

You know how they were finally discovered? Announcing themselves and inviting their enemies right in. Providing you take even token efforts to keep your people concealed, it will be so. Of course, once you spring into action and act it becomes much, much more difficult to go back into hiding.

- "Dark Ideology" (600CP): The greater the light, the more intense the shadow cast on society becomes. Some say you embody the darkness of this era more than any other, some say you'll be responsible for the next. None of that is relevant to your true goals however.

You have an absolute belief in an ideology of your choosing, becoming more determined when it's challenged, which isn't hard for a loon like you. This can escalate to the point of being able to push through serious injuries and keep fighting like a demon when others might be struggling to simply live.

The more determined you are to overcome your ideological opponents, the more terrible you become in their eyes. This can reach the point where you might look like some exaggerated terror that momentarily staggers combat veterans with presence alone.

Stars align where you're given a stage and at the heights of this intensity, and your beliefs could transform into a dark infection on society. The victims and the downtrodden will look to you like a black beacon and follow your lead. You will overturn the injustices of this world and nothing will stop you.

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



-**"Slasher's Smile"** (100CP): People suck. Society sucks. Can't just shake it to death without heroes getting on your ass. That doesn't necessarily stop you from ruining someone's day though. Next time you see pass by some asshole on the street, give'em a little smile and keep them up at night.

On purchase your mouth is given truly menacing energy. All Might loves to say that a hero's smile can comfort someone in their time of need. Well, not yours; your smile is good for projecting malicious intent, psychotic glee, or some other unsettling feel depending on how you carry yourself.

It doesn't need to be a smile per se, as long as they see your teeth. That's where the money is. From ear splitting grins to furious scowls, express yourself so that the coddled worms in this world know that while you might not be coming for them today, they won't be safe forever.

-**"Not A 'Bad' Guy"** (100CP): You might be a stalker, murderer, bank-robber, terrorist or general purpose bad guy but that doesn't mean you have to be an asshole. Even villains need friends, so hows about you go out and make a few?

You have just the right social skills to get on the good side of bad people, mostly. A disarming first impression, a bit of dark humor, and a little bit of genuine compassion can go a long way with these folks. Once you're in, friendship blooms and even the most brooding edgelords start cracking smiles.

Between any villainous individual you're familiar with, you have something of a preternatural sense of their red buttons. With this insight you can guide conversations away from such subjects, and even navigate meetings and negotiations such that no one steps on each other's toes either.

Barring truly bad blood, when bad meets evil it's always a cordial affair with you as host.

-**"Runaway Getaway"** (200CP): It's hard these days for a villain. You wanna peddle your wares and maybe kill someone every once in a while but the heat from up top is overbearing. Most villains don't know this but there's plenty of ways to find some shade.

You're impeccable at navigating the underbelly of society, and covering your tracks along the way. Even in densely populated cities you can find the right alleys and backroads to move around without someone from the grouch ass side of the law getting on your case.

Since you can't just get a job or go to any old grocery store while wanted, you also get a few contacts that can set you up with 'work,' and 'markets' that some would describe as 'black' when you need to restock on supplies. You may not escape a countrywide crackdown, but once you're at that scale it's the law that will need to hide from you.

- "Dead in the Water" (200CP): If you're going to strike fear into people's hearts, you can't let them think anywhere is safe from your influence and the danger you promise. You'll hunt them down to the ends of the earth and beyond if it means burying them six feet deep into it.

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

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

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

On purchase you become keenly, instinctively aware of the limitations, deficiencies and weaknesses of your body, as well as the ability to be able to hurt yourself no matter how durable you become and take it. Why? Fuck you, that's why.

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

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

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

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

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

- "Modern Moriarty" (600CP): You are the root, thriving in pressure; thriving in the dark. You are the origin of crime and conspiracy, and no matter how many times they think they've cut you down, you just need to bide your time and grow your enterprise from the ground up again.

You are a meticulous and sinister schemer layering and weaving plans between plans. Any individual plot's success or failure does little to detract from the bigger picture. Such are your machinations that you often thrive through 'failure' while your enemies suffer through 'success.'

While no you can't act immediately, that's because your overarching plots are like trees. They need time and resources to grow. Nurture them properly however, and you too might create scenarios where 'success' means killing the top hero, and 'failure' means toppling the supermax prison system.

It would still be quite a blow if your foes managed to tear down your entire enterprise, but you have contingencies for such things. As long as the root remains, evil can grow anew. Amidst your vicious resurgence you'll regain what you lost and more while your enemies are still left licking their wounds.

To be more specific, it is very difficult for enemies to permanently damage whatever belongs to you in a truly permanent sense. Things can be replaced; whether they be money, property, muscle, proteges, or even a body. You will endure, and again your reach will cast a dark shadow upon them.

- "Demon Lord" (600CP): These days everyone wants to be a hero. They want fame, glory, or maybe nothing more than to do a good deed. Disgusting! Hilarious! Absolute fucking schlock. They really are lying to themselves. You are one of the few who can be truly honest though; honest with yourself.

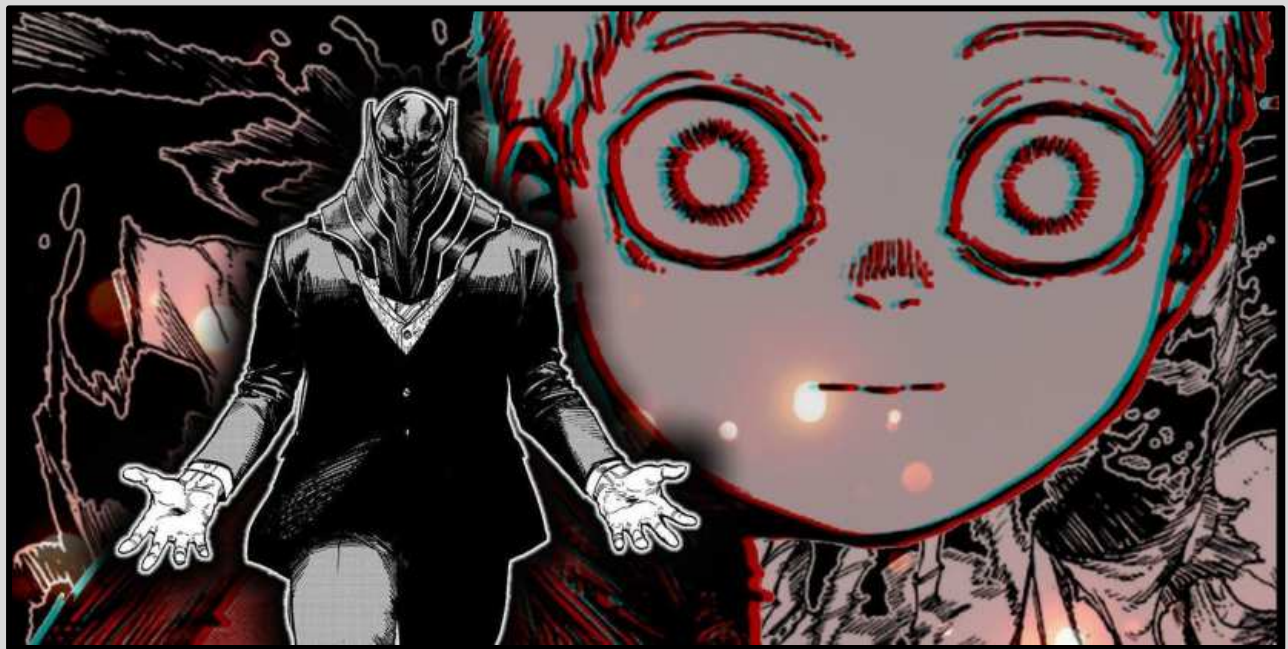
Within almost every individual within this world, there is something like a dormant consciousness. This is a record of everything that makes up a person, and is kept by their Quirk like a guideline or control mechanism. It's quite confusing, and the world at large is ignorant of it.

