



# MY HERO ACADEMIA

PEAMUN XIII | November 7, 2021

## **Table of Contents**

Letter from Chair	2
Series History	3
Setting	3
Overview	5
Entrance Exam Arc (1-4)	6
Battle Trial Arc (6-8)	8
Unforeseen Simulation Joint (USJ) Arc (9-13)	10
U. A. Sports Festival Arc (14-25)	14
Vs. Hero Killer Arc (26-33)	20
Hideout Raid Arc (46-50)	25
Current Situation	31
Questions to Consider	31
Questions for U. A. Students	31
Questions for non-U. A. Students	31
Helpful Resources	32
Position Papers	33
Character Portfolios	33
Bibliography	46

## **Letter from Chair**

Dear Delegates,

Welcome to the My Hero Academia (MHA) crisis committee! I'm Tina Huang, a senior at PEA from Virginia. I've been a part of MUN since ninth grade, and I'm excited to go on this wild Zoom ride with you guys at PEAMUN XIII. Besides MUN, I'm also involved in my school's student-run newspaper, *The Exonian*, and radio station, WPEA. And if you haven't guessed, I really like anime and manga—I recently helped revamp our campus's anime club (feel free to reach out about anything anime-related or share show recs).

\_\_\_\_\_ Before we dig in: You do not have to be a fan of MHA to enjoy our committee. In this background guide, I've summarized all of the plot points that might be referenced to during our time together. They don't have to be memorized and are there for you to familiarize yourself with the world. *Please read the italicized parts throughout the guide for tips on research.* Our committee will cover no more than episode 49 of the anime, and even then, most of our covered content will be from the first 30 or so episodes. For those who want to enjoy a new show or delve even further into the MHA world, though, I strongly recommend watching the anime or reading the manga. Enjoying the work firsthand will not just provide more clarity on the storyline—you will also have a new favorite show. I promise you won't regret it!

Through this committee, I hope everyone, while coming up with your insane crisis tactics, will come to enjoy a fictional work and its characters (and, above all, your fellow delegates) on a deeper level. MHA is advertised as a show for younger teens, yet like many shows marketed that way, there's so, so much to unravel—while the characters are fictional, their motivations edge on being strikingly real. Gender inequity, socioeconomic class, and power will be some of the issues discussed. Crisis committees can be hectic, especially if they're virtual, but I know you will all make ours one to remember.

See everyone soon, and please reach out to me or our crisis staffers if you have any questions!

Best,

Tina Huang

[thuang@exeter.edu](mailto:thuang@exeter.edu)

## **Series History:**

My Hero Academia, also known as *Boku no Hero Academia* (and commonly abbreviated as MHA or BNHA), is a Japanese manga series created by Kohei Horikoshi. The series began its serialization in July 2014 in *Weekly Shonen Jump*, a popular manga magazine for teenage boys. In 2016, The popular Studio Bones adapted the manga into an anime television series directed by Kenji Nagasaki and written by Yosuke Kuroda. The first season aired from April to June 2016



and the anime's ongoing fifth season premiered in March 2021. A figurehead in the modern day anime and manga industry, MHA has been widely praised for its art, characters, comedy, and drama. The series'

characters, inspired by superhero comics, have been used to advertise the Marvel Studios film *Avengers: Infinity War*. As of April 2021, the series had 50 million copies in circulation. Currently, MHA has more than 300 chapters which have been collected into 30 volumes.

## **Setting:**

MHA is set in modern-day Japan where around 80% of the world's population has superpowers called "Quirks". Those without Quirks are referred to as "Quirkless". No two people have the same Quirk, although family members may share similarities in their powers. Some individuals with Quirks choose to become "Heroes" who work with authorities to apprehend criminals who abuse their Quirks known as "Villains" and protect civilians from natural disasters or similar kinds of harm. Heroes who have gained a celebrity status among the public for their work are known as "Pro Heroes". These elite class of Heroes are ranked

biannually in an event called the Japanese Hero Billboard Charts for their contributions, strength, and popularity. A higher ranking means higher prestige and salaries, allowing Pro Heroes to expand their influence on the Hero world and society. Most Pro Heroes have their own Hero Agency, which is a group consisting of the Pro Hero in command and weaker Heroes who serve as “Sidekicks”. The majority of Heroes operate in an agency.

To become a Hero, a person must study and go through a training program in the subject



of heroism, which primarily includes rescue and combat training, but also involves practice for interacting with the media. Such “Heroics courses” are integrated into every school’s curriculum.

Students training to become Heroes

can also intern at Pro Hero Agencies to observe the tasks and responsibilities in a real-world environment; however, without a Provisional Hero License, students are not legally allowed to assist with the Pro Hero’s rescues or fighting. To gain a license, students must pass the Provisional License Exam. The Provisional Hero License allows students to perform duties similar to that of a Sidekick when assisting agencies and use their Quirks outside of school in emergency situations. A Hero License, on the other hand, is given to those who undergo three years of study in Heroics and allows them to use their Quirks regardless of location. It is illegal for someone to use their Quirk in public if they are unlicensed.

Villains use their Quirks to commit crimes and can occasionally be found working in villain groups. The League of Villains is one of the biggest villain groups. Their goal is to take

down the No. 1 hero, All Might. The Yakuza, which consists of many Japanese crime groups, is a former Villain stronghold. Although Yakuza members had a stricter code of chivalry compared to Villains, the rise of Heroes, (specifically, the number-one ranked Hero, All Might) led Yakuza groups to be dissolved after being recognized as Villain organizations.

*Note: While Villains are considered by the story's authorities to be "evil", MHA is a morally gray story. The Hero society in MHA has also committed immoral acts, especially when it came to preserving the status quo and the image of heroes.*

### **Overview:**

*These descriptions were written with information from episodes 1-49 of the MHA anime and will remain in effect during committee unless stated otherwise in a crisis update or similar announcement. The MHA anime is divided into "arcs" which are major plot events. The episodes covering these arcs are listed next to the arc title. Take these summaries as examples of what can happen during committee. Pay attention to characters' motivations, growth, and how people work under hero society's laws.*

*Note: Some parts of the original plot have been omitted; delegates will not be required to know about them during the committee.*

*Another note: Do not stress yourself trying to completely understand the world. Delegates will only need to understand their character's relationship to others, how U. A. functions, the basics of being a hero, and how villain's/villain organizations navigate society.*

## Entrance Exam Arc (1-4)

Izuku Midoriya was born Quirkless but has always looked up to the number one hero, All Might. He dreams of attending U. A. High School, which has the number one hero course in Japan, and becoming a Pro Hero. Izuku's dreams have been met with constant bullying from Katsuki Bakugou, a fellow classmate whom he's known since early childhood.

While a student at Aldera Junior High, Izuku encounters the Sludge Villain who was running away from All Might. The villain takes over Izuku's body in order to avoid being caught, but All Might appears moments later and saves Izuku. All Might is prepared to leave from the scene, but Izuku, who wants an autograph, grabs the Pro Hero's leg and hangs on even when All Might begins flying off the ground. After a brief struggle and agreeing that Izuku will injure himself if he loses his

grip, All Might lands on a rooftop. Izuku asks All Might if he can become a Hero without a Quirk. All Might's muscular appearance suddenly turns into a scrawnier and weaker form. To



Izuku's surprise, All Might informs him that he can only stay in his hero form for a short time due to an injury he suffered from a battle five years ago. All Might tells Izuku that it might be impossible for a Quirkless person to become a Pro Hero due to the dangers of the job and instead encourages him to become a police officer. Izuku leaves the encounter dejected and reconsiders his Pro Hero dream. However, while walking down the street, Izuku finds the Sludge Villain taking over his classmate Katsuki. Although Quirkless, Izuku sees Katsuki's fearful eyes and

rushes in to save him. All Might witnesses Izuku's selfless act and defeats the Sludge Villain before the boy could attack.

While Pro Heroes at the site reprimand Izuku for his recklessness, All Might is impressed by Izuku's equal amounts of bravery and sense of justice. All Might tells Izuku that he is the best person to inherit his Quirk, One For All, a transferable power. Izuku soon embarks on a training regiment at the Takoba Municipal Beach Park to strengthen his body, since anyone who uses One For All must have a strong enough body to handle the Quirk's immense power or else they risk dangerous injuries. Izuku trains intensely for 10 months until the U. A. Entrance Exam date. All Might tells Izuku he is ready to inherit One For All and cuts off a small piece of his hair for a startled Izuku to eat; the piece of hair is only a small portion of One For All.



