



One Punch Man: A Hero Nobody Knows

1.0 By OverwhelmingAnon

Perhaps you've heard a tale, long ago, about a man who yearned to become strong. In his quest for power, this man did one-hundred push ups, one hundred sit-ups, one hundred squats and a ten kilometer run, every day! Whilst that sounds like just a normal work-out, it somehow granted this man an unimaginable amount of power. This isn't exactly that world. It's perpendicular, though. You're a new arrival, just starting out as a c-rank hero

Take **1000 Punch Points**

Locations:

1. City Z
2. Riverside
3. Wilderness
4. Craggy Stretch
5. House of Evolution
6. Boro's Throne Room
7. Martial Arts Tournament Arena

Origins: There aren't any backgrounds here. You can choose to have a history, or just fall from the sky onto your ass.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Punch Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times**. Doing so provides an additive bonus.

A Qualified Hero: You know the basics of combat, and are skilled enough to be able to handle a Wolf-Level threat with just your bare fists. **FREE**

Rhythmic Forte: You now have the soundtrack of this game, which can merge with any other soundtrack perks, be audible to others or just to you and all that jazz.

Makes Me Want To Go All Out: By observing the moves of another, or even simply being involved in a fight with them, as an enemy or an ally, you may be able to learn any special techniques they may have.

I Need Strength To Demolish Great Evil: You can enter a 'super form' through expenditure of energy, and even something as simple as your stamina will do. You can also have your Mode Change cause some kind of physical transformation or change of clothing, as long as you stay in the same general shape. Note that you will still be recognizable as your original self during a Mode Change.

You're Our Only Hope: You are strong enough to lift a fully grown man, or even something as heavy as the Deep Sea King or Metal Knight, and throw them in the middle of combat.

I'm Exterminating You: You have enough technological know-how to remodel yourself into a cyborg on par with Genos, and can easily figure out the ins and outs of how Child Emperor's backpack works.

You're All Hopeless Without Me: Fighting against opponents with special abilities, such as an esper, has a chance of unlocking hidden potential within you, granting you similar abilities to your opponent if it were at all possible for you to have had them without knowing.

I'm Weak, I Know That Much: This doesn't grant any power. Rather, it makes it so that circumstances seem to align in order to paint you as being responsible for things far beyond what you're actually capable of. Furthermore, you receive a boost in your ability to intimidate others, even if you happen to look like a little kid. Just between you and me, you and King could probably find some form of camaraderie with this.

But I'm Right Here: You have a powerful charisma about you, to the point where simply fighting alongside someone is enough to deepen your bonds of friendship with them. This charisma is potent enough that even a human aiming to become one of the strongest monsters in the world would find himself drawn in.

Certainly Not A Monster: Let's say, hypothetically, you were a monster, or you were to become one in the future. Normally, this would mean you would be stripped of your human rights, and seen as an existence to be killed. Not to worry, though! As long as you don't give into the dark side and start slaughtering humans, you'll basically be ignored, even if you decided to use your monstrous powers in plain view of your fellow heroes.

I Acknowledge Only The Strong: Your skills at fighting with various weaponry flow into each other, to the point where you could even make effective use of your sword-skills armed only with a 2x4.

Fighting Spirit Injection: Much like Metal Bat, you are capable of drawing on excessive power when you've been injured in the course of battle, allowing you to power through your wounds, and fight without worry of flinching from pain.

It's Not About Winning, It's About Taking A Stand: You have the willpower to persist despite impossible odds. Even if your enemies are twice your size and covered in muscle, even if you are, essentially, merely some dude riding a bicycle, you're determined enough to stand up and fight, because running away from something like that isn't what heroism is about!

Give Stimulation To My Existence: You can fire off spheres of energy, which have slight homing capabilities, being able to seek out nearby enemies.

Just Give Me A Minute: As long as you are not actively fighting, you can heal from your most recent injuries in battle, so long as this wouldn't require some form of regeneration.

Justice Crash: You are capable of summoning an unlimited supply of beat-up bicycles, which you can either ride, or throw at your enemies.