Like All For One, and the forebearers of One For All, your 'Quirk Ghost' is entirely lucid and aware. It acts as a kind of mental clone, and is able to fight battles of the mind. Yours is special in that it is attached more generally to your biology, and not just your Quirk however.

If foreign abilities enter your body, this 'ghost' is able to fight them directly in an alternative space. Likewise if your biology should in any way be copied or transplanted in another, it is able to exert its influence from inside of their body.

The strength of this ghost is based on a variety of factors, but none more important than the intensity of your own emotion. Hatred in particular is extremely effective for smothering the 'ghosts' of others and snuffing them out or subjugating them to your will. As such, you will also be given hate.

You may select any subject of your choosing from broad concepts such as society or loneliness, to a specific fictional character. Your hatred for such a thing is so great you can use it as a driving force to motivate you through the day, or fuel your 'ghost.' You can also just pass on that if you'd like.



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

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

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

They may still purchase Power Lottery for manual customization of their Quirks, with standard rules applying. Their slots don't interact with each other - by default - but each custom Quirk may be complex combinations as per the Jumper's design.

Second of all, **Wild Nomu receive a 100CP discount on all Quirks purchased.** This means Tier 1 Quirks are effectively free, Tier 2's only cost 100CP, and Tier 3's are now 200CP. This effectively means there would be little reason not to take advantage and rebuild yourself as an unholy monster, **except-**

Wild Nomu are associated with a Tiered Drawback based on their purchases on the Quirk Table. The full details can be read within the Drawback section, but can be summed up as **facing greater difficulties with more Quirks of higher Tiers.** Read carefully to make an informed decision.

Finally, you may have noticed that Wild Nomu only have a single perk-line compared to the double perk-lines of every other origin. This leads into the final unique characteristic of this Origin.

Due to their anatomy being formed from multiple different individuals with leftover scraps of their identities, **Wild Nomu can manually select 1 "100CP" Perk from another Origin as a freebie, and apply standard discounts to 1 "200CP" Perk, 1 "400CP" Perk, and 1 "600CP" Perk from other Origins.**

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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





!!!Items & Equipment!!!

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

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

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

- "Guns" (50CP/200CP): What could be more unconventional than the most conventional weapon out there? I present to you, a gun. Illegal without extensive documentation in Japan, you may now purchase yourself a gun of your make and model of choice, and a large amount of ammunition.

For four times the asking price, you may instead purchase an entire arsenal of various guns and a consistent restock of ammunition through your under the table contacts. It might seem like a waste to buy a gun in a world of super powers, but not everyone with a Quirk is bulletproof.



Sorry, water marked one was best I could find. ^

-----**(Support Items)**-----

-**"Assistance"** (100/200/400CP): Sure you can design and draft up a prototype, but how are you going to get that to market? Who will manage your meetings, secure your contracts, get you the resources needed to further your research? Well you can leave all that to your handy dandy secretary.

You focus on the science side of your work, and your non-descript but remarkably efficient secretary will do the legwork on the business side. Maybe you need help on the science side too though; you are pretty ambitious after all. For 200CP you also get yourself a team of technicians, mechanics, or other followers capable of helping you out with your craft along with the secretary.

For 400CP total you get an entire, small startup company running in your name. It's fully staffed with office workers, technicians, an advertisement team, and whoever else you could need. A dutiful and loyal CEO will even manage it for you, while you just focus on getting things done in the lab.

-**"Business Connections"** (200CP): What we have here is a small tin filled with business cards and contact information for prominent figures throughout the support industry. With one quick call and maybe a chat over brunch you could land yourself a job in one of a variety of companies, or quickly find partners for buying or selling your products.

At purchase, and the beginning of each Jump here after, you may tilt your business contacts towards reputable or disreputable sorts. This means everything could be clean and over the table, or you could more easily contact people about purchasing after market organs. Whatever helps you make that dime, or yen, or what have you.

-**"Industrial Support Workshop"** (400CP): A true beauty, this workshop is stuffed with all the industrial tools, machinery, parts, materials, and reinforced walls you could hope for in making support items.

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

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

-**"J-Island"** (600CP): Hey Jumper, ever dream of owning your very own private island? Well you got one in a special government zone off of Japan, or wherever. Not only is it rich in natural resources and beautiful scenery, but it's also defended by a massive wall and security checkpoints 360 degrees around.

J-Island is notable as having a flourishing city, and possibly even a small town or two on the opposite side. The security and peace here are to support the locals, which are primarily support industry technicians and their families making bold innovations in the field.

You are the leader of this off shore colony, closest to whatever the local government will tolerate as a king or president or whatever title you'd like, while still in close connection with them for whatever trade or security purposes are needed.

For each other Support item purchased you will also increase the facilities of J-Island. Assistance increases the population density and talent pool by leaps each tier, Business Connections leads to foreign businesses setting up branches on the island on your terms, and the Support Workshop will transform the island into a sci-fi wonder. Even without said purchases it's an incredible place though.

-----**(Vigilante Items)**-----

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

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

-**"Unlisted Apartment"** (200CP): An out of the way apartment built on top of some building downtown. No worries about paying rent, since your address technically doesn't exist. There are no stairs leading to the roof, but you have your ways, and so do your friends who can just find their way up.

It's at times awkward that strangers can't seem to find your house. Getting mail delivered is a pain too. Still though, an unmarked home with utilities in the city is like a secret base, right. . . ? Honestly you're just relieved they never slate the building underneath for demolition.

-**"Inconspicuous Bench"** (400CP): This is an entirely mundane bench. You technically do not own this bench; it's a public bench. It just happens to have some random advertisement or marking that signifies that it's a very peculiar bench which allows particular sorts to find it.

When sitting down at this none too special bench, you will be able to meet one of a variety of informants who sit on the bench behind it for secretive communication and passing of information. The type of informant met with depends on whatever you're currently investigating, and they may have ins with the criminal underworld, local police, or political circles as a few examples.

At times, an informant is also capable of passing along documentation which could be highly illegal depending on the contents of said documentation. Passing your own documentation back can progress investigations by factions the informant is supposedly affiliated with.

-**"The Fan Club"** (600CP): Your actions as subtle and technically illegal as they are have not gone unnoticed. There is an appreciation for what you have done even if 'what you've done' is distorted by the lack of proper media coverage and details.

Despite that, your feats have earned you fans scattered far and wide along multiple levels of society; though scattered might be a misnomer now. Mostly they're people like locals who run cafes or peddle drugs that appreciate you busting the balls of violent criminals and being chill, but there are also those like best selling authors or high ranking heroes who appreciate what you do.

These fans will attempt to assist you indirectly, and directly. Need a place to hide from the cops until the heat dies down? Bam. Need someone to spin what really happened on tv so the public doesn't come down on you too hard? Bam. Need some backup from fellow vigilantes, or possibly real heroes who can legally arrest the perp? Yeah that too.