On exam day, before entering the testing area, Izuku meets Ochaco Uraraka and Tenya Iida in front of the U. A. building. With her anti-gravity Quirk, Ochaco had saved Izuku from tripping over himself in his nervousness for the exam. During the

overview of the exam, given by Pro Hero Present Mic, Tenya calls out Izuku for his mumbling.

The U. A. Entrance Exam consists of a written practical exam and a practical test which requires students to destroy as many robots within a time limit. Robots in the practical test come in two types—0-point robots and 1-point robots. During the practical test, Izuku struggles to take down any 1-point robot. Near the end of the test, a big 0-point robot shows up and starts demolishing its surroundings and is about to hurt Ochaco. Izuku rushes forward to save Ochaco,

using his new One For All power to punch the robot. In the process, Izuku breaks many of his bones due to his body's inexperience with the powerful Quirk. A week following the exam day, Izuku opens a letter from U. A. When he opens the letter, All Might appears on a screen and informs Izuku that he did well on the practical exam but received 0 points for the test. However, due to his bravery, Izuku earned 60 points from the U. A. teachers, successfully passing the exam.

Skipping: Quirk Apprehension Arc (5-6)

Battle Trial Arc (6-8)



Donning their hero outfits for the first time, Class 1-A compete in teams of two in their first Heroics class; in an indoor arena, one team is the “hero” team and the other is the “villain” team. While others had their costumes custom-made, Izuku chooses to wear one made by his mom (he switches to a custom-made outfit after this arc). For the first round, Izuku is teamed up with Ochaco as the heroes and Katsuki and Tenya are the villains. Izuku and Ochaco must stop a fake bomb that is protected by Katsuki and Tenya. When the round begins, Katsuki immediately starts off by attacking Izuku and Ochaco with his Explosion Quirk, but Izuku avoids the blast. When Katsuki attempts to swing his right arm at Izuku, the latter dodges it. Izuku tells Katsuki that he has changed from his childhood self and is experienced with the other's fighting tactics.

While Izuku and Katsuki fight, Ochaco and Tenya—who takes the assignment seriously and is giving a comical, villainous act—struggle in the bomb room.

Throughout the majority of the trial, Izuku refuses to use One for All. However, after reaching a deadend in the building, he is forced to use the move “Detroit Smash”, injuring himself in the process. At the same time, the force from Izuku’s Quirk destroys the floor Ochaco and Tenya were battling on, allowing Ochaco to use her Quirk to lift a pillar and throw it behind Tenya, distracting him long enough for her to diffuse the bomb. Izuku and Ochaco are declared winners of the match.

Following the first match, All Might asks the class who the best member was in battle. Momo answers Tenya due to his adaptability and attempts to formulate a plan of action. The remaining students then complete their matches. After the match, Recovery Girl (the school nurse with the Heal Quirk that can repair any bone or injury in a matter of hours) reprimands All Might for Izuku’s injuries and urges him to be a better mentor.

At the end of the day, Izuku talks to a frustrated Katsuki, who realized Izuku’s capabilities from the recent match. Izuku tells Katsuki that he received his powerful Quirk from another person; however, Katsuki does not believe him and angrily accepts his defeat while claiming that he will become No. 1 hero. All Might then appears and attempts to talk to Katsuki about self-confidence. However, Katsuki simply tells All Might that he will also surpass him as the No. 1 hero before storming off.

### Unforeseen Simulation Joint (USJ) Arc (9-13)

Knowledge of All Might's teaching position at U. A. leads the media to surround the high school. However, most of the journalists are prevented from entering due to the school's security gate, the "U. A. Barrier".

Back at Class 1-A, students vote for Class President and Vice President. Izuku is elected President and Momo is elected Vice President. Later during lunch, Izuku believes Tenya would be a better President. An alarm, signalling an intruder, suddenly goes off. Students crowd together in a hurry to evacuate. Tenya realizes that it had been a false alarm and yells to inform surrounding students. Tenya successfully calms everyone down, showing his leadership capabilities, which encourages Izuku to step down from his Class President position.

Although the alarm was false, Mr. Principal (a Pro Hero and the Principal of U. A.) believes that someone did indeed infiltrate the school and that the alarm was a warning from them.

Later that week, Class 1-A's homeroom teacher and Pro Hero Shota Aizawa (known as the Erasure Hero: Eraser Head who can null a person's Quirk by simply looking at them) announces that the students' next lesson, the Trial of Rescue, will be held at the Unforeseen Simulation Joint (USJ), a U. A. training facility that simulates various disasters. When the students arrive, the Pro Hero Thirteen gives them a run-down of using their Quirks to save others. However, not long after her speech, a portal opens up in the middle of USJ and multiple villains pop out. One villain was disappointed to see that All Might was not there, indicating he was the one who infiltrated the school earlier.

Eraser Head immediately fends off the villains and tells Thirteen to evacuate the students. The evacuation is blocked off by the villain who created the black portal, Kurogiri, who

announces that the attackers are the League of Villains and their main goal is to kill All Might. Katsuki and fellow classmate Eijiro Kirishima unsuccessfully attempt to fend off Kurogiri. The villain creates multiple new portals and sends Class 1-A to various areas in USJ.

In the U. A. 's Nurse's Office, back at the school's main building, All Might attempts to call Thirteen and Eraser Head. He becomes worried at the lack of response. The school nurse Recovery Girl (an elderly Pro Hero with a powerful healing Quirk) advises him to calm down.

Back at USJ, Thirteen tells Tenya to alert the teachers at U. A. of the attack. Due to his Quirk (known as Engine), Tenya is able to run at superhuman speeds using engines that extend from his calves, making him the best person for the job. While hesitant at first and unwilling to leave everyone behind, Tenya ultimately leaves after his classmates tell him that by using his Quirk, he will still be saving people.

Students Izuku, Minoru Mineta, Tsuyu Asui are dropped off at USJ's Flood Zone. They take cover inside a ship surrounded by villains. While startled at first, Izuku devises a plan for their escape, believing that even though the students are outnumbered by the villains, the villains don't know about Class 1-A's

Quirks yet. An anxious Minoru doubts Izuku but goes along with his strategy. Izuku jumps out of the ship and uses "Delaware Smash" on the water, creating a whirlpool.



Tsuyu, who has the Frog Quirk (which gives her frog-like abilities), grabs Izuku with her tongue. Meanwhile, Minoru uses his Quirk, Pop Off, to throw grape-like balls at the villains, causing them to stick together and fall

towards the whirlpool. Proud of their work, the three students escape the Flood Zone and come across their teacher Eraser Head. They wait for an opening to help him out.

At the Landslide Zone, student Shoto Todoroki, one of the most powerful students at U. A., uses his Half-Cold Half-Hot Quirk to quickly freeze approaching villains.

Students Denki Kaminari, Momo Yaoyorozu, and Kyoka Jiro land at the Mountain Zone. Momo has the Creation Quirk that allows her to create any object with her body. She creates an insulator sheet to protect herself and Kyoka while Denki uses his Electrification Quirk to electrocute the surrounding villains.

At the Central Plaza in USJ, Eraser Head finally meets villain Tomura Shigaraki who has the Decay Quirk, an ability that allows him to disintegrate anything he touches. Tomura grabs Eraser Head's arm, but Eraser Head punches him away. Suddenly, a large figure appears behind Eraser Head (the figure is revealed later to be a type of Nomu, a former human that has been heavily experimented on by the League of Villains).

Elsewhere in USJ, the villain Kurogiri and Thirteen continue their fight. Thirteen attempts to use her Black Hole Quirk, but Kurogiri creates a portal behind the hero. Thirteen falls backwards into the portal and loses part of her suit since the portal uses Thirteen's Quirk against her. With an incapacitated Thirteen, Kurogiri attempts to go after Tenya, but another student Mezo Shoji pushes the villain away.

