

My Hero Academia

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A new world awaits you, one of heroes and excitement but also corruption and broken dreams. It is a world where the human race developed the mighty powers needed to make their dreams reality... and squandered it on hatred. Perhaps you've been here before but now Renegade attend to your tasks.

Decrypting...

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Location:

R-Kun can place you anywhere within this world up to a month removed from the start of cannons events, keep your travel time and task constraints in mind, Renegade.

Age And Gender:

Keep your tasks in mind, but beyond that it is no care of mine, pick whatever you want.

Missions:

While some missions are mutually exclusive if you complete the mission of a higher rank the rewards of the lower ranks are yours as well.

The rewards granted to you for completion of your tasks are yours to do with as you please, take as many or as few as you want.

Izuku Midoriya:

The focal point of this setting is a powerless child that wishes to become a hero despite the overwhelming evidence telling him he can't. Perhaps it is kindness to teach him the truth of reality.

Level 1:

You must prevent Izuku Midoriya from entering UA Academy for heroes, completing this task will earn you the following rewards.

Rewards:

Word Vomit

By allowing yourself to speak your train of thought aloud you become able to enhance your deductive and analytical abilities by an order of magnitude.

Power Nerd

You become a genius at power analysis able to determine the strengths and weaknesses of your own powers or those of anyone else with ease

Level 2:

You must persuade Izuku Midoriya to give up on becoming a hero, more difficult than the previous, his well-being after the fact is irrelevant. Completing this task will earn you the following rewards.

Rewards:

Real-Time Strategist

You possess unreal talent at applying information, allowing you to in seconds create plans beyond what your colleagues could achieve in hours.

No Pain No Gains

The more painful and potentially damaging the training the greater the benefits you gain from it, but be warned this does nothing to mitigate the risks of that training only increases the benefits.

Level 3:

You must take Midoriya's place as the Successor of All Might. This is the most difficult task and if it is achieved you will gain the following rewards.

Rewards:

The Perfect Vessel

Any powers you receive from an external source are at their most powerful and easily controlled by you, If applied to One For All for example you would be able to use 100% power immediately along with the Quirks of your predecessors.

One For You

One for All is a power that grows over time making the next generation stronger than the last, a nice sentiment but not very useful for your needs, you have access to a substantially more selfish version of this ability. Every one of your abilities will improve slowly over time, it may take years to see tangible results but those results will be YOURS no one else's.

Katsuki Bakugou

An arrogant youth blessed with power and ambition, you must demonstrate your superiority to this barking pup Renegade.

Level 1

You must take first place in the UA entrance exam this will deny Bakugou that position, completing this task will earn you the following rewards.

Rewards:

Inner Socialization

Your behavior is largely irrelevant to social interaction, if people consider you to have something in the way of inner good within you you can act however you please and they'll treat it as a normal conversation.

Red-Hot Determination

You've never been one to give up and your willpower reflects this, you are able to power your way through most hardships with ease.

Level 2

You must take first place in the UA Sports festival, Bakugou if allowed to give a speech will pledge to take this spot, Completing this task will earn you the following rewards.

Rewards:

Pressure Makes A Diamond

You will always be able to increase the difficulty level of any training or battle you find yourself in, the greater the challenge you place on yourself the greater you become after overcoming it.

I'll Break Myself

No matter how badly you are injured you will always be able to recover, as long as you're alive there is nothing you can't come back from.

Level 3

You must humble Bakugou, he must admit to others and himself that you are superior to him, completing this task will earn you the following rewards.

Rewards:

Explosion

You secrete a nitroglycerin substance that you can detonate at will, you have great resistance to the explosions generated by this power.

Explosive Potential

Within every person is the wall called potential, you are able to break that wall for each of your powers. It is an exceptionally painful process that requires immense willpower to complete but it raises the potential of your abilities by an order of magnitude.

Shoto Todoroki

A youth who has suffered for many years under the yolk of his father's ambition. Teach him it was for nothing, Renegade

Level 1

You must ensure Shoto Todoroki never befriends Izuku Midoriya, completing this task will earn you the following rewards.

Rewards:

Cold Exterior

You have an excellent poker face able to conceal all but the strongest emotions with ease.

Warm Heart

When you do show people you care they feel it more deeply. A kind word from you will be felt as if it were a life-changing kindness.

Level 2

You must prevent Shoto from coming to terms with his fire and accepting his full power, completing this task will earn you the following rewards.