It's not a true organization and what you do is still against the law, but the amount and variety of support you get is incredible when looked at broadly. The most useful and admiring fans may become Followers and automatically incarnate into future worlds in positions best matching their originals while other fans come and go. From high to low places you'll always have a friend.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

(Note: If you have opted to 'Drop-In' here or elsewhere, you'll be adopted or welcomed into the family soon after the Jump begins, and welcomed as one of their own.)

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

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

This costume is made using a few of your own suggestions before being thrown together by professionals to make it stylish, iconic and - most importantly - functional. Industry heads have made sure your costume is capable of working alongside your Quirk in order to not fly off or erode.

While it may provide variable levels of actual protection, the costume itself is extremely resilient to damage and shouldn't need to be repaired often. When it does need repairs, you'll find them taken care of the moment you're allowed to go home and rest.

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

Precision made custom firearms, specialized braces that reduce the stress of physical Quirks and close combat, sturdy synthetic ribbons to bind enemies even during combat, specialized armor pieces and more. They're all custom made for you and your abilities.

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

-**"Personal Merchandise!"** (400CP): The big names are so lucky, with their huge fan clubs and endless array of merchandise that they probably get royalties from even if they didn't look to have it made. You've got bills too! Where's your cash stream?

Well, now you can get a piece of that pie too, as you now have your very own merchandise line and a manager in charge of production and selling it. The main form of distribution is a website with all sorts of personal brand name clothing, toys, posters, fact books, and more.

Give your manager some time and they could start selling to local stores and kiosks so as to sell your merch on a wider scale AND get your name out there to the people. Two for one victory!

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

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

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

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

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

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

-----**(Revolutionary Items)**-----

-**"Mall Ninja" (100CP):** You have a stockpile of mundane bladed implements including several swords, a few melee weapons of choice, and an ungodly amount of knives. These won't be any superior super weapons but you don't need something like that when you dig one into someone's ribcage.

You'll find the knives easily concealable and readily retrievable allowing you to whip them out at a moment's notice as projectiles or backup weapons. If any are left behind once you've made your exit they'll be retrieved when no one is looking.

-**"Politician's Van" (200CP):** A van with a reinforced roof that drives around the local area, staffed with people who 'definitely' have no personal connection to you. The van can be adjusted to perform in several different ways based on the directions that 'in no way' are yours.

One option is a com system allowing those inside the van to broadcast their voice over the area for political advertisement. The second is a stage with railing that allows several individuals to stand on top so as to be publicly visible, and speak publicly using megaphones stocked in the van.

The third option is for holding a large billboard in case noise complaints are a concern. The van is staffed by a competent driver, an excellent lawyer who can talk down police who may be called upon the van, and an excellent public speaker who may be a local politician.

-**"The Manifesto" (400CP):** A publicly available autobiography originally published by the founder of whatever ideology you hold belief in, which may even be you if so chosen. The book contains stories and accounts from the writers life as well as heavy amounts of ideological guidance.

The Manifesto by itself is not a dangerous work and most government entities will not ban it from store shelves, though it may be opposed politically. It's spread out far and wide and has been translated in a wide variety of languages.

The contents of the Manifesto are more easily consumed and memorized by those who read it, sticking in their minds longer than other books. It may not convert major opponents of the ideas, but those who have an open mind may be susceptible, and those susceptible likely to believe.

-**"Scenic City" (600CP):** A small city that is the site of several company headquarters and modern infrastructure, despite inexplicably being out of the way and difficult to access if the right combination of roads are closed off for no particular reason.

This city is peaceful, its inhabitants kind and open-minded, the local community is one that is tight-knit, and it is the home of your...let's say 'family.' A local organization containing your brothers and sisters of no relation - which definitely isn't a cult - is based out of this city.

You will find the city to be fertile ground for the development and spread of your ideological system as well as its potential spread from there. The city will not start as entirely yours, but with just a bit of time and effort it won't be hard to make it your own.

In no specific terms this specific city will not follow you between worlds. Instead, a new city matching this description will manifest, and the spread of your ideology will be remembered and applied to each new city. Your current role is one of simple public favor, but may be greater in future iterations.

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

- "Black Market Costume" (100CP): Hero costumes are pretty intricate products with how crack teams of designers put together form, function, and the tastes of the recipient into one dazzling and iconic uniform. Yeah villains don't get that. Sometimes they're lucky to curate any look at all.

Unlike the basic bitch crook however, you have a costume of your very own. Procured through back channels it's every bit the equal of a hero's costume, just a bit rougher around the edges. It wasn't entirely made for you specifically by business artisans after all.

In place of iconography, they ramped up the intimidation factor allowing you to more easily intimidate your enemies so long as you're wearing it. Color choice, stitching, it's a subtle effect.

- "Illegal Armory" (200CP): Costumes are a really big deal, but support items are just as big. Those heroes cheat to get ahead with tools that augment their shitty Quirks. That's not fair though, it's your job to cheat! Fuck them, you want weapons!

Obtained through the same black market trader as your costume, but with quite a bit more money put in to actually pair it to your abilities, you have some form of support equipment fitted for augmenting your Quirk. Unlike a hero's support tools, as a villain you don't care as much about safety or integrity, and so yours are uniquely more lethal or brutal.

- "Anti-Quirk Drug" (400CP): A variant of a special drug developed by torturing a little girl, so you KNOW it's got evil written all over it. When introduced to the target's blood stream, the original would target and 'reverse' their Quirk gene right out of existence, thus rendering them quirkless.

Impossible to perfectly reproduce without the original tortured girl on hand, you instead have come into possession of a watered down form of the drug. This form's effects are temporary - lasting only a few hours - while also being highly reproducible.

You are given a case with two vials of the drug, documents containing the method for reproduction, a custom made air pistol, and a supply of bullets capable of housing a single dose each. The vials and bullets replenish a day after being expended, but nothing stops you from making more beyond what's given here.

- "Villain Factory" (600CP): You now have under your employ a 'Villain Factory.' This is a small but well trained operation with multiple safehouses throughout the area which appears legit on the surface only to be the bane of any lawful society just beneath.

The Villain Factory's employees will - for however long you permit them - abduct individuals from the surrounding area before bringing them back to one of their safehouses. From there they'll lock them down in one of several reinforced containment cells and subject them to human experimentation.

The organization has several varieties of Trigger - a Quirk Enhancement Drug - with which they use to dope the abductees before releasing them to study the effects. Their supply, research, and development of the drug is of course ready for you use at your command and leisure.

Being something of a multipurpose organization, the Villain Factory can also be used to secure illegal substances and other forms of contraband such as foreign media, or explosive. You know, whatever. Think of the organization as a disposable and useful evil in your pocket.

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

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

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

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

Here you'll receive six Nomu, though they're definitely the bottom of the barrel. They cannot think independently, and require your input to do anything. They hold benefits of the 100CP and 200CP Wild Nomu Perks, as well as each possessing a Tier 0 or Tier 1 Quirk.

While following your commands absolutely, they have very little in the way of agency.

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

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

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

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

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

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

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

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



!!!Companions!!!

-“Backup” (50CP+/200CP+): You need help! Comraderie! Friendship! Here’s how you get it! By paying 50CP you may import a companion into this Jump giving them 600CP to spend freely, and a 200CP stipend that can be used to fund Quirk procurement.

For 200CP, you may instead import a whole eight companions and make yourself a hero league or villain organization or what have you! Alternatively, any one of these slots can be used for creation rather than importation, making up a new companion wholesale with the same budgetary benefits.

Companions imported or created through this option may have existing relationships with canon characters or setting elements such as that of a friend or relative, providing this is logical and doesn’t affect established canon in any meaningful way.