Katsuki and Eijiro fight villains at the Ruins Zone. Although Eijiro wants to help the rest of Class 1-A, Katsuki tells him it will be more effective to defeat Kurogiri as he is their only source of escape.

Kurogiri attempts to stop Tenya once more just as the student is about to exit USJ. This time, Ochaco uses her Gravity Quirk to lift Kurogiri up. Kurogiri informs Tomura of his failed

attempt to stop Tenya. Enraged but aware that multiple Pro Heroes will soon arrive, Tomura begins to retreat. However, to discourage All Might when he arrives, Tomura decides to attack the students one final time. He approaches Tsuyu, ready to disintegrate her face, but Eraser Head, weakened by his fight with Nomu, uses the last of his strength to nullify Tomura's Quirk. Izuku then attacks Tomura, but is stopped by Nomu.

Fighting ensues with Izuku and Tsuyu against Tomura and Nomu before All Might appears. The Pro Hero saves Izuku, Tsuyu, and Minoru, telling them to take Eraser Head to safety. Izuku tries to warn All Might about Nomu's strength, but All Might reassures him.

After multiple punches, All Might realizes that his attacks have no effect on Nomu. Kurogiri comes to Nomu's aid to finally defeat a tiring All Might, but Izuku, Shoto, and Katsuki all come in to help their teacher. Shoto freezes half of Nomu's body while Katsuki blasts an explosion at Kurogiri. Nomu's body is not frozen for long, however, and jumps towards Katsuki, but All Might intervenes. Tomura tells All Might that his title as the Symbol of Peace is hypocritical, citing that both heroes and villains use violence to protect those they care about. All Might disregards Tomura and continues fighting Nomu. Even though he is at his physical limit, All Might uses all his energy to punch Nomu one more time, finally defeating him. Tomura begins tearing up at the loss of his greatest weapon. Kurogiri tells Tomura to calm down and that



they can still complete their mission. Back at the Mountain Zone, Denki is taken hostage by one of the villains.

Tomura and Kurogiri begin their attack on a weakened All Might but are intercepted by Izuku, who's using One for All on his legs.

Then suddenly, Tomura and the villain taking Denki hostage are hit by gunshots. The Pro Heroes have arrived on scene. Realizing his dire situation, Tomura finally decides to retreat through Kurogiri's portal with the rest of the villains, vowing to kill All Might when they next meet.

### U. A. Sports Festival Arc (14-25)

The U. A. faculty meet to discuss the League of Villains. They are intrigued by how young Tomura was, and visiting police officer Naomasa Tsukauchi tells them it's likely that villains are attracted to Tomura's childish behavior in an age where heroes are becoming more powerful. Mr. Principal closes the meeting with a brief comment about how U. A. could help Tomura instead of antagonizing him.

At Class 1-A, Eraser Head encourages his students to do their best at the U. A. Sports Festival since the country's best heroes will be watching it for potential sidekicks and interns. Ochaco is especially excited for the event and admits to Tenya and Izuku that she wants to become a hero to earn money for her parents. Later that day during lunch, Izuku and All Might meet. All Might reveals that he can only keep his muscular form for 50 minutes. With his deteriorating state, he encourages Izuku to announce his role as the next greatest hero during the festival. Izuku is shocked at the proposal.

Two weeks later, right before the festival begins, Class 1-A sees the other U. A. classes who will also be participating. Class 1-A is known as the group with the strongest students wanting to become heroes, but Izuku notes the passion of the other Heroics-focused Class 1-B and classes in other departments.

The first event of the festival is an approximately 4 kilometer obstacle race around the stadium. Shoto immediately takes the lead by freezing the ground, but students, including

everyone in Class 1-A, maneuver around the ice. The students then encounter their first obstacle—Villain Robots—the same as those in the U. A. Entrance Exam. Shoto freezes them



while Izuku, refusing to use One for All early on, uses a piece of metal for protection. The next obstacle is The Fall. Students must cross a canyon on tight ropes. Katsuki catches up to Shoto with Izuku close behind. The third

obstacle, the Land Mine Field, gives Katsuki and his Explosion Quirk an advantage, and he passes Shoto to lead the race.

In the final moments of the race, Izuku devises a plan to come in first. He slams his metal sheet on a landmine, propelling himself forward with the explosion and successfully passing Katsuki and Shoto.

The next event of the festival, the Cavalry Battle, splits everyone into teams of two to four players. Teams will win points by grabbing headbands from other teams. One team member will be the “rider” while another will be the “horse”. The rider will have the team’s headband. The value of a headband depends on students’ rankings in the obstacle race. Izuku, who came in first, is anxious to find that he is worth 10 million points. There is a limit of 15 minutes in the battle, and the team with the most points at the end wins.

Izuku teams up with Ochaco and offers Tenya a spot, but Tenya, while acknowledging their friendship, believes joining Shoto would be best. Time ticks away before Izuku finally finds the last members to complete the team, Mei Hatsume from the Department of Support and fellow

Class 1-A student Fumikage Tokoyami who's Quirk, Dark Shadow, allows him to create a powerful shadow figure from the dark.

Katsuki's team (made up of Class 1-A students Eijiro, Hanta Sero, and Mina Ashido) charges towards Izuku's. However, Katsuki's headband is quickly snatched by a Class 1-B student, Neito who's Quirk allows him to copy others' Quirks. They change their plans to pursue Neito, and Izuku is relieved for a brief moment before meeting Shoto's team (made up of Momo, Kaminari, and Tenya). In the last minute of the battle, Shoto's team has yet to steal Izuku's headband. However, Tenya uses his Engine Quirk to propel Shoto forward. Shoto steals Izuku's headband, but Ochaco urges Izuku to take it right back. In the last moments of the battle, Katsuki's team overpowers Neito's and continues stealing headbands.

As Izuku and Shoto's teams clash, Izuku decides to use One for All to grab his lost headband and Shoto unexpectedly uses the fire side of his Quirk. Izuku successfully takes a headband from the team, but realizes that it was only worth 70 points. Izuku and Shoto's teams charge at each other again, but the battle is called to an end. Shoto's team comes in first, Katsuki's team comes second, Hitoshi Shinso's team comes third, and Izuku's team comes fourth, allowing them to advance. While the 70 point headband would not have helped them pass, Fumikage tells Izuku that he grabbed a headband worth 615 points during Izuku's fight with Shoto.

The final event of the festival is a battle tournament. The first match is between Izuku and Shinso, who's a student from Class 1-B whose Quirk, much to Izuku's shock, allows him to control people with vocal commands. Izuku is initially brainwashed by Shinso, but he suddenly sees eight glowing eyes in front of him. As if happening subconsciously, One for All manifests in Izuku's fingers and he breaks free from Shinso's control. Shinso bitterly tells Izuku that his Quirk

will never be useful in a fight, but Izuku tells him he was the same way (as someone born Quirkless at birth) before he received One for All. After some struggle, Izuku slams Hitoshi down, causing the 1-B student to go out of bounds.

During the second match, Shoto goes against Class 1-A student Sero whose Quirk allows him to shoot tape from his elbows. Shoto overpowers Sero and freezes him, winning the match. However, he soon apologizes for his roughness. Izuku thinks Shoto looks rather sad using his fire power to thaw the ice around Sero.



In the third match, Class 1-B student Ibara Shiozaki defeats Kaminari with her Vines Quirk that limits the effectiveness of Kaminari's lightning bolts.

In the fourth match, Tenya goes against Mei Hatsume. Mei spends most of the match time advertising her support equipment to the crowd. After ten minutes, she willingly steps out of bounds, frustrating Tenya.

In the fifth match, Mina defeats fellow Class 1-A student Yuga Aoyama. In the sixth match, Fumikage defeats Momo before she could successfully utilize her Creation Quirk.

In the seventh and final match of the first round, Katsuki wins against Ochaco.



Before the second round begins, Izuku bumps into the Flame Hero: Endeavor, Shoto's father. Endeavor

compares Izuku's powerful Quirk to All Might's and tells him not to disgrace Shoto in their upcoming match. Izuku tells Endeavor that he is not All Might and Shoto is not his father.

