

Gear

This section is going to go into detail about items, costumes, and special gear. Whether your character is a hero, a villain, or some sort of wreckless individual, this section should interest you. Gear here comes in many types and many styles and it is important to read this section if you want any specific items beyond the clothes on your back.

Table of Contents

- I. Currency**
 - A. Gear Points**
 - B. In-House Limits**
- II. Economics**
- III. Pricing**
 - A. Composition**
 - B. Capabilities**
 - C. Projectiles**
 - D. Armor**
 - E. Size and Coverage**
- IV. Starter Equipment**
- V. Hero Related Licenses**
- VI. Gear Durability**
- VII. FAQ**

CURRENCY

It's no secret that the world of MHA uses normal world currencies. For the roleplay, all stated prices should be assumed to be in **Yen** or **¥**, even if the symbol is not next to the number.

Gear Points

Students at Yuuei are not capable of earning money from their heroic feats due to a variety of legal reasons that would be complicated and annoying to explain. But the short explanation is they aren't fully licensed so they legally can't. *And no, there will be no under the table earnings for students.*

To alleviate that, this roleplay uses a point system called Gear Points. In addition to their Stat Point and Quirk Point earnings, characters will also earn GP when they participate in an event. These points can then be spent to purchase items or upgrade gear from within Yuuei's in-house services. The comparison of GP to Yen is 1:1.

In-House Limits

One thing to keep in mind is that Yuuei has its ideas and limits what they allow students to purchase, which most commonly is a limit on "lethal" weapons such as guns, harmful poisons, etc. There's no exact list and the moderation team reserves the right to deny any item on any grounds.

The most important thing to remember is that gear is supposed to aid a hero in whatever means they believe helps them be a better hero. Yuuei and its R&D program develop gear to keep that in mind.

ECONOMICS

So now that we understand what we use to buy our items, let's go over what you can do with that money.

EQUIPMENT	DESCRIPTION
PURCHASING	When you're ready to spend your GP or yen on an item, go to the <i>#balancing request</i> Discord channel and follow the instructions. Once that's done, a moderator will be around shortly. You can then tell them about the item you want and they'll come up with a price for you.
UPGRADING	Upgrading equipment is done the same as you would purchase the equipment. List the item you currently have, along with its description. Then list what you'd like it to be upgraded to. If the upgrade is approved, you just pay the price difference.
SELLING	An item can only be sold back for 50% of the price. Certain items, however, may not be sellable for a variety of reasons.
REPAIRING	If an item breaks, a character can request for it to be repaired for 10% of its original cost.
LOANING	During a scene or event, you are allowed to loan any of your items to another character, to utilize until the end of the ongoing. Once everything is settled, the item is to be returned to your character by whatever logical means possible.
REFILLING	Unless stated otherwise, Items that either come in limited quantities or limited uses can be restocked or replenished. Either during the events of whatever the character is participating in, or at the start of the next adventure.

PRICING

This section details what kinds of thinking occurs to determine the price of the items you might desire.

Composition

The composition of an item is an assessment of the quality and durability of the material used to produce it.

GRADE	STARTING COST	RANK
F	¥600	This is not an item meant to withstand any kind of force and would likely break if struck.
D	¥3,000	Basic materials and construction. Not cheaply made, but this is the lowest tier of durability available.
C	¥15,000	Store grade quality that you could find from a place specializing in whatever you purchased.
B	¥75,000	Items constructed by artisans and craftsmen who are familiar with their trade. These are definitely above what you could find at any chain store.
A	¥375,000	High-grade composition that could be compared to industrial-grade materials and construction.
S	¥1,875,000	High indestructible materials that would cost an arm and a leg to own. With proper maintenance, these items could last for centuries.
Z	???	Items made from substances that are not only high indestructible but are seemingly strange or otherworldly. Not the kind of thing that can just be bought anywhere by anyone.

Capabilities

The capability of an item can be considered anything that is not using it as a melee item. As was mentioned in the technique guide, the amount of times a character can use their item is based on its rank and the amount of action points the character has. The cost will increase depending on what those capabilities are and the amount it has.