-“Canon Companion” (50CP): On purchase, you may select a canon character and have a fated meeting with them upon entering the Jump that is set to help you make a good first impression.

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

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

If through various means - like background adjustment - you have some sort of existing connection with the chosen character, this option will improve that relationship.

-“Mentor” (200CP): This is a special form of import, allowing you to import one companion of your choosing into any origin aside from ‘Wild Nomu’ while granting them 1000CP to spend on a complete build of Perks and Quirks.

History will be made with them notably taking you under their wing or being related to you in some way that makes their support for you clear. A Student under a Hero may be seen as something of a passing of the torch, while a shared Origin may see them as more of a senior figure in relation to you.

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

-“Nomu” (400CP/Discounted for Villain, Wild Nomu): Not an import, but a custom-made companion. Nomu are monsters fabricated by All For One and his Quirk of the same name. They’re derived from humans infused with multiple Quirks and rendered brain dead, moving at the behest of the one they serve as a loyal minion, you, and not thinking on their own otherwise.

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

Your Nomu is a top of the line model, having any 4 Quirks from the Quirk Table of Tier 2 or below. Unlike ‘Power Lottery,’ this does not fuse them together, keeping them as independent Quirks. You may use make these Quirks through Power Lottery however providing they remain Tier 2 or below. The Nomu also possesses 600CP to be used on Perks and Items.



!!!DIY Scenario Creation Station!!!

I'm gonna give it to ya straight - hot stuff - you have so much potential that it really hurts. You could make anything of yourself and do anything with your life. I think a lot of people have a lot of potential for a lot of things if they had the opportunity and guidance. It makes it real hard to figure out your story for you, and how I would reward that.

So, I won't. Not entirely. Whether it's some kind of heroic ascent or villainous descent or you just wanted to become a real man's man, I'm going to let you figure out your story and what you're working towards. I'm just going to give you a few guidelines and rules for it.

In this section you may prepare for yourself one scenario and its rewards.

To make your own scenario we need three things: a setup, a narrative, and a goal. The setup is a deliberate alteration to your background in this setting and could be anything from nonexistent (as is often the case with Drop In types) to major with your whole background being distorted to fit.

The scale of the changes are based on the goal and what kind of narrative it takes to reach that goal. As an example, let's make a scenario together revolving around being a big villain with the reward being All For One; the Quirk I mean.

So you want 'All For One,' the most plausible scenario surrounding that would be that AFO the man is attempting to raise you up and cultivate your hatred with the ultimate goal of using you to steal 'One For All' just like he did with Shigaraki, or played with the idea of with Number 6 in Vigilantes.

So, your background would likely be changed to that of an orphan whose life was surrounded by misfortune, and a history of AFO's subtle engineering to twist you out of shape. By the time we get to your starting point, your background memories will be pretty warped. You get it?

From there you have the narrative; the content of the scenario and the ordeals you'll have to overcome in order to succeed. This example scenario is easy because we have examples in the series itself to draw from. Your narrative will mirror Shigaraki and Number 6.

All For One will act as the supportive mentor subtly cultivating your hatred and strength. Your challenges will be the tasks that All For One assigns you, and whether you succeed or fail he'll often appear to be supportive as long as you did your best.

The truth of the matter is that each assignment he gives will have the express intent of bending you further out of shape, confronting you with uncomfortable truths, and cultivating your hatred. Fighting it isn't the point; from your character's point of view, you *must* embrace that hatred.

Along the way you will become an enemy of the society at large, because that's what villainy means. Not only will you have to deal with All For One's manipulations, but also the opposition of heroes and potentially even other villains, as Shiggy did with Overhaul and Re-Destro.

Eventually, the good doctor associated with All For One will attempt to contact you, test you, and prepare you for All For One; the Quirk. That isn't quite the end of this scenario however. The narrative wants for a conclusive 'end.' Even though you got the reward, you haven't hit the goal.

Just like the real series, All For One will attempt to take over your body and use you as the means to steal One For All. A true end for this scenario would likely revolve around you not only overcoming this attempted possession, but truly embodying the kind of villain that your character was striving to become all along. This all makes sense, right?

There's a thousand different ways you can take this too. Do you remember me noting in the above scenario we put together, how the 'reward' came before the ending? Let's go in the opposite direction and talk about a scenario with 'One For All' as the reward.

In such a scenario your setup and narrative might mirror Midoriya's in many ways. You would have been someone who always aspired towards heroism and greatness, then after a chance meeting with number one hero All Might he would prepare you and hand over One For All.

See, the reward is really close to the start with the narrative barely moving. This is allowed when you're designing your own scenario for two reasons. Failure to complete your scenario results in a complete revocation of rewards, and the difficulty of the scenario will always match the reward.

While you will enjoy the benefits of having One For All, that's because it's likely that you'll need it. Only becoming the number one hero and changing society for the better would reasonably allow you to keep it, and that could mean acting as the centerpiece for saving the world!

These are really grand scale scenarios with lofty rewards, but if you want to make a scenario you don't have to go big and urgent and in your face. If you're alright settling for a lower level reward, you might have a much more casual experience with a comfortable or sentimental narrative forming around you.

Maybe you don't want some power that could shake the world like One For All, All For One, or a big deal Quirk Awakening. Maybe you're out there throwing on the tights, getting ready to kick ass, and looking for love. The goal you've set is romance with a character of choice.

With such a scenario, you're likely to be set at a similar age, and the narrative will bring chance meetings with the character of interest. It's not up to you to save a city, but to meet and overcome that character's expectations or sweep them off their feet.

Rather than constant and unexpected danger, you might just be caught up in life and develop the relationship over time. With scenarios such as this, you may be rewarded with a companion rather than some object or special ability.

Abstract rewards in general are fine. Maybe you just want to become a real man and earn the respect of your peers like Kirishima, or you want a steady income to provide for your family like Ochako. Obtaining and keeping such things even into future Jumps like perks or items is totally okay.

Ultimately that's all this comes down to. Choose a reward that you would like in the context of this setting, establish a narrative and obstacles matching the value of that reward, then meet it head on. On that note, the value and difficulty should be decided within the context of this setting.

There's no need to drum up difficulty even if you come into this Jump much stronger than the best it has to offer, but likewise there's no point in lowballing something just because it doesn't have as much value to you. Ya dig? I think that's all I really have to say on the matter.

This is a bit of an experimental and unproven idea, and I get that some might think it a bit lazy. After all, I'm not the one writing the scenario or coming up with the rewards, you are. It's awkward, right? You could have done this sort of thing yourself, right? I thought it would be fun though.

Still, there's bound to be a few of you out there who prefer a more structured approach. That's why I didn't remove the scenarios that once fit into this document. I moved those scenarios to the bottom, and if you would prefer to use them then they're still legal as far as I'm concerned; my seal of approval. Just like, don't take a custom scenario and one of those at the same time, please.



!!!Drawbacks!!!

You have a limit of 800CP gained through drawbacks. You may take more drawbacks for no additional benefit.

- "Origin Story" (+0): Throughout the story of My Hero Academia there are multiple flashbacks to important events that set up events within the present. The childhood heroics of Eraserhead, the fights between OFA Users and AFO throughout the ages, and the tragedies of many villains to name a few.

With this option, you may roll back the clock on your start to be anywhere up to twenty years prior to current events. While you won't be able to see the genesis of Quirks with your own eyes, this range allows you to begin your time anywhere between All Might's prime and the present.