The match between Izuku and Shoto begins with Shoto sending waves of ice towards Izuku who blows them away with a painful flick of his finger, strengthened by One for All. Shoto continues his ice attacks and Izuku continues his offense until he injures all his fingers. Even then, Izuku does not stop and uses One for All on an already broken finger to destroy Shoto's attacking ice. Izuku yells at Shoto for using only one side of his Quirk. Indignant, Shoto shoots toward Izuku again, but his movements are weakened due to frostbite from overusing his ice powers. Izuku continues fighting Shoto down with his One for All punches, telling him that his Half-Cold Half-Hot Quirk is his own.

A weakened Shoto remembers his past and Endeavor's abusive nature towards him and the rest of the Todoroki family. Bitter at being the No. 2 hero, Endeavor trained Shoto at an early age, believing that if he couldn't be No. 1, his son would be the one to surpass All Might. Endeavor's abuse towards his wife Rei Todoroki caused her to become mentally unstable. One day, Rei was in an erratic state and poured boiling water over half of Todoroki's face, telling him in tears that that side of him reminded her of Endeavor. However, back in the present, Izuku tells Shoto that his "belongs to him and only him", and Shoto recalls his mother saying those similar words in his past. Shoto finally decides to use the fire side of his Quirk, much to Endeavor's delight.



For their final clash, Izuku rushes forward with One for All while Shoto, smiling and thanking Izuku for his help, prepares a wind attack with both his fire and ice powers. However, Cementoss (a Pro Hero helping to ensure safety at the tournament), creates a large cement wall between the two students' attacks. This creates a big explosion across the stadium. When the smoke clears, Izuku appears out of bounds and Shoto is declared the winner.

In the second match of the second round, Tenya defeats Ibara. In the third match, Katsuki defeats Eijiro after figuring out the latter's weakness. Eijiro has the Hardening Quirk which allows him to strengthen any part of his body, but it is not sustainable multiple attacks. Katsuki beats Eijiro by sending multiple explosions his way.

The semi-finals first match is between Shoto and Tenya. Shoto defeats Tenya by putting ice in his calf engines and freezing the other student's entire body. In the second match, Katsuki defeats Fumikage; Katsuki notes that he was at an advantage from the beginning since Fumikage's Quirk cannot work under light (and especially not under Katsuki's incredibly bright explosions). This leaves the final match to be Shoto versus Katsuki.

Before the last match begins, Tenya receives a call from his mother. He leaves the festival early in a state of panic.

Elsewhere, the Hero Killer, Stain, is seen observing the city. He talks to Kurogiri about the faults of hero society.

Back at the U. A. stadium, Shoto starts the fight off with a pillar of ice, momentarily freezing Katsuki. However, the latter quickly uses his Explosion Quirk to escape the ice prison. As the two go back and forth, Katsuki yells at Shoto to use his Quirk to its full potential, the same way he did with Izuku. Shoto mulls over using his fire side again. Near the end of the match, it appears that Shoto has decided to use all of his Quirk against Katsuki. But at the last

second, Shoto remembers his childhood trauma once more and stops his Quirk, getting blown away by Katsuki's powerful blasts and losing the match.

The U. A. Sports Festival ends with Fumikage in third place, Shoto in second place, and an angry Katsuki, upset that his win was not "indisputable", in first place.

### Vs. Hero Killer Arc (26-33)

After the Sports Festival, many of the U. A. students begin receiving internship opportunities from Pro Heroes. Katsuki and Shoto receive an overwhelming amount of offers. For those who do not get offers, Eraser Head will provide them a list of 40 agencies to choose from. Before the one-week internships begin, Pro Hero Midnight (known for her Quirk, Somnambulist, which allows her to emit fumes that cause drowsiness) helps the students choose their hero names. Everyone but Katsuki, whose suggestions were too violent (e.g. Baron of Explodo-Kills), comes up with a hero name.

Later that day, All Might informs Izuku of the student's only internship offer. It was from Pro Hero Gran Torino, All Might's predecessor and a former teacher at U. A. All Might tells him Gran Torino is the only one who knows of All for One and can be a proper mentor. Izuku notes All Might's nervousness when recalling Gran Torino and wonders how powerful he was.

In the evening, Naomasa meets with All Might to discuss the Police Force's new findings on Nomu. They believe that Nomu were originally humans whose bodies were modified to have multiple Quirks implanted in them. In order for Nomu to have multiple Quirks, Naomasa believes that there is a person with the ability to steal Quirks.

When Izuku visits Gran Torino for the first time, the old Pro Hero calls him All Might's real name, Toshinori, and does not remember nominating Izuku. He asks Izuku to fight him using

All for One, but Izuku refuses, thinking Gran Torino is joking with him. However, just as Izuku is about to leave, Gran Torino zips forward. Izuku realizes Gran Torino's strength and why All Might admires him.

Meanwhile, as Izuku works under Gran Torino, training begins for the other students. Katsuki chooses to work under the No. 4 Pro Hero Best Jeanist, but is later



annoyed at the hero's detail-oriented nature. Best Jeanist forces Katsuki to straighten up his hair and appearance.

Eijiro chooses to work for the Pro Hero Fourth Kind, a hero with four arms. Ochaco is working for Gunhead, whose Quirk gives his arms gun-like qualities. Momo chooses to work for the Snake Hero Uwabami who talks about gaining popularity as a Pro Hero.

Back at the League of Villains' hideout, the Hero Killer Stain and Tomura fight over their beliefs. Stain tells the young villain that conviction is needed to succeed and that villains and heroes are equally corrupt with their aimless power and greed. Stain's Quirk, Bloodcurdle, allows him to paralyze someone by swallowing their blood. He uses this Quirk to overpower Tomura, but it soon wears off and Tomura disintegrates Stain's weapons. Stain decides to stop the fight, telling Tomura that their goals of destroying the current hero society were similar enough. He then leaves Tomura, stating that he has unfinished business in Hosu.

At Hosu, Tenya, whose brother and Pro Hero Ignemium was critically injured by Stain, awaits the Hero Killer.

Izuku and Gran Torino take a train to Shinjuku for real work experience as Gran Torino believes constantly practicing One for All will limit Izuku's improvement. At the same time, with the help of Kurogiri's portal, Stain and Tomura land in Hosu. Stain announces that he plans to get rid of as many heroes in Hosu before leaving the two villains. Tomura, irritated by Stain, tells Kurogiri to summon Nomu to their location and attack Hosu.

On the train, Gran Torino tells Izuku that they will arrive at Shinjuku at night and that many villains appear later in the day. While passing by Hosu, however, the train stops abruptly. A Nomu appears, and Grand Torino tells Izuku to stay back while rushing to attack the threat.

In an alleyway, Stain plans to assassinate the Pro Hero, Native. However, Tenya shows up, ready to get revenge for his brother. Noting Tenya's age, Stain warns him that he will not show children mercy.

Izuku tries to help Gran Torino fend off the Nomu. Just as the Nomu was about to attack nearby civilians, Endeavor arrives and attacks it with his flames. Izuku looks around for Tenya before realizing that his friend had plans to hunt Stain.

Tenya and Stain begin their fight, but Tenya is quickly overpowered and stabbed in the shoulder by Stain. Izuku discovers Tenya just as Stain prepares to give the final blow to Tenya. Seeing his friend, Tenya tells Izuku that this was his fight. Izuku responds that getting involved in others' problems is one of the greatest responsibilities of a hero. Stain smiles at this.

Izuku begins by using the move One for All Full Cowl against Stain. He dodges Stain's katana multiple times before getting sliced. Stain licks his katana, paralyzing Izuku. The Hero

Killer decides to spare Izuku, noting his conviction, but readies to kill Tenya and Native since they do not impress him.

A burst of fire and ice suddenly appears before them, revealing Shoto, who Izuku contacted earlier for help. Stain is not surprised for long and quickly uses his combat skills to his advantage. Izuku activates the move One for All Full Cowl again, but Stain pushes him aside. Izuku and Shoto retreat, finally realizing the nature of Stain's Quirk and how he can swallow a person's blood to paralyze them. With this realization in mind, Izuku attempts One for All Full Cowl again but gets slashed by Stain's blade and later paralyzed. Shoto narrowly misses Stain's blade and encourages Tenya to be the hero he wants to be.