GRADE	STARTING COST	RANK
F	600 GP	Items of this rank don't have any capabilities, beyond being used to hit or block something. <u>Ex:</u> Blunt Instruments, Basic Armor, Rubber Toys <u>Range:</u> Self, Touch
D	3,000 GP	Capabilities at this rank are basic, usually amounting to party tricks or shooting projectiles. <u>Ex:</u> Joke Items, Basic Projectiles, Homemade Experiments <u>Range:</u> Feeble
C	15,000 GP	This is where you would find the average or conventional gear that someone would carry to a dangerous job. <u>Ex:</u> Medical Remedies, Tactical Gear, Prosthetics <u>Range:</u> Short, Typical
B	75,000 GP	At this rank, items can begin to get a somewhat unrealistic feel to them in terms of what they can do. Conventional firepower is possible at this rank. <u>Ex:</u> Low-grade Firearms, Cybernetics, Compact Industrial Items <u>Range:</u> Sporting
A	375,000 GP	Considered more powerful than items of the previous rank, able to be more cartoonish in nature. <u>Ex:</u> Steroidal Cocktails, Futuristic Personal Conveyance, Elemental Storage <u>Range:</u> Monumental, Extraordinary
S	1,875,000 GP	Capabilities of this caliber should be the limits of what was thought possible in this world. At this rank, some technology is practically indistinguishable from quirks, leaning into slightly fantastic or futuristic. <u>Ex:</u> Quirk-Altering Drugs, Giant Robots, Hammer-Spaced Objects <u>Range:</u> Ridiculous
Z	???	Capabilities that break the boundaries of what was thought to be possible In-Universe. They don't just break the "Laws of Anime" but push the boundaries of the setting itself. <u>Ex:</u> Teleportation Devices, DNA-Alteration, Sophisticated Artificial Intelligence <u>Range:</u> Perception

Projectiles

Whether you desire a set of items to throw or ammunition for a weapon, you should consult this section.

ITEM	DESCRIPTION
PROJECTILE BASED WEAPON	The ability to shoot a projectile falls under a capability. Projectile weapons make use of a character's Action Points to utilize their function and normally don't need to be purchased separately from their ammo.
AMMUNITION	Materials or items specifically constructed to be shot or expelled from a weapon. Basic ammunition does not add to the cost of a weapon, while specialized ammunition does. Because projectile-based weapons make use of a character's AP, there is no need to specify how much ammo one desires. However, all ammunition must be specified the same as any other piece of gear you desire for your character. What every type of ammo is considered will be on a case-by-case basis, and we'll need to know the full scope of the items in question to decide.
THROWING WEAPONS	Items that are meant to be thrown rather than fired from a weapon. Throwing weapons are sold in limited quantities and you will need to specify how many you want.

Armor

Armor consists of wearable materials that can passively protect whatever parts of the body they're applied to. Armor does not negate damage but helps a character reduce or resist the effects of incoming damage. Armor is sold in pieces based on what areas of the body. They are separated into the following areas of the body:

Head	Right Arm	Left Arm	Front Torso	Back Torso	Right Leg	Left Leg
-------------	------------------	-----------------	--------------------	-------------------	------------------	-----------------

Size and Coverage

For weapons or devices, the length and girth of the item in question can directly impact the price. In addition, items with larger or wider effects will likely cost more as well.

STARTER EQUIPMENT

As a student of Yuuei, you're assumed to have a few items by the time you go on your first training exercise. These items do not have a cost and some of them cannot be purchased with gear points.

EQUIPMENT	DESCRIPTION
STARTER COSTUME	Every student in the Hero curriculum is required to create a look for their hero persona and Yuuei aids them in this. Every character is allotted a grade D material to construct the costume of their choice. Characters can design any look or use any kind of material they wish that is reasonable for grade D composition. These costumes are designed to ignore the effects of a user's quirk. They don't offer additional protection, you just won't be left naked just from doing your job.
HERO STUDENT ID	Given to students who are to be enrolled in a school with a hero training course. These IDs are proof that someone is a student who is enrolled in a Hero-based curriculum, which allows them to participate in internships with Pro-Heroes.
GPS TRACKER	Gives off a signal that U.A. can use to track any student-issued gear. These are embedded in the starter costumes of all students and can be removed. However, it would be extremely difficult and would notify the school of the attempt.
YUUEI BRIEFCASE	A specialized briefcase that allows one to store their costumes along with its various armaments. The briefcases are made of grade C metal and are electronically locked so that only the school or that specific student can open them. These aren't to be taken into the field.

HERO RELATED LICENSES

Certifications are needed to use one's quirk professionally and legally. These are obtained through roleplay events that either occur periodically or can be requested if enough characters meet the requirements to participate.