- "Vigilantes!" (+0): You seem to have arrived earlier on in this world, with more casual undertones. Basically speaking, you begin a year or two earlier at the start of the spinoff series 'Vigilante: Boku no Hero Academia Illegals.'

It's hard to place an exact time, all you need to know is that things seem to take a more comedic, yet somehow darker tone at the same time. Stain has yet to become the hero killer and works as a murderous vigilante.

An old Quirkless guy named Knuckleduster works together with a college aged teen who goes by The Crawler to fight villains in back alleys. Characters you might be familiar with seem more like caricatures, at least somewhat. It might just be because everyone is younger and less mature though. Have fun!

- "Fanfiction" (+0): As an alternative to the canon story, you may select any existing fanfic as the baseline for your experiences in this Jump. Perhaps you want to see villainous Deku who uses gadgets running around, or you want to shit on Bakugo, or maybe something like the reverse?

You might even opt in just because the story you selected explores complex themes and ideas that deviate from canon such as a total reinterpretation of events and setting elements. Whatever intrigue, base impulse, or whim motivates you, know that it's now on the table.



- "Wild Nomu" (-): Nomu come in many shapes and sizes depending on how and why they're made. The doctor and All For One just put more investment in some than others and it really shows. Sometimes the doc can work with 'material' as it lays, and sometimes he has to go full Frankenstein.

For those who selected the Wild Nomu Origin, you have various options for how to direct your build, especially in regards to Quirks. Based on which Quirks you select and how many, you will suffer your origin to a variable extent.

Choosing just **1 Quirk** of any tier means you're a fairly stable and potentially low effort Nomu, and as such you will suffer no complications. Most wouldn't even be able to tell you were abnormal without some form of medical inquiry.

Choosing **multiple Quirks** of any tier means you were worked on pretty heavily, and thus will have common traits associated with Nomu such as abnormal, flat skin tones, and exposed brains. You might be able to change or cover this up with the right abilities however.

Choosing **multiple Quirks** including at least one **Tier 3** means the doctor and All For One put a good deal of investment into your production. They'll be aware of what Quirks you hold, and what other skills you might have through this document, but they'll still leave you to your own devices.

Choosing **multiple Quirks** including **multiple Tier 3's** throws even that out the window. You are what is termed as a High End, meaning the doc and AFO spent a significant amount of time building you up for nefarious purposes, and they will be actively hunting you to reclaim that investment.

Unlike normal drawbacks, this drawback's effects are 'soft.' While they may dictate your situation as of the Jump's start, nothing prevents you from disturbing the status quo through your own abilities or efforts.



- "Bitter Rivalry" (+100CP): You now have a rival that's actually, literally impossible for you to get rid of; permanently anyways. You two will naturally grate on each other's personalities no matter what either of you may be like. Somehow they're just like that.

When I say impossible to get rid of, I do mean impossible. Your careers always seem to draw you two together, attempts at killing them always end up failing, and even fate would see that the two of you end up on the same missions every now and again.

You may not be 'enemies,' but they'll be a persistent annoyance throughout your life. If you do actually find a way to come to some sort of mutual understanding - which isn't impossible - you may find the annoyances fade a bit. You might even become friends years down the way.

- "Villainous Vibes" (+100CP): People are just really judgemental sometimes. They build up these biases one way or another that influences their perspective, and then overlap those biases on others at a glance. Why, a normal person could walk down the street, and some might confuse them for a villain.

You, you're that person. By some 'quirk,' your personal aesthetics as well as that of your Quirk causes most people to make the snap judgement of villain. You just seem like you're suspicious, or up to something, and people will be wary even if you happen to be a professional hero. It's pretty annoying.

People who genuinely get to know you won't judge you or think ill of you, but socializing isn't the easiest thing with this drawback.

- "Quirky" (+100CP): Quirks are weird, man. Engines using orange juice as lubricant and froggy invisibility and other oddities abound. Some are good, some are weird, and some are flat negatives; maybe like yours. Whatever your Quirk may be, it's now given some peculiar, negative quirk of its own.

Perhaps certain foods which you quite like cause misfires of your Quirk when indulged. Maybe your explosive Quirk negatively influences certain hormones such that you have an explosive temper. You might even be in a situation where your Quirk has bizarre activation conditions like drinking tea.

Most Quirks have setbacks or conditions associated with them, but yours are now more noticeable or exaggerated is the main takeaway. Alternatively if you don't want something that's just a net negative, a really odd Quirk quirk is acceptable as well; you weirdo.

- "Family Drama" (+100CP): You have an extensive and very much alive family, unfortunately. Regardless of how much you may have wanted to involve or distance yourself from them, it's all kind of a mess given the terrible relations and actions of those within it.

Domestic abuse, drug addiction, loathing, involvement in corporate crime, and more can be traced to your family. Someone might even be linked to a major villain plot. Somehow, you always seemed to be dragged back into it all. What an infuriating headache.

- "Quirkless" (+200CP): You don't have a Quirk and everyone knows it. Whatever Quirk you bought or customized will be locked for the duration of your stay, completely unusable.

As a member of the 20% of the world's population deemed "Quirkless", without individuality, you'll be treated as a second-class citizen by some, and looked over as weak or a charity case by others.

People always seem to somehow know what you're lacking too, even without you needing to tell them, so you'll never be able to hide this fact.

(Mutually incompatible with any Quirk driven drawback.)



- "Crutch" (+200CP): One way or another, you have been through a terrible experience that has left you crippled in some way that heavily inhibits normal physical activity and even Quirk usage. There's a variety of things this could be, but the most likely is the loss of an entire limb.

Luckily, this world is one with great medical technology, and you've been granted a fully functional prosthetic of some kind that allows you to patch up what was lost, a bit. The problem is that this will never truly be the same, the prosthetics can't take nearly as much abuse as you would hope, and can't help you reach the heights of whatever you could once do.

Well, at least you're supplied replacements when the old one breaks.

- "Super Stalker" (+200CP): Love! Love, love, love, *love*, **love!** It was love at first sight! Something about you just sent their heart fluttering, sowing warmth through their very soul! They want to touch you, take you, crawl beneath your skin, and become one with you! Their love is a dangerous, raging inferno and you're unlikely to enjoy the result if they get their way.

You have a stalker that loves you very much. They're completely obsessed and will pursue you much like a shark circling a particularly fat seal, circling and waiting for the right moment to take a bite. The worst part of them though is that they're unusually competent, strong, capable of posing a physical threat to even heroes and villains if they get in the way. Even if they end up in jail they'll be back in time.

- "Quirk Singularity" (+200CP): The Quirk Singularity, a fringe theory within the medical community which postulates that as Quirks continue to develop in potency which each generation, that eventually the human body will no longer be able to keep up.

Once this point is reached, humanity will rapidly die out from babies accidentally killing themselves and their mothers before birth, or children spontaneously nuking cities by complete accident, and humanity otherwise facing apocalyptic issues.

You are now a visible display of the Quirk Singularity's threats to the future of humanity. Whatever your Quirk might be, you now suffer health complications whenever you attempt to use it.

Like Dabi your flames may be too intense and burn you from the inside out, or like Nines you undergo cellular decay whenever you attempt to manipulate the weather. Whatever the case, you must either forego the use of your Quirk or pace yourself lest you find yourself an early grave.

(Incompatible with 'The Singularity Procedure' perk.)

- "Grand Conspiracy" (+300CP): Before you even had a real, functional sense of self you were already being inducted into something big. You know things that could rewrite history books if they got out, and may well have played a central role in those events and secrets.