Shoto attempts to attack Stain again, but Stain fends him off, telling him he is too reliant on his Quirk. Tenya remembers his brother's belief that helping people is the most important motivation for a hero. He apologizes to Izuku and Shoto for getting them involved and states his



desire for no more bloodshed. Stain taunts him for his change of heart. Not wanting to be left behind by Shoto, Izuku, or his brother Ignemium, Tenya

rushes forward and uses the move Recipro Burst (a speed-enhanced kick) against Stain. The collective powers of Izuku, Shoto, and Tenya overwhelm Stain, and the Hero Killer is knocked unconscious.

In another part of Hosu, Endeavor faces off against the Nomu-like creatures sent by the League of Villains. A winged Nomu-like creature flies above with a Pro Hero in its claws. Endeavor throws flames at the creature, making it drop the Pro Hero close enough for Endeavor to catch them. Izuku, Shoto, and Tenya join Endeavor, dragging Stain with them. Gran Torino joins them and reprimands Izuku for running off.

Not soon after, however, the same winged Nomu-like creature swoops down and picks up Izuku. Seconds later, Stain suddenly regains consciousness and licks the blood from the Pro Hero the winged creature was carrying earlier, paralyzing it. Izuku is freed from its grasp. Stain gives a final speech about how the current hero society is filled with “pretenders” and calls for a true hero world, leaving the surrounding Pro Heroes stunned. When he becomes unconscious again, Stain remains standing.

Following Stain’s defeat, Izuku, Shoto, and Tenya (along with their Pro Hero mentors Manual, Endeavor, and Gran Torino) receive punishments from the Police Force for using their Quirks as minors without supervision. The three will not get recognition for their work. Around the city, a recording of Stain’s final speech has instilled faith in criminals who were losing hope amid All Might’s hero career. As a result of Stain’s prominence, new villains, including Dabi and Himiko Toga, join the League of Villains.

When the week-long internships end, Class 1-A students show off their improved skills in a rescue training race. They are placed in a construction site with various pipes and metals. Although originally disadvantaged with a self-harming Quirk, Izuku impresses everyone with his newfound control of One for All.

After the race, All Might talks to Izuku about the origin of the dangerous All for One Quirk. All Might says that long ago, before society adjusted to the Quirk phenomenon, there was

a man with the All for One Quirk, an ability that can steal Quirks from someone and grant them to someone else. This man used his power to control people and take over society. Additionally, while the man could grant stolen Quirks, not all recipients could accept them. Those who couldn't became brain dead Nomus. All Might states that these records of All for One were never listed in history books.

All Might says that the man also had a presumably Quirkless younger brother. He gave his younger brother a Quirk that allowed him to stockpile power. But the younger brother actually had a nonvisible Quirk, an ability that allows him to transfer his Quirk to other people. These two Quirks, the stockpile Quirk from his older brother and the transferable Quirk, merged to become One for All. The younger brother used One for All to defeat his sibling but failed. Instead, he transferred One for All to future generations. All Might assumed he was the successor who finally took down All for One, but he reveals to Izuku that All for One is the current leader of the League of Villains. All Might tells Izuku that as the next successor, he will have to face All for One.

Skipping: Final Exams Arc (34-38)

Skipping: Forest Training Arc (39-45)

Hideout Raid Arc (46-50)

While at a training camp, Class 1-A and 1-B were attacked by the League of Villains and Katsuki ended up being kidnapped.

At the hospital, where many of the students were healing from their wounds, Eijiro proposes that they should rescue Katsuki themselves. Many are opposed to the idea, and Tsuyu tells Izuku that breaking the law makes them as bad as villains.

In the end, Eijiro, Izuku, Tenya, Shoto, and Momo leave on the rescue mission. After the Hosu incident, Tenya and Momo come along to ensure that they will not engage in combat. Momo stuck a tracking chip on Katsuki before he disappeared into Kurogiri's portal and was able to locate him.

The group travels for two hours before arriving in Yokohama City. They buy disguises for themselves to prevent any villains from recognizing them. While walking through the city streets, the five students notice a broadcast featuring the U. A. faculty members bowing and apologizing for the training camp incident.

At the League of Villains hideout, the villains attempt to recruit a tied up Katsuki for their cause. They tell Katsuki that many villains have faced discrimination from hero society and are fighting for a just cause. Thinking they might win Katsuki over, Tomura tells Dabi to release



Katsuki from the cuffs. However, the student immediately attempts to fight them off, claiming that since childhood, he has always wanted to become a hero after seeing All Might fighting.

In the broadcast, many reporters ask Eraser Head about the possibility of Katsuki turning to the villain-side, noting his “villain-like” behavior during the Sports Festival. Eraser Head apologizes for not teaching

Katsuki properly but is adamant that Katsuki's aggression stems from his desire to be the best hero and will never turn to the villains.

Back at the hideout, Katsuki knows the villains will not kill him and begins taunting them.

Katsuki's rescue squad arrive at what they presume to be the villain's hideout and anxiously discuss plans of action that don't require combat.

At the same time, the Police Force teams up with Pro Heroes including All Might, Endeavor, Gran Torino, and Best Jeanist to attack the League of Villains. All Might and Gran Torino talk among themselves, believing that All for One is preparing to strike.

The Pro Heroes are split into two teams as the Police Force believes the villains are currently in two different hideouts (and they know the location of the one Katsuki's in). The Pro Hero Tiger believes this mission is also a chance to save captured hero Ragdoll—these two heroes are members of the hero team, the Wild, Wild Pussycats, and had helped teach Classes 1-A and 1-B during the training camp.

Meanwhile, the Class 1-A rescue team realizes they are at the wrong location. When observing the inside of the warehouse, they are bewildered to see the brains of Nomus floating in water tubs. They assume the building to be a manufacturing site for Nomus.

The Pro Heroes arrive at the actual hideout and quickly apprehend the villains. Tomura tells Kurogiri to create portals for their escape, but the Pro Hero Edgeshot knocks Kurogiri over. Gran Torino goes through each villain's identity except for Dabi's and asks Tomura about All for One's location. Tomura talks about his past, where no hero saved him from a tragic accident except for his teacher, All for One. He yells angrily at All Might.

Then, a black liquid appears in the middle of the room and Nomus appears out of it. The black liquid takes over Katsuki's body, teleporting him away before All Might can react.

The second team of Pro Heroes, including Best Jeanist, Mt. Lady, and Tiger secure the warehouse for Nomus. Tiger discovers his teammate Ragdoll, but she is unconscious. The Class 1-A rescue squad are relieved to see the heroes relaxed and prepare to return home. But suddenly, a mysterious figure appears, telling Tiger that Ragdoll has had her Quirk stolen and is in a comatose state. The figure destroys the warehouse and its surroundings before the heroes can attack. The Class 1-A students are frozen in place, and Izuku remembers All Might's warning that he would eventually face All for One. Trembling, Izuku realizes that All for One has arrived.

At the hideout, Tomura and the rest of the villains escape through the black liquid. Nomus pile on top of All Might but are quickly thrown away by the hero's strength. The other Pro Heroes at the scene tell All Might that they have everything under control, and All Might chases after the villains.

The Pro Heroes at the warehouse are critically injured. All for One commends Best Jeanist's Quirk that allows him to shoot powerful string fibers, but he believes it won't work with Tomura's current Quirk. Moments later, Katsuki appears from the black liquid behind All for One, followed by Tomura and the rest of the villains. All for One acknowledges Tomura's failed kidnapping, but lets reassure his mentee, saying that Tomura will get as many chances as he needs.

Suddenly, All Might comes flying towards All for One. All Might tells his opponent that he will put an end to his reign. Their fighting sends shockwaves throughout the vicinity.

All for One commands the villains to capture Katsuki.

In the chaos, Izuku desperately comes up with a plan to save Katsuki without combat. His eyes light up when the idea comes to life. Izuku turns to Eijiro, telling his classmate that he will be the key to rescuing Katsuki.

The plan starts with Shoto creating a gigantic pillar of ice for Tenya, Izuku, and Eijiro to propel themselves on, with Tenya's calf engines as fuel. The three



students are high enough in the air to avoid the battle below. Izuku has predicted that Katsuki will accept help from none of them except for Eijiro, one of the few students Katsuki has grown to respect. This gamble turns out correct as Katsuki willingly blasts himself upwards to grab Eijiro's extended hand. Shoto and Momo escape the scene with their flying classmates.