ID NAME	REQUIREMENTS	DESCRIPTION
PROVISIONAL HERO LICENSE	<i>Own a Hero Student ID Pass the Provisional Exam</i>	Given to students who pass the provisional exam. This license allows the owner to freely use their quirk in public if in service of the public good and participate in work studies with Pro-Heroes.
HERO LICENSE	<i>Complete a Heroics Program 200 Hours of Work Study</i>	Given to those who have gone through three years of school within a Hero curriculum. This license allows the owner to operate as a Pro-Hero without any supervision, allowing them to open their own agencies, form their own teams, and be paid for their hero work.
FHI LICENSE	<i>Being a Registered Pro-Hero of another Country</i>	The Foreign Hero Integration license is for individuals who are Pro-Heroes in another country and wish to do so in Japan. The process takes a lengthy amount of time and usually requires an interview, a written exam, and successfully obtaining a work visa.
NCC LICENSE	<i>Complete a Heroics Program Obtain Certification for Alternative Field</i>	The Non-Combative Career license is for Individuals who don't wish to pursue a career in Pro-Hero work but wish to use their quirk in another field. The license itself requires the person in question to have gone through the training necessary to properly wield their quirk for the public good, on top of being qualified for their specified field. This license has never been approved for anything dealing with competitive sports or competitions of any kind.

GEAR DURABILITY

The composition of an item not only limits what kinds of capabilities it can be imbued with but the strain it can be put under. Not just both from attacks it blocks, but strain from being used to attack as well.

EQUIPMENT	DESCRIPTION
CAPABILITY LIMITS	Items can only have capabilities that are equal to or lower than the rank of their composition.
USER LIMITS	<p>Items can be put under great strain and will break depending on how they're used.</p> <ul style="list-style-type: none"> Techniques of one grade higher can break an item you're using, regardless of intent. Freeform quirk usage of two grades higher can break an item.
ENEMY LIMITS	<p>Attacks from other characters can damage or break your gear if they're strong enough. However, characters can break items if they make techniques specifically designed to smash or damage objects.</p> <ul style="list-style-type: none"> Techniques of at least one grade higher, that are specifically meant to break a target, will break an item. Techniques that are at least two grades higher can break an item regardless of intent. Freeform quirk usage that is at least a letter grade higher can break an item. Stats that are at least four grades higher can break an item.
COMPOSITION COMPARISONS	If two items have compositions of the same grade, their durability/construction are considered equal. For example, if your character asks for a Grade D titanium gauntlet and a Grade D wooden stick, the titanium is considered as strong as the wood. Titanium should be considered to have extremely shoddy construction and a myriad of imperfections.

FAQ

DO I HAVE TO PHYSICALLY CARRY EVERY ITEM I WANT?

Yes. Hammerspace is not a thing here unless that's what your quirk or your item does.

IS THERE A LIST OF ITEMS I CAN CHOOSE FROM?

There isn't one. Ask for whatever you want and we'll see if we can make it happen for you.

IT MENTIONS THAT SOME GEAR USE AP. HOW DO WE KNOW HOW MUCH IT USES?

If you are told an item you want would use AP, you can assume gear follows the same AP costs as techniques.

CAPABILITY RANK	F	D	C	B	A	S	Z
AP COST (PER POST)	1	2	5	10	25	50	???

CAN I HAVE {INSERT ITEM FROM CANON HERE}?

Similar to quirks, we don't care if an item is similar to something from canon. However, this similarity doesn't mean the item in question avoids the balancing process. All items will be examined and priced regardless of the canon.

DOES THAT MEAN SOME THINGS AREN'T ALLOWED?

Yes. Just like anything in the roleplay, some items may be restricted or outright banned if we deem them impossible to roleplay against.

CAN I BE PROVIDED ITEMS DURING AN EVENT?

Of course. If a DM or moderator believes it necessary, they can provide any character with temporary equipment.

CAN I BUY AN AGENCY?

Currently, no. As the roleplay progresses, that option will open up. But since everyone is still a student or civilian, it doesn't make much sense to worry about right now.

CAN I TRADE GP OR YEN WITH SOMEONE?

No, your points and your earnings are yours alone.

DO MY ITEMS TRANSFER IF I RE-ROLL?

No, unless specified otherwise items do not transfer if you re-roll.