Gathering Battle Data: You are capable of eliminating the influence of your emotions on your mind, as well as gathering battle data on your opponents in order to best calculate how to combat both them and similar adversaries.

Helpful Lecture: You are a master of lecturing others, able to convey your genuine desire to help guide others, as well as knowing how to phrase your explanatory lectures in order to convey as much information as possible in as short a time as you can.

Standing Up To Blizzards: You are capable of punching above your weight class, being able to come out the victor in a fight with the Hellish Blizzard after only a short time as a B-Class hero.

This Is Almost A Real Fight: You're a skilled enough fighter that you can fight three guys of your approximate skill level at once.

You're Stronger Than Most Humans: You know how to tear apart your enemies, fighting in a way designed to maximize their suffering.

A God Resides In His Flesh: So long as you keep on training yourself through combat, your power will continue to grow.

I Wanted To Be The Strongest Man On Earth: You have ten years experience training in any martial art shown in the One Punch Man universe.

Career Options: Choose a career. You get 10 years of experience with that career and updating credentials that'll allow you to practice it elsewhere in the future.

Let's Celebrate Your Promotion: You start out powerful enough to be classed as a B-Rank hero. **200 PP. No discount.**

Anyone Can Be A Hero If They Desire Peace: You're on the level of an A-Class hero. **200 PP. No discount.**

We'll Be Top Rankers: Now you're strong enough that you'd quickly be able to become an S-Rank hero. **A final 200 PP. No discount.**

Overwhelming Strength Is Pretty Boring: You're on the same level of power as Saitama is, and share in his incredible growth speed, as well as anything else you'd need to be an equal to him. **1600 PP. No Discounts.**

Items:

May I Live Here?: This is a pretty minimalist apartment. It's got a closet, some shelves, a table and a place to sleep, at least.

Put On Some Undies: You have an impressive looking hero costume. This isn't strictly needed, but it'll certainly make you look good in the eyes of the public.

Emperor's Backpack: This is a copy of Child Emperor's backpack

Trusty Weapon: This is a melee weapon about the same size as a baseball bat or a katana, and it is completely indestructible. Free import for any weapons you may already have which fit the criteria.

Lightning Shoes: These are a special pair of shoes, specially designed by the hero Lightning Max in order to maximize the power of his kicks. If you want, you can get a pair of lightning gloves instead, or buy it twice for a full set.

Exploding Shuriken: You have an unlimited supply of explosive shuriken, which you can summon to your hand at will.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Template tokens, same as you got.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Can I Go Now?: Free! At any point after the conclusion of the plot, you may choose to leave. When the “canon plot” ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you’ll stay until the drawback is settled. To be clear, the ‘end of the plot’ refers to

Unforgivable! Me, A Brat?: There’s something about your physical appearance that you have a complex about, becoming rather angry when it’s brought up. Unfortunately, it is also rather noticeable just from looking at you.

What A Shame, I Became Who I Wanted To Be: You can only find satisfaction when in a fight where there’s a real chance that you might end up dying if you lose.

Nobody Knows Who He Is: No matter what, the public will never become aware of how strong you really are, attributing all your wins to outside forces. Even if people witness you perform an amazing feat of heroism, circumstances or your personal morals will force you to frame yourself as not being as impressive as you seem.

A Hero Always Arrives Late: You never seem to be able to reach important events in time. Better hope your allies can stand their ground until you’re able to arrive on the scene!

Target Confirmed: Uh...what’s up with you? You seem off, as though you somehow lack a personality altogether. Don’t worry, your morals are still intact, and you’ll still go about the goals you’d otherwise pursue; you’ll simply go about it as though you were some kind of robot. You’ll be incredibly unsettling, too; just a look at your face would make it clear that you aren’t entirely connected to the rest of humanity.

Hero Name Victim: The hero association has saddled you with an unfortunate nickname, which most people here will call you by.

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

Power Lockout: You can’t use abilities from outside this jump here.

Warehouse Lockout: You can’t access your warehouse, or bring in any items from outside.

Power Lockout 2: You don’t get access to any purchases here until after the jump ends.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

Ending Options:

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