All Might and All for One's battle is live streamed across Japan. They both comment on the other's weakened forms. Later in the fight, All for One aims an air cannon at a civilian. All Might, who has been losing strength with every attack, saves the civilian and reverts back to his weakened, scrawnier form. All for One taunts All Might, telling him that everyone in the country will witness his true form. He demoralizes All Might further by revealing to him that All Might's predecessor and mentor, Nana Shimura, was actually Tomura's grandmother. However, the civilian All Might saved still cheers him on, along with the rest of the viewers (including Izuku and Katsuki) throughout the nation who believe that, regardless of All Might's appearance, he can still come out victorious.

Channeling all his remaining power into his right arm, All Might recalls a conversation with Nana Shimura, who told him to always remember his origin—if he remembers where he came from, he will always be able to go beyond his limits. At the same time, Endeavor and other Pro Heroes arrive at the scene to support All Might, but an irritated All for One fends them off. All for One then faces All Might and activates his Ultimate Quirk Combination, channeling the most powerful of his stolen Quirks into his right arm. The two opponents, with their enhanced fists, charge towards each other.

All Might's attack still wasn't strong enough to defeat All for One. The hero states that he will not give up until he fully teaches Izuku. After further struggle, All Might decides to use his right hand as a decoy, letting All for One crush it. He then punches the villain with his left side. The punch was still not strong enough, but All Might remembers the words of Nana once more, and uses his crushed right hand for his ultimate move, the United States of Smash, defeating All for One. All Might has lost the rest of his Quirk with this attack. As anxious civilians watch the smoke from the battle clear on their television screens, they see All Might transform into his hero form and lift his fist up victoriously. He then points a finger to the recording cameras. Watching from a crowd in Yokohama, Izuku notes that to normal viewers, All Might's actions may seem like a warning to villains. However, Izuku knows that with All Might's loss of One for All, he's actually pointing his finger to his protege—as if he's saying, "Next, it's your turn." With this realization, Izuku begins crying.

Following All for One's defeat, U. A. is transformed into a boarding school to better monitor students' safety after Katsuki's kidnapping.

## **Current Situation**

It is the beginning of Class 1-A's fall term at U. A. High School! Since schools in Japan begin their school year in the spring, the students are halfway through their first year. With the great popularity of the Spring Sports Festival, U. A. has decided to hold a Fall Sports Festival with a different series of challenges. However, teamwork will continue to take importance. All students will be grouped into random teams of four at the start of the festival. Every team will go against another team in a battleground-style competition for an allotted period of time. In each match, the team with the most players standing at the end wins. Then, from these matches, everyone will wait for further instructions from the emcees...

*Note: The Fall Festival takes place after All for One's defeat, but we will assume All for One is still in hiding at the beginning of the committee.*

## **Questions to Consider**

### **Questions for U. A. Students**

1. How does the media change the flow of the story?
2. Some students have strained relationships with each other. How will this affect their performance in the festival?
3. Every student has their own motivations. How will they reach their goals amid other determined students?

### **Questions for non-U. A. Students**

*If you are not a U. A. student in committee, you have many ways to still interact with the festival.*

1. Many are dissatisfied with the current hero society (e.g. the Hero Killer Stain believes most heroes fight for wealth and fame more than anything else). How do these groups plan to form a better society while under the surveillance of heroes?
2. What resources do villains have to battle hero society? (Think about the League of Villains, Nomu, etc.)
3. For U. A. faculty, Sports Festivals are a dangerous event by themselves due to the tournaments. Growing anti-hero sentiment make festivals a prime location for potential villain attacks. How will the faculty ensure students' safety?
4. Do all heroes/villains agree with their community's goals?

### **Helpful Resources**

- ❖ To learn more about crisis committees:
  - <https://bestdelegate.com/everything-you-need-to-know-about-crisis-committees/>
  - <https://bestdelegate.com/how-to-do-well-in-a-model-un-crisis-committee-2/>
- ❖ Any and all additional information about MHA (characters, plot, etc.) can be found on the MHA Wiki page:  
[https://myheroacademia.fandom.com/wiki/My\\_Hero\\_Academia\\_Wiki](https://myheroacademia.fandom.com/wiki/My_Hero_Academia_Wiki)
- ❖ I cannot stress enough how helpful (and entertaining) watching the anime can be. All episodes can be found for free with ads on Crunchyroll and Funimation. For no ads, you can sign up for a 7-day trial on Crunchyroll and a 14-day trial on Funimation.
  - Crunchyroll: <https://www.crunchyroll.com/my-hero-academia>
  - Funimation: <https://www.funimation.com/shows/my-hero-academia>

- ❖ For those who want to read the manga, the first few and latest few chapters can be found for free on Viz.com:

<https://www.viz.com/shonenjump/chapters/my-hero-academia?locale=en>

### **Position Papers**

Like previous years, position papers are not required at PEAMUN. However, if you would like to write one and receive feedback, please email me: [thuang@exeter.edu](mailto:thuang@exeter.edu) by October 24th. If you have any questions about your character, the MHA world, or anything in between, I'd be happy to help out as well!

### **Character Portfolios**

*If you are looking for more information on your character, I **strongly** recommend watching the episodes whose numbers are listed next to their names. There are some characters mentioned in the descriptions who will not be assigned to a delegate, but everyone is encouraged to reference them during committee. Please pay attention to your character's strengths, weaknesses, motivations, and relationships with others.*

*Note: In Japan and the anime/manga, most of the characters are referred to by their last names only. And characters like Katsuki and Shoto are almost always referred to as Bakugou and Todoroki (I just refer to them by their first names in this guide for consistency). During committee, though, feel free to refer to your characters however you want. Just remember to update your Zoom names accordingly with that preferred name.*

*Another note: With the exception of Stain, more minor characters like Tsuyu, Kyoka, Kaminari, Mina, Eraser Head, Endeavor, and Dabi do not have episodes dedicated to them. However, they*

*do have screen time spread out across multiple episodes, the most prominent of which are listed next to their names. More importantly, though, remember there are no minor characters in committee!*

*U. A. High School | Class 1-A Students*

**Izuku Midoriya aka Deku (Most episodes are in Izuku's POV, but it'd be helpful to check out 1-3)**

Originally Quirkless, Izuku later gained the power of One For All from the hero All Might, who was impressed by the student's bravery. One For All gives Izuku superhuman strength, allowing him to destroy masses of concrete with a finger flick. However, due to the strong nature of One For All, Izuku easily injures himself; the finger or fist he uses to perform One For All is usually broken/bruised afterwards. Izuku often requires medical assistance from Recovery Girl (U. A.'s renowned elderly nurse). Aiming to be the Number One Hero, Izuku is hardworking and compassionate, showing empathy to even the villains he meets. He has an affinity for learning about superpowers due to not having them for most of his life; for the same reason, however, Izuku can be doubtful of his own abilities. While rare, Izuku is also easily angered when under stress. When Izuku first began attending U. A., peers and faculty members doubted his powers, but through his continued improvement and performance in school tournaments and real-world villain attacks, he has gained the respect of many. Izuku has known Katsuki Bakugou since childhood, though their relationship has always been strained. He is good friends with all other U. A. students, especially Ochaco Uraraka, Tenya Iida, Shouto Todoroki (who he also views as a rival to becoming Number One Hero), and Tsuyu Asui.

### **Katsuki Bakugo (1-4, 24-5, 37)**

Katsuki has the Explosion Quirk, which allows him to transform sweat from his palms into explosions. He has a brash personality and, in his childhood, often bullied Izuku for his Quirklessness. Similar to Izuku, Katsuki holds a great respect towards All Might and aims to be the Number One hero. Growing up as one of the best-performing students due to his more powerful Quirk, Katsuki refused to acknowledge Izuku's newfound power when they both enrolled in U.A. Katsuki does not enjoy working with others, often believing his skills to be superior to those around him. He only calls those he respects by name; everyone else is known by an oftentimes demeaning nickname.