Before you might have been mostly left to yourself, a figure on the outskirts. "Something" happened though, something recent, and now a lot of eyes are on you. You're going to be asked to play ball and get involved in a lot of dangerous, questionable activities from now on. You might consider otherwise, but you're being watched, and if you turn on those above you then you better prepare.

Take your shot, make it count; maximum security is the best case scenario if they catch you.

- "Evil Seed" (+300CP): You have in some capacity served All For One and been given his aid in the past. Maybe it was willingly, and maybe it wasn't, but whatever the case you're in his pocket. After that event the Demon Lord wannabe has had your number.

Whether it be a suicide bomb Quirk planted secretly within your body, or an iron hold on the reputation of yourself and your family, he can lead you to your downfall whenever he desires. For the time being at least he has low expectations for you, so be thankful.

With those low expectations he'll only request minor tasks be performed in his service. Start making waves and his demands will be more intrusive; can't waste a good pawn ya know? You also know the consequences of betrayal, so if you still decide to go against him you best have a plan.

- "Distortion of Fate" (+300CP): It's said that the wing-beat of a butterfly may cause a hurricane on the other side of the world. This isn't a statement of the influence butterflies have on the world, but commentary on how the slightest influence can lead to a domino effect of greater events.

But a few times in this world, even hopes and dreams appear to have caused tangible influence on worldly events. It's by no means a 'real' force that's recognized or has any true mechanisms, but closer to that of a miracle. Calling it that would be appropriate if it wasn't in front of you.

Perception and belief hold strange weight upon your life. The more people who know who you are, the more weight their perception and desires in relation to you will influence circumstances outside of your control. Although appearing distinctly neutral, it's the negative wants that hold most weight.

As others wish you ill, want for your defeat, want for your failure, forces such as chance and fate seem to become much stiffer obstacles such that things that might be wholly illogical will assert themselves just for the sake of seeing you fail. Lay low, or make the world your enemy.

- "Growing Pains" (+300CP): Degradation, that's the best term for how you woke up in this world. Your memories are hazy as you awaken from what could have been called a comatose state. Whatever the case, trauma either mental or physical has eroded your body or abilities.

Maybe you exist in agonizing pain from just barely surviving some terrible accident, or perhaps some terrible event happened to your family causing you to put mental blocks on your powers. Whatever the case you exist as a fraction of what you were or could have been.

The good news is that this isn't necessarily permanent. You might need time, rehabilitation, and support but there are ways to eventually reclaim what you've lost. If you can ever be the same person you could have been is another story entirely though.





!!!Jump End!!!

As your reward for successfully surviving ten years, I present you with three choices. You may pick only one however, so think carefully.

-This Is My City!: You have seen the light! Whether it was All Might's influence in wishing to bring peace to this world, or you followed the lead of villains like All For One who wish to rule over it like some kind of Demon King of Darkness, you're choosing to stay in this world and end your chain.

-My Planet Needs Me!: Whatever got to you, got to you hard. Maybe the heart of a hero now beats in your chest and you feel indebted to your original home, seeking to make it better now instead of later.

Maybe the bad seed of villainy has sprouted and you wish to take it back out on the place you experienced so much heart ache in the past. Either way, you're ending your chain and going home.

-Plus Ultra!: This world has reinvigorated your adventurer's spirit with its overflowing energy and enthusiasm (or maybe you just see it as a foot note)! You can't afford to let yourself sit around and stagnate, you need to push ever onward, continuing your chain and journeying somewhere new!

(Add bonus for Jump completion, comic books in the style of either Manga or Western Comics (both?) depicting the altered flow of events due to your participation. Comics you're part of.)



!!!Notes!!!

-Note 1: This Jump was started by an unknown anon and left as an unfinished work in progress. When it got brought up in thread, I decided to take the Jump on so it wouldn't sit in WIP hell anymore. For further reference, this (the Jumpmaker) is NuBee.

If you have any questions, you can direct them towards me. I'd also like give thanks to various anons and peeps from the IRC who helped me out, and extra special thanks to the always amazing and beautiful Valeria who helped so much behind the scenes.

Thanks to Dog as well who helped with many of the OC Quirks in the 1.1 update.

-Note 2: Self-Mutilation cannot be used by others that are controlling your mind or body to bypass your defenses and hurt you against your will.

-Note 3: Quirks have a chance of being passed down to children, or they may just develop an entirely different Quirk. Aesthetic features of Mutation Quirks like Animal Mimicry Quirks may be passed down to children even if the child develops an entirely different Quirk.

An example of which would be a Bird Mimic having a child that has a bird head like them, but actually bares a power to manipulate electricity.

Children may not obtain a Quirk at all in fact, but may still end up carrying the Quirk gene within them, allowing their children or grandchildren to develop them in time.

-Note 4: I'm aware of the canon categories of Emitter, Transformation and Mutant. I went with a different batch for the Quirk Table to go more in depth on descriptions and ease with coming up with more choices.

-Note 5: Not all Quirk combinations are a good thing with Quirk Marriage, but they shouldn't go bad. The canon example of Half-Hot Half-Cold is one such example

Todoroki technically has both Fire and Ice powers, but his powers are split down the middle of his body instead of merging seamlessly due to their contradictory natures.

It's also important to note that Quirks can't be merged to completely eradicate limitations. As a biological function, there's always some kind of cost to use these powers just like punching relies on the wellness of your muscles or breathing relies on having air and your lung health.

- Note 6: Due to Quirk Marriage merging both of your chosen Quirks together into a new, singular Quirk, "Empowered Quirk" would affect this new combination as opposed to only one part of it. (Due to rewriting of Quirk Marriage as of Update 1.1 for clarification, I'm hoping this note is unnecessary.) (Due to Update 2.0 I believe this note irrelevant.)

-Note 7: If you pass One For All down to someone in a Jump, you will gain it back through fiat when you leave. You will not receive a version even stronger than it was before as if it had been passed back to you after being passed down, simply what you had before, no stronger, no weaker. (Due to update 2.0, this note is only relevant in relation to the OLD Scenarios.)

-Note 8: When buying Empowered Quirk for a Quirk created through Quirk Marriage, use the higher Tier Quirk in the combo as the base Tier for the new Quirk.

As an example, using Quirk Marriage to combine a Tier 0 and a Tier 1 Quirk would make the new Quirk count as a Tier 1, and allow you to buy Empowered Quirk a maximum of two times.

(Due to rewriting of Quirk Marriage as of Update 1.1 for clarification, I'm hoping this note is unnecessary.) (Due to heavy rewrites in Update 2.0 this note is irrelevant.)

-Note 9: The Erasure Quirk and Forced Activation Quirk can continue to be used post-Jump on powers resembling Quirks. That is to say, superpowers rooted in biology.

It will continue to have the same limitations however, not being able to shut off things that are always on similar to Mutation Quirks of this world.

-Note 10: On request, I'll be including several examples of more synergistic uses of Quirk Marriage below, so people can get a better idea of what Quirk Marriage is capable of.

Example Quirk 1 "Airburst + Ringer = Concussion Grenade"— The user of this Quirk would be able to mold invisible air grenades like Airburst that carry the effects of Ringer.

Upon contact with something, they rupture, letting loose a tremendously loud sound that temporarily deafens and disorients anyone caught in the initial blast while catching the attention of others nearby.

This effect lasts around five minutes for those caught in the blast, and the user must hold their breath to compact and form their grenades until they're fully shaped.

Example Quirk 2 "Fiber Body + Fiber Master = Fiber Golem" – The user of this Quirk would have a fiber body and fiber control with control over their own fibers being emphasized.