Rewards:**One Path**

You can shun any part of your abilities you wish, in exchange for doing so any abilities you leave unsealed will gain boosted potential that scales to the power and utility of the sealed abilities.

Push Onward

When you improve one ability all of your other powers also improve at a 2:1 ratio, this perk cannot cause a feedback loop.

Level 3

You must persuade Todoroki to follow his father's ambitions for him and accept his training, completing this task will earn you the following rewards.

Rewards:**Half Hot**

You gain the ability to manipulate fire as well as a 2x enhancement to any fire powers you already possess. This perk also boosts any Ice abilities you possess by 4x.

Half Cold

You Gain the ability to manipulate ice as well as a 2x enhancement to any ice powers you already possess. This perk also boosts any fire abilities you have by 4x.

All Might

The single heroic figure who brought about an era of peace, he'll already have to watch it break down around him. Why not speed up the process?

Level 1

You must reveal to the world that All Might's powers are weakening, completing this task will earn you the following rewards.

Rewards:

Heroic Linguist

You are excellent at speech writing and rhetoric, your skills are a match even for skillful politicians.

Put Your Back Into It!

You can enhance the power of your every action without a solid limit, however, your stamina is drained exponentially as you empower yourself making it an exhausting ability.

Level 2

You must publicly defeat All Might in his Hero form, completing this task will earn you the following rewards.

Rewards:

Suck In Your Gut!

You are able to enter a muscle-bound form similar to All Might's that enhances your physical powers by an order of magnitude.

History In The Making!

Everything you do has a greater impact on the wider world, if you catch enough criminals you could serve as a crime deterrent to an entire nation, if not the world.

Level 3

You must bring about the end of the era of peace All Might created, completing this task will earn you the following rewards.

Rewards:

A Symbol

As you work towards an ideal people begin to see you as the embodiment of that ideal, if you wanted to become a symbol of peace you would gain the same presence as All Might within a few short years

Born For This

You have an unparalleled talent for all aspects of the heroic profession, rescue, combat, and marketing come easier to you than anyone else in this line of work.

All For One

Where All Might is the Symbol Of Peace All For One is the Symbol Of Fear, bring it down around him Renegade

Level 1

You must reveal All For One's survival to the world at large, completing this task will earn you the following rewards.

Rewards:

A Subtle Touch

You are capable of removing all evidence of your involvement in any situation except the testimony of live witnesses, if no one saw you in person even your staunchest enemies wouldn't believe you were involved in any way.

Sensei

You are an excellent teacher who is able to help your students become the best version of themselves that they can be, you are also capable of manipulating your students to get them to go along with your plans.

Level 2

You must ensure that Shigaraki is never possessed by All For One, ensuring that his grand plans for Japan end in total failure. completing this task will earn you the following rewards.

Rewards:

The Preeminent Criminal Mastermind

You have a deep understanding of crime and the criminal mind, this is enough to create a grand criminal empire... or tear one down.

Uncontainable

You find it incredibly simple to escape even the most secure of prisons, you have a deep natural ability to plan prison breaks.

Level 3

You must defeat All for One and lock him away in Tartarus, completing this task will earn you the following rewards.

Rewards:

All Mine

You have the ability to steal biology-sourced superpowers from anyone you touch for more than five minutes, once you have taken a power it can never be copied, stolen, or suppressed. What you have taken is yours for good.

Trojan Gifts

You have the power to share portions of your own powers with others, these portions contain a portion of your own Ego allowing you to slowly overwrite the minds of the recipients.

Tomura Shigaraki

The student of All for One and his unwitting pawn, his goal is a world with no dreams, it's only fair to destroy his.

Level 1

Tomura must be captured at the USJ, completing this task will earn you the following rewards

Rewards:

I'll Treat It Like A Game

You are able to apply your interests to the real world, a gaming hobby would improve your ability as a tactician for example.

How Fragile They Really Are

You are good at finding weak points in your enemies, this also applies to organizations and society at large.

Level 2

You must prevent Bakugou from being kidnapped at the training camp. Completing this task will earn you the following rewards.

Rewards:

Time To Party Up

You have a knack for building a team and making it functional, you can also imbue a portion of your own tactical know-how in your allies.

What I'm Working Towards

When you choose a goal you gain a powerful luck and training booster until that goal is completed.

Level 3

You must defeat Shigaraki after his defeat of the Metahuman Liberation Army

Rewards:

Turn It All Ash

You have the power to make everything you touch decay to ashes, this can even affect metaphysical structures like the soul.