Despite his lack of sportsmanship, Katsuki is frequently ranked as one of the best students in Class-A. He excels in both written and physical tests. His passion and aggressive nature, while frightening to many, also acts as a source of motivation for his peers. Katsuki always strives to be the best, regardless of his opponents. One example includes his fight with Ochaco Uraraka during the U. A. Sports Festival. Although classmates and audience members complained that Katsuki was being too violent with Ochaco (who had a comparatively less battle-efficient Quirk), Katsuki did not undermine Ochaco's abilities, utilizing all of his Quirk during their fight. In cases when he isn't the best, he reacts violently. An example includes the sports festival again, where Katsuki won first place but refused the award, believing that Shouto Todoroki did not use his Half-Cold Half-Hot Quirk to its fullest potential during their fight (while Shouto fully used his Quirk in his fight with Izuku). Although Katsuki doesn't have many friends in Class 1-A, he has grown close to Eijiro Kirishima, who he formed a team with during the sports festival. He is still aggressive towards Izuku and avoids those who Izuku is friends with.

### **Shoto Todoroki (23)**

*TW: Abuse, Child Abuse*

*If you receive Shoto Todoroki as your character, it is highly recommended that you also read about Endeavor.*

Shoto has the Half-Cold Half-Hot Quirk, a power with abilities from both his parents; he can produce ice on the right side of his body and flames on the left. He is the son of the Number Two Hero Endeavor (also known as Flame Hero: Endeavor) and Rei Todoroki. Growing up, Endeavor separated him from his other siblings to focus on honing his Quirk. Shoto's father was abusive towards his mother, who later developed a mental illness from the abuse. One day, when Shoto came into his family's kitchen, his mom was in a violent state. She poured boiling water on the left side of his face, saying that his left side reminded her of Endeavor. This past trauma has caused Shoto to be relatively reserved, and he refused to use the flames aspect of his Quirk until the U. A. Sports Festival during his fight with Izuku, who convinced him that the Half-Cold Half-Hot Quirk is his own and not his father's. Shoto is a powerful Quirk-user and good student, placing 2nd in the U. A. Recommendation Entrance Exam and 5th in his class's midterms. He enrolled in U. A. with official recommendations, indicating the power of his Quirk even before high school. Shoto is most seen with Izuku, Tenya Iida, and Momo Yaoyorozu.

### **Ochaco Uraraka (22)**

Ochaco has the Zero Gravity Quirk, which allows her to make any object she touches resistant to gravity. She has a positive and bright personality, making friends with almost everyone in Class 1-A and gaining the respect of Bakugou. While her Quirk is less combat and more rescue-based, Ochaco refuses to let others underestimate her and her strategic skill has proved successful in

many tournaments, team exercises, and villain attacks. Ochaco wants to become a Pro Hero to earn money for her family who work in the construction business. During her childhood, she offered to help out, but her dad refused and encouraged her to pursue her dreams. Among Class 1-A, she is closest with Tsuyu Asui, Izuku (whom she harbors an unrequited crush for), and Tenya Iida.

### **Tenya Iida (9, 26-9)**

Tenya has the Engine Quirk, which gives him two engines on his calves that allow him to travel at high speeds. Raised in a wealthy family of Pro Heroes, he is the Class 1-A President and holds a strong sense of justice, sometimes abiding by the rules even at the expense of his friends. He occasionally does not understand social cues due to his wealthy upbringing. Iida is neat and heads most of Class 1-A's projects and trips, keeping watch over his fellow peers and acting as a source of support. He is close with Izuku and Ochaco, and is on good terms with most of Class 1-A (except Bakugo, who dislikes Iida's rule-following nature).

### **Momo Yaoyorozu (35)**

Momo has the Creation Quirk that allows her to produce any object from her body (given that she knows the object's exact parameters, such as the materials it's made from). Momo's Quirk requires her to eat a great amount of food since the fats in her body are broken down and used for each desired object; if she doesn't have the necessary nutrients, she will not be able to produce objects with her Quirk. She is Class 1-A's top student, ranking first in the Quirk Apprehension Test and the class's midterms. Kindhearted and patient, Momo is Class 1-A's Vice President and frequently helps her fellow peers whenever an upcoming exam rolls around. Similar to Iida,

Momo comes from a rich family and can unintentionally instigate awkward moments. Although she got into U. A. through official recommendations like Shoto, Momo lost confidence in her abilities after losing to Fumikage Tokoyami in the U. A. Sports Festival. However, after spending more time training with her peers, she is recognizing her worth once more. Momo usually spends her time with Kyoka Jiro.

### **Eijiro Kirishima (72\*)**

Eijiro has the Hardening Quirk which allows him to strengthen any part of his body, protecting him from typical-level punches or attacks. Before enrolling in U. A., Eijiro lacked confidence and doubted his Quirk after failing to protect an underclassmen from bullies. However, after watching an interview with his idol, the Pro Hero Crimson Riot, Eijiro becomes much more outgoing and friendly. Eijiro has stated that he hopes to resemble Crimson Riot's "manliness" when it comes to saving others. Similar to Crimson Riot, Eijiro believes that willpower is what makes a true hero, not strength. Eijiro is well-liked among all of Class 1-A. He is Bakugo's closest friend and often talks to Kaminari Denki, Mina Ashido (who he attended the same middle school with), and Hanta Sero.

\*Yes, this episode is much later in the series, so there will be spoilers—but it's the perfect recount of Kirishima's past.

### **Tsuyu Asui (10, 32, 44, 51)**

Tsuyu has the Frog Quirk which gives her physical capabilities similar to a frog's, including an enhanced tongue that can be used as a lasso, the ability to jump great heights, the ability to excrete mucus that can paralyze others or disguise scents, and the ability to stick to walls with

the padding on her hands and feet. However, as frogs are cold-blooded, Tsuyu cannot be in the cold or intense heat for extended periods of time or else she will go into a hibernation state and be unable to use her Quirk. Tsuyu is a friendly and sensitive student who cares greatly about her classmates. Others underestimate her due to her small stature, but she often uses their doubts to her advantage. Tsuyu is close to Ochaco, Toru Hagakure, and Izuku.

### **Kyoka Jiro (86\*)**

Kyoka has the Earphone Jack Quirk. She has earbud-like extensions from her ears that give her heightened hearing skills of up to 12 meters and, by transferring the vibrations of her heartbeat into her earphone jacks, the ability to inflict damage on opponents. Kyoka comes from a family of musicians who wanted her to follow in their paths but were ultimately supportive of her decision to become a hero. Kyoka is a skilled singer and is talented with a variety of instruments, including the bass guitar. Though she generally has a sarcastic and laid back personality, Kyoka does not hesitate to point out unfairness or others' arrogance when necessary and her sense of justice inspires those around her. She is an effective team player and her skills have saved her classmates on numerous occasions such as during the Final Exams with classmate Koda. Kyoka can be frequently seen with Momo and Kaminari Denki.

\*Another episode later down, but it's very Kyoka-centric.

### **Kaminari Denki (11, 21)**

Kaminari has the Electrification Quirk which allows him to shoot lightning bolts that electrocute anyone in close contact. The Quirk is effective in paralyzing his victims for an extended time. However, after using it, Kaminari experiences side effects which interfere with his practical

thinking skills (when he electrocutes an opponent, Kaminari can run out of wattage and “short-circuit” his brain). Kaminari has been improving on this side effect through training and has received a new hero costume that helps direct his bolts. Kaminari is outgoing, loud, and can be considered the moodmaker of Class 1-A. He is close friends with Kyoka Jiro and often hangs around with Kirishima, Bakugou, and Sero.

### **Mina Ashido (8, 18, 21, 24, 72)**

Mina has the Acid Quirk which allows her to create acid powerful enough to destroy metal from her skin, which is resistant to the acid for a limited period of time. Mina attended the same junior high school as Kirishima. During her junior high days, she defended herself and her classmates from a villain while an apprehensive Kirishima watched. Her bravery was a reason for Kirishima’s growth as a hero. Mina is upbeat, blunt, and perceptive of others. She frequently serves as a support system for her friends in Class 1-A. Mina is close to Ochaco, Tsuyu, and Hagekure.