They would be able to exert control even over separated body parts, a grotesque form of shapeshifting, limited flight, strange body manipulation feats and incorporate foreign fibers into their anatomy to strengthen or enlarge it, turning themselves into some kind of textile monster.

They wouldn't be able to control other fibers as well as the ones that compose their body however. They also wouldn't be able to keep foreign fibers as part of them forever due to them not really being alive, and would become extra vulnerable to fire.

Example Quirk 3 "Jet + Lighter = Rocket Boots" – The user of this Quirk has holes in the bottom of their feet that function like rockets, allowing them to jettison themselves through the air.

The rockets are fueled by the air in the user's lungs just like Jet and Lighter and can be used to scorch those the user stomps or kicks. The user would be even faster than someone with Jet after training.

Due to the compression and fuel source, the user is only able to move in exceedingly fast bursts as opposed to something more sustained. Excessive use may burn their feet.

-Note 11: The Changelog for the 1.2 Update includes the follow.

- 200CP General Perk representing training and experience with Quirks. Free to Heroes and Villains.
- Rewrites of Empowered Quirk and Quirk Marriage to hopefully clarify them.
- Second Level of Quirk Marriage included for Four Quirk Marriages.
- 56 New Quirks, identifiable as "Quirk 7" and "Quirk 8" in each Category & Tier of the table.
- Mild buff to Bottled Lightning, allowing it to gather minor amounts of electricity from environment.
- Minor formatting to make it easier to navigate the now considerable Quirk Table.
- Page Color made slightly darker so it's easier on the eyes.
- Most Companion options reduced in price. Canon Companion down from 300CP to 100CP.

-Note 12: If you encounter a canon quirk on the table and canon has since altered its effects in drastic ways, you have the freedom to decide whether to lean into your own purchase having similar properties, or whether you go along with your own Quirk functioning as it was described on the table.

-Note 13: "Version 1.3" Changleog

- Addition of new "Wild Nomu" Origin
- Addition of new "Wild Nomu" Perks
- Addition of new "Wild Nomu" Items
- Note attached to "Superficial Mutant" perk detailing "Wild Nomu" interaction
- With the growth of the Quirk section in past updates, I've moved it farther down in the document, and have brought the "Item" and "Companions" sections up above it. Items are now above Companions.

-Note 14: "Version 2.0" Changelog

(MAJOR CHANGES)

- >Quirks moved to their own document [The Quirk Table].
- >Quirk Marriage & Empowered Quirk dropped, effects condensed into new 'Power Lottery' Quirk Perk found within [The Quirk Table]

(ORIGINS)

- >NEW: Mild Age changes and notes.
- >NEW: Ability to adjust background for connections with existing characters or elements.
- >REMOVED: Drop-In (Note: All origins may be Drop-In now. Many Drop-In Perks moved elsewhere.)
- >NEW: Support, Vigilante, Revolutionary
- >CHANGE: Hero & Villain -> Free (Note: Loss of Quirk Proficiency Freebie, 2 Perklines instead of 3)
- >CHANGE: Nomu (100CP -> 400CP) (Obtains 100CP discount on all Quirks) (Associated with a Tiered Drawback)

(PERKS)

- >MOVED/CHANGED: Quirk Proficiency -> [The Quirk Table] (mild rewrites)
- >MOVED: Big Dick Walking -> General Perk (600CP->400CP)
- >NEW: Additional CP (Note: Trades CP into CP)
- >NEW: Real Life Ninja 300CP General Perk
- >REMOVED/NEW: Old Fashioned & Been Around The Block -> Effects consolidated into 'Knuckle Sandwich' Vigilante Perk (600CP)
- >REMOVED: Uncivil Servant (New Vigilante Item 'Inconspicuous Bench' inheriting spirit of perk)
- >MOVED: Undiscovered, "What? Who?", & Extra Credit -> Vigilante perks
- >MOVED: Public Relations -> Support Perk

- >MOVED: Industry Support -> Support Perk (600CP->400CP)
- >NEW: Support Perks (2 100CP, 1 200CP, 2 600CP)
- >NEW: Vigilante Perks (1 200CP, 1 400CP, 1-1/2 600CP)
- >CHANGE/NEW: Student's Herotaku and Plus Ultra concepts merged and rewritten as new 600CP Perk.
- >NEW: Student 600CP Perk
- >REMOVED: Dynamic Linguist (Note: Effects more or less included in "What Are Your Plans, You Rogue?")
- >BUFFED: 'You Rogue' given more general hammy dialogue abilities
- >CHANGE/NEW: "Always Be Prepared!" & "Fair Hand of Justice" combined into more general perk for high quality hero education.
- >CHANGE/NEW: "My Loyal Fans!" & "Show Those Pearly Whites!" combined into more general public image perk.
- >REMOVED: "Put Your Back Into it!"
- >BUFFED: "Heart of a Hero!" (Note: The spirit of the removed capstone with determined last stands and stuff applied here.)
- >BUFFED: Follow My Lead! (Note: Better and wider teaching abilities reflecting growth of UA's Hero Classes in less than a year's time.)
- >NEW: Revolutionary Perks (except one 600CP perk)
- >BUFFED/MOVED: Dark Ideology -> Revolutionary Origin (Mild buff reflecting Stain's unintended charisma with populace.)
- >BUFFED: Slasher's Smile
- >CHANGED/NEW: "Gallows Humor" & "Disarming Disposition" merged into new Villain Perk for generally applicable likability with villains.)
- >CHANGED/NEW: Friends Downtown & In The Walls merged into new perk for navigating the underworld of society.
- >REMOVED: Without A Trace (Note: Effects potentially available through new 'Real Life Ninja' General Perk.)
- >CHANGED/NEW: "Pyrrhic Victory" & "Snake Skin" merged into new perk called 'Modern Moriarty.'
- >NEW: Villain Capstone Perk

(ITEMS)

- >NEW: Gun General Item
- >MOVED: Drop-In 100 & 200 point items -> Vigilante
- >MOVED/CHANGED: Drop-In 600 point item -> Support 400 point item
- >REMOVED: Police Scanner (Drop In 400)
- >NEW: Vigilante 400 & 600 items
- >NEW: Support 100, 200, & 600 point items
- >CHANGED: Mild updates to some descriptions to better emphasize effects. May be seen as minor buffs?
- >NEW: Revolutionary items
- >BUFFED: Villain 100 & 200 Items matching Hero Equivalents
- >REMOVED: 'Quirk Enhancement Drug' (Villain 600 item)
- >NEW: Villain Factory (a generally better and more versatile Villain 600 item that also contains trigger drugs)
- >BUFF: 'Low Enders' may now each have a Tier 0 or Tier 1 Quirk.

(Companions)

- >CHANGED/BUFF: Backup & Reinforcement options merged, Companions given 200CP stipend for Quirks, Companions may be built with existing relations to canon cast.
- >CHANGED: Canon Companion has more synergy with background adjustment mechanics.
- >BUFF: Mentor (300CP -> 200CP) (Any origin except Nomu applicable)
- >BUFF: Nomu has been given 600CP for perks and items, and their free Quirks can now be made through Quirk Marriage.
- >Other Stuff: Past Bee forgot to note the other changes he did here and I don't remember. Sorry.

(Scenarios)

- >Scenario section replaced with new DIY Scenario section with guidelines and instructions.
- >Old Scenarios have been moved to the bottom of the document and are still applicable for those who prefer old stuff.