A Foul Memory

You are capable of freely repressing any memory, how many negative emotions are associated with that memory scales how long it's repressed. When the memories come back they will return with a corresponding permanent power boost based on how bad they are.

Himiko Toga

A girl driven to madness and murder by her own powers, her greatest desire is to live free, it's up to you to crush that.

Level 1

You must stop Himoko from imprinting on Izuku, completing this task will earn you the following rewards.

Rewards:

A Quiet Step

You are a master of the technique used by Toga to disappear from human senses, the only limitation to it is how long you can hold your breath.

Acceptance

You are always able to find like-minded individuals regardless of how warped your mind is.

Level 2

You must imprison Himiko In a way she cannot escape, completing this task will earn you the following rewards

Rewards:

Freedom

You have absolute free will, the only thing that can change your mind being you yourself deciding to change, with all mundane and esoteric means of manipulation failing against you.

Where Are The Knives

You are a master of using knives in combat.

Level 3

You must cure Toga of her desire for blood, completing this task will earn you the following rewards.

Rewards:

Become Who You Love

You have the ability to absorb genetic information via blood, this allows you to transform into them down to the very last strand of DNA, you also have the ability to access their memories.

Become Yourself

When you absorb Genetic Information you can store that information in a 'library' of sorts that allows you to access those traits without changing your body.

Hawks

Hawks is a member of the hero commission, an organization that believes in law and order above ethics, burn their precious order to ashes Renegade.

Level 1

You must prevent Hawks from attacking Best Jeanist, completing this task will earn you the following rewards

Rewards:

Every Feather Under Control!

You have extremely precise control over every aspect of your body and powers.

Match Him In Speed

You gain a 2x boost to your speed applied after any other modifiers.

Level 2

You must reveal the Black-ops nature of Hawks' work for the Hero Commission, completing this task will earn you the following rewards.

Rewards:

Elite Agent

You are an expert at spy craft and sabotage with mild plot armor protecting such pursuits.

Marketable

You subconsciously appeal to the public, if you are regularly on tv you will become very popular.

Level 3

You must prevent Hawks from successfully infiltrating the league of villains, completing this task will earn you the following rewards.

Rewards:

I'll Lend You My Power!

You are able to lend a portion of your powers to your allies on a temporary basis.

Fearsome Wings

You have a set of wings on your back that enable you to fly, you are also able to detach the feathers and control them telekinetically, they are as strong as steel.

Endeavor

A man who has desired for his whole life to be the greatest hero, only to become obsessed and twisted by the pursuit, show him that even now it's unattainable.

Level 1

You must ensure Todoroki never agrees to be trained by his father, completing this task will earn you the following rewards.

Rewards:

Harsh Discipline

When you subject yourself or someone else to a harsh training regimen they make faster progress.

Smoldering Fury

Your anger is terrifying, even those stronger than you wish to avoid conflict with you.

Level 2

You must ensure that Endeavor loses custody of Shoto, completing this task will earn you the following rewards.

Rewards:

A Perfect Heir

Your children inherit all the best characteristics of you and your partner, even things that aren't normally inheritable

I Already Reached My Limit

You can remove the safety from your powers, making yourself far stronger but damaging your body.

Level 3

You must expose Endeavor's deeds to the public and ensure his reputation is tarnished forever. Completing this task will earn you the following rewards.

Rewards:

Devilish Fires

You are able to summon and manipulate flames, in addition you get an 8x boost to any other fire abilities you may possess

The Uncrossable Gap

You have no hard limits on your potential, while you can still reach bottlenecks and soft caps you have no true limit on how far you can go.

UA High

A school for heroes throughout its long existence thought of as the greatest heroic academy in the world, wouldn't it be satisfying to tear that legacy down?

Quest

You must be involved in two successful attacks on UA Property completing this task will earn you the following rewards

Rewards:

Reputation

Any organizations you run or are a member of have the benefit of fabulous PR it would take a very strange year full of failures to sully this reputation

Big Names

You're organizations attract the attention of people with great talent, who are more susceptible than normal to recruitment.

League Of Villains

An organization of the incurables of society, egotists who believe their goals are worth more than the lives of everyone around them, prove them wrong, your life is the most important Renegade

Quest

You must cause the arrest of three members of the league elite inner circle.

Spread Like Wild Fire

Any group you decide to start has incredible recruitment power able to form into a genuine movement very quickly

A Most Inauspicious Organization

Your organization is perfectly able to exploit the vulnerability of society as a whole

Ending

There is only one choice for those who walk our path, continue or face destruction.