### *Pro Heroes*

### **All Might aka Toshinori Yagi (49)**

All Might (whose real name is All Might Yagi) is currently the No. 1 Pro Hero and a teacher at U. A. High School. A former student at U. A., All Might is widely recognized as a Symbol of Peace and has become a role model for many aspiring heroes, including both Izuku and Bakugo. Like Izuku, All Might was born Quirkless before meeting the then-holder of One for All Nana Shimura who was impressed by All Might’s hope of creating a happy and safe world. Currently,

to most of the public, All Might is a powerful and charismatic hero who, with his powerful One for All Quirk, rarely loses against villains. Similar to stereotypical western comic book heroes, he has a flamboyant and confident personality. During his 40 year hero career, All Might has rescued countless civilians in Japan and the United States (where he resided in Los Angeles for a few years before returning to his home country).

However, an almost fatal fight with All for One (All Might's fated opponent whose ability allows him to steal and utilize other Quirks) has reduced All Might's control of One for All. Now, All Might cannot maintain his muscular build for too long; he reverts back to his original, weaker body when he overexerts his powers. In this form, All Might is more reserved and anxious, though he still upholds his ideal of protecting others even to his own expense. Believing it to be his duty as an adult and Pro Hero, he actively looks out for students at U. A. and protects them from harm's way. He also serves as a fatherly figure to Izuku and, to an extent, Bakugo, giving advice and sharing his concerns for their safety. All Might has desperately been trying to hide his true form from the public to protect their morale and faith in him as a Symbol of Peace. The only people who know of his true form are the faculty at U. A. and Izuku.

Although a brilliant fighter, All Might has difficulty teaching students at U. A. (this was noted by All Might's former teacher and long-time mentor Gran Torino).

### **Flame Hero: Endeavor aka Enji Todoroki (22)**

*If you receive Endeavor as your character, it is highly recommended that you also read about Shoto Todoroki.*

Endeavor (whose real name is Enji Todoroki) is currently the No. 2 Pro Hero. His Quirk, Hellflame, gives him the power to emit and control extremely hot flames. Endeavor is married to Rei Todoroki and is the father of Toya, Fuyumi, Natsuo, and Shoto Todoroki. To many, Endeavor has an intimidating presence. He is short tempered and prideful. Endeavor has always wanted to be the No. 1 hero and developed a sense of inferiority when he realized he wouldn't be able to catch up to All Might's power and charisma. Instead, he dedicated time to raising a child who could surpass All Might. At first, his relationship with Rei was a healthy one as both of them wanted children. Endeavor was initially happy to know that his oldest, Toya, inherited his flame abilities. However, Toya's weak body was soon unable to protect itself from the flames his Quirk produced. Following this, Endeavor became more obsessive over having a child with the ideal Quirk. Endeavor became verbally and physically abusive to his wife and children. When Shoto was born and answered Endeavor's wish with his Half-Cold Half-Hot Quirk, Endeavor separated him from his siblings and imposed strict training regimens for Shoto. Endeavor's abuse affected Rei's mental state, who was reminded of her husband every time she looked at her children to the point of pouring boiling water on Shoto's face. Endeavor sent Rei to a mental hospital and has since continued pushing Shoto to better his Quirk. His abuse has left lasting impacts on the family. Endeavor rarely talks to his other children and has a strained relationship with Shoto.

Endeavor has his own Hero Agency called the Endeavor Agency. He works with sidekicks including Burnin, Kido, and Onima.

### **Erasure Hero: Eraser Head aka Shota Aizawa (42-43, 45)**

Eraser Head is Class 1-A's homeroom teacher and a Pro Hero known as the Erasure Hero: Eraser Head. His Quirk, Erasure, allows him to null any person's Quirk by looking at them. However, he cannot use his Quirk for too long due to his dry eyes. Furthermore, the powerful Quirk only works when Eraser Head is looking at the physical body of the target—illusions or controlled versions of the target will not be affected. Eraser Head is a graduate of U. A. High School and takes his current position as teacher very seriously. Although he appears perpetually tired (Eraser Head has a habit of rolling into a cocoon during Class 1-A's study hours), he is strict but fair with his students. He shows a keen awareness of his students' thoughts and worries, often giving them lessons in the form of class training (e.g. Eraser Head encouraged Momo to address her low self-esteem by challenging her to go out of her comfort zone and take a leadership role during the Final Exams). Eraser Head is also extremely protective of his students, always putting himself between his students and any potential threat, such as during the villain attack on Class 1-A at the Unforeseen Simulation Joint, a U. A. training facility. He has a good relationship with the other teachers at U. A. and the Pro Hero and announcer Present Mic (who is well-known for emceeding the U. A. Sports Festival tournament rounds).

### *Villains*

#### **All for One (AFO) (33, 47-49)**

All for One is a powerful villain, the leader of the League of Villains, and the arch-nemesis of All Might. His Quirk, One for All, allows him to steal Quirks and use them as his own. Little is known about his true identity except that he wants to steal the One for All Quirk (OFA),

currently possessed by All Might and Izuku (he does not know the latter has the same Quirk), which is the only Quirk that can stop his own. All for One is the mentor of Tomura Shigaraki. He is currently incapacitated due to an almost mortal fight with All Might. A power-hungry individual, All for One's ultimate plan is to overtake Tomura's body as his own and take over hero society.

*\*AFO is defeated in episode 49 by All Might, but we will overlook this at the start of the committee.*

### **Tomura Shigaraki (10-13, 28-9, 47)**

Tomura is a promising member of the League of Villains. He has the Decay Quirk which allows him to make anything he touches turn to dust. Although one of the younger members of the league, Tomura holds a leadership role among the League as a mentee of All for One. Quiet and jaded, Tomura is willing to put others at risk, including those he works with, to gain power. At times, Tomura can become so absorbed with his goals to the point of losing control and harming people around him. Little is known about Tomura's background, but it is speculated that he was a curious child with parents that discouraged his interests.

### **Dabi (42-43, 45)**

Dabi is a member of the League of Villains. He has a Quirk known as Cremation that allows him to create and control blue flames that are even hotter than Endeavor's. However, he cannot use his Quirk for too long as his flames will eventually burn his body. Dabi does not seem to care about the fate of the League of Villains (or villains as a whole) and acts with his own hidden agenda. Dabi is confident and calculating, often taunting his opponents during a fight. He does

not show remorse over those he injures or kills. It is speculated that Dabi plans to either reform or destroy the current hero society. Due to his standoffish and quiet personality, Dabi does not get along well with the other League members.

### *Hero Killer*

#### **Stain aka Chizome Akaguro (27-31)**

Stain is known as the infamous Hero Killer. He has the strong Quirk known as Bloodcurdle which allows him to paralyze any opponent momentarily by ingesting their blood. Neither a member of the heroes nor the villains, Stain will kill anyone who he deems unworthy of being called a hero. He holds his values closely and fights for what he calls a better society. While Stain is ruthless to those he claims to be “fake” heroes, people who only save people for fame and money, he acknowledges heroes and villains that have “conviction” in their actions (e.g. Stain acknowledges Tomura for his determined goal of ridding hero society and Izuku’s belief that heroes should meddle in other people’s lives when necessary).

## **Bibliography**

Horikoshi Kōhei, Caleb D. Cook, and John Hunt. *My Hero Academia*. San Francisco, CA: VIZ Media, LLC, 2018.

Nagasaki, Kenji. Whole. *My Hero Academia*, April 3, 2016.

“My Hero Academia Wiki.” Fandom. Accessed July 5, 2021.

[https://myheroacademia.fandom.com/wiki/My\\_Hero\\_Academia\\_Wiki](https://myheroacademia.fandom.com/wiki/My_Hero_Academia_Wiki).

“My Hero Academia.” Wikipedia. Wikimedia Foundation, August 4, 2021.

[https://en.wikipedia.org/wiki/My\\_Hero\\_Academia](https://en.wikipedia.org/wiki/My_Hero_Academia).

Nagasaki, Kenji. Episode. *My Hero Academia* 1, no. 1, 2, 3, 6, 11, 12, n.d.

Nagasaki, Kenji. Episode. *My Hero Academia* 2, no. 15, 21, 22, 23, 32, n.d.

Nagasaki, Kenji. Episode. *My Hero Academia* 3, no. 46, 48, n.d.