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My history with “My Hero Academia: Beyond” is an interesting one as I had started out in an acting position and then was moved into a writing position. Beginning with the very start of the team's scripts for the game I had cleaned up the structure of the dialogue. The original script maintained a format that was inspired by Hollywood script structures. Yet actions, dialogue, and all the sort merged too much and was difficult for actors to follow. Having voiced Izuku Midoriya for this project I offered some advice with my experience having edited scripts in the past.

(Below) Original Script before my edits

YOUTUBE: CHARACTER INTRO

Panning shot of Izuku from behind.

MIDORIYA

With the symbol of peace retired,  
the world was uncertain. At that  
time more than ever, people  
needed reassurance that heroes  
would respond in their time of  
need.

MIDORIYA (CONT'D)

It wasn't long before villains  
became more active. Hero agencies  
geared up to respond to as many  
requests as possible.

All the while we students became  
increasingly vigilant, now that  
we had received our provisional  
licenses.

CUT TO IZUKU  
GEARING UP. THE  
SCENE IS DARK.

We hear the sliding of gloves, the reeling of zippers, and  
footsteps.

Izuku steps into the light.

MIDORIYA

Time to get to training.

Izuku smiles confidently. (Anime "HM!" sound here)

CAMERA CUTS TO  
BLACK

Heavy breathing and action sounds ensue.

CUT TO CITY  
ROOFTOP

MIDORIYA (CONT'D)

I've got to get better! Maybe if  
I can improve my mobