

# MY HERO ACADEMIA

## Nightmare



### Quirk Qualities

**User** | Mayumi Fukui

**Type** | Emitter

**Max Range** | 50-65 ft

## Description

The user can generate and manipulate shadowy fear energy drawn from the negative emotions of others, especially fear and doubt. The user converts fear energy into a sand-like substance, which can then be shaped into semi-tangible constructs, such as weapons, tendrils or fog, that attack and restrain enemies. The stronger a person's fear, the stronger the user's constructs become.

The user can manifest physical forms from darkness that reflect the deepest fears of their targets. These constructs can inflict real damage, but dissipate if struck by strong light or if the target conquers their fear. When the user focuses, they can radiate an oppressive aura that induces anxiety, panic or hallucinations in nearby people.

## Strengths

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The user can cripple opponents emotionally by exploiting fears and doubts, making it highly effective in interrogation, intimidation or crowd control.

The user can create physical or semi-solid constructs, which can defend, attack or distract opponents, allowing for flexible tactics.

The more fear or panic in the environment, the stronger the quirk becomes. This makes it thrive in dark or chaotic situations - ideal for night time operations, ambushes or enclosed combat zones.

## Weaknesses

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The quirk's strength directly depends on the emotional state of others. Against calm, confident or fearless opponents, its power weakens dramatically.

Bright light, fire or illumination-based quirks can dispel shadows and reduce/destroy constructs.

Prolonged use can cause the user to absorb the fear they manipulate, leading to hallucinations, paranoia or breakdowns. This causes the user to have debilitating nightmares and overuse also runs the risk of the user's own nightmares manifesting in reality.

The quirk's fear aura can unsettle allies, making coordination difficult unless teammates are mentally trained or shielded from its effects.

## Usage

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Mayumi often generates black, misty beasts, tendrils or humanoid figures that act according to her will. She also manipulates the battlefield by spreading patches of shadow to extend her construct's reach and limit enemy visibility. Mayumi works best with offensive strategies.

In dark environments, Mayumi can completely blend with surroundings and becomes much stronger. She can create walls or cloaks of darkness to absorb attacks or obscure movements, and shield enemies from detection by enveloping them in a controlled shadow fog.

## Special Moves

### **Nightmare Devourer:**

The user draws fear energy from everyone in range and condenses it into their body to massively amplify physical power and construct durability. This grants them greatly enhanced speed, reflexes but causes severe emotional strain.

### **Eternal Eclipse:**

An evolved form of the user's base darkness manipulation spreads to engulf a large area in void-like darkness, where fear becomes reality. Inside the zone, opponents face manifestations of their worst nightmares, which can cause mental paralysis, panic or disorientations. However, this causes a massive energy drain and can only be maintained for <30 seconds.

### **Dream Requiem:**

Instead of spreading fear, the user can absorb and purify it, turning nightmares into protective energy. This purified energy can be converted into a blinding white-black burst that dispels other illusions or darkness quirks, and can temporarily calm allies by absorbing their fear. However, this drains energy is overused and the user essentially takes others' fear into themselves.