(Drawbacks)

- >CHANGED: Section has been slightly downscaled with three drawbacks of each tier rather than four.
- >REMOVED: Social Anxiety, Crippling Weakness, Tragic Backstory, Wrecked Respiratory, It Never Goes Well, Bone Breaking Backlash, Purely Unoriginal
- >CHANGED: Remaining drawbacks have mostly undergone mild rewrites.
- >CHANGED: Growing Pains (Heavy rewrite, spiritually similar, different concept entirely)
- >NEW: Early Start Drawback, Fanfic Entry Drawback, Nomu Drawback, 2 new 200CP Drawbacks, 2 new 300CP Drawbacks

>**Note 15: (All For One.)** On request I was asked to write what I believe All For One does. While I believe the wiki does a fine enough job, to the best of my knowledge you could cover the effects of this Quirk with three specific subjects.

First of all, theft. All For One allows someone to steal the quirk of another person by touching their face. It is just their face as far as I can remember, but it might be the rest of the body as well. The theft appears to be instantaneous, and leave victims incapacitated and disoriented.

Second of all, use. All For One can use any Quirk stolen with its power, even multiple at the same time. The user has total control over whether any given Quirk is 'on' or 'off.' Even with this control though, they don't have any proficiency with stolen Quirks they wouldn't otherwise have from practice.

Third and final, redistribution. All For One is not only capable of stealing and using the Quirks of others with the slightest touch, but can give them to others on touch as well. That said, it is almost always extremely debilitating and possibly deadly for someone without AFO to have multiple Quirks.

Beyond its base mechanisms allowing someone to be a walking arsenal of superpowers, there's the manner in which you would obtain it I guess. Through the Jump, that's likely through a scenario with the details left in the hands of Jumper.

When obtained, the Jumper might decide to get a blank copy in which they would need to build it up themselves, or whether it's loaded with a massive arsenal of previously stolen Quirks or duped Quirks. I think both options are valid.

>Note 16: (UPDATE 2.1) The Quirk Supplement was updated here, though its version is 2.0. Both the Jump and Update have been dubbed “the Quirk Singularity Update” and are up to date with each other.

>Note 17 (Update 2.2): The new 'The Singularity Procedure' and three new drawbacks were added.

[illegible]



!!!OLD Scenarios!!!

You're only allowed to pick one of the below scenarios. Picking a scenario causes certain canon events to play out regardless of how much you try to change things.

-Pillar of Peace: All Might, some say singlehandedly, brought villainy to its knees and ushered in a golden age of peace and heroism. I'm sure you're already well aware of that by now however.

In the canon timeline, All Might passes down his Quirk, "One For All" to the aspiring hero, our boy Izuku Midoriya. With the remaining embers of his might, he continued his fight and stand as a symbol.

That was, up until his fight with the supervillain All For One, where he used up the last dying embers of One For All that rested within him to take the villain down, while rendering himself powerless.

The world slowly started descending into villainy and doubt in what tomorrow may hold without their invincible hero who stood up for them and all that was good in the world.

The Number Two Hero "Endeavor" isn't popular with the public, and the Villain Alliance has sown confidence in the outcasts of society leading to an encroaching darkness.

Young Midoriya is still far too young and inexperienced to carry the weight of the world All Might once carried as a pillar of peace despite his ambition and drive to succeed.

The challenges that timeline faced are not the ones you will face, but you will face a version of them soon enough. By taking this scenario, you will subsume Midoriya's role on that fateful day to become the inheritor of One For All.

Just like in that timeline, All Might will inevitably lose his powers, burning them out in the line of duty as the world loses their pillar of support and no one ready to fill his giant shoes.

That's where you come in, however. Your job in this scenario is to fill the big shoes left behind by All Might and carry the burden of being a symbol of peace for the world while restoring order.

You start as a relative unknown, so earning recognition through your deeds is paramount. In addition, unnatural means of swaying the public to your side seem resisted by the public who was so entrenched in their old heroic icon meaning you'll really have to work for it.

You'll need to do it quickly too to stem the tide of darkness looming on the horizon, which seems stronger by the day, far stronger than in the other timeline.

The decay of society as well as the rise of ambitious villains and organizations become especially potent in part due to your taking of this scenario.

You will fail the scenario should you allow the world to fall into the anarchy it had known peace from for so long, or fail to restore some measure of peace this world had before your arrival.

The price of failure, failing the duty you promised to uphold, is harsh. Your chain will end with you left behind here. Whether you choose to fight on or not is in your hands.

If you succeed however, you shall keep the power bestowed upon you by All Might, the power he once used to stand above villainy and shine in the hearts of the just.

One For All, All Might's Quirk that can be passed down and grows stronger with each generation, with the power of eight past users behind it including All Might himself.

One For All bestows the ability to generate incredible strength at a moment's notice, used to move at extreme speeds, strike with mind blowing force and boost the user's physical capabilities in general.

All Might's feats of strength and speed using this Quirk and his own years of experience and expertise with it were awe inspiring for the public, though it was of course paired with his undeniable charisma.

With the extreme power it bestows however, it also carries its own share of limitations. One For All's power is hard to control, and bestows no special protection to the user.

The user's body must be strong in order to not just blow up, and they must train and get a feel for the Quirk to control how much power they use and then ramp up how much power they can use over time.

-Stain's Legacy: Stain, the Hero Killer. An infamous serial killer who targeted heroes when they were alone to kill or cripple them in order to spread his message and revitalize the world.

His message? That the title of hero is sacred, and it's being tarnished by the massive influx of false heroes flowing into the world today. Those seeking glory, money or their own self gain are not heroes.

His end goal is to make a world where only the deserved can still call themselves heroes, and any he judges to be wanting are in the ground, made into examples.

Stain is a highly capable and dangerous man despite his relatively weak Quirk. When he was finally brought down, his infectious, mad charisma where he continued to fight till the very end was recorded by numerous bystanders and broadcasted to the world.

And so, his message spread, and the likeminded outcasts or those easily swayed by the words of someone as deeply charismatic were influenced to fall into his footsteps.

Even now, while Stain is locked up in a maximum-security prison, his darkness is cast over society from this one instant. By taking this scenario, you too have fallen in step with his message and are determined to see it through.

You must clean this filthy world, routing out every ounce of weakness and corruption within the system of heroes leaving only shining examples of heroism like All Might or Deku behind.

Whether that means you personally and systematically take it into your own hands to slaughter or cripple them to get them out by force, or you take a more legal route, infiltrating the system to get all those who don't meet your criteria from their falsely deserved roles is in your hands.

Your efforts will be opposed at every turn by heroes and society alike, as the darkness on the horizon grows and the world needs as many heroes as possible right now. It is possible though.

However you choose to carry out this mission, know that you have 10 years to do it or fail. Failure, unlike the above scenario, will not end your chain, but you will also go without reward.

For successfully bringing the world into Stain's vision where the sacred title of "hero" has been wiped clean of this filthy taint that has spread over it in recent years, you'll be able to spread messages and warp society in the same vein as he did by accident.

You'll be able to seed your message throughout civilization, letting it spread like an unstoppable wildfire. It won't be able to be stopped or contained, and likeminded people will be swayed near instantly to your like of thinking with an almost fanatical obsession.

Even those who are unconvinced or outright deny your message will be forced to confront it as it grows in visibility and popularity through your followers, and in a way this is a victory as well.

You'll be able to bring your message to light, and even if the world isn't swayed to your line of thinking, it will not be able to go without being confronted, giving anything you wish to spread this way the potential to change the world.

[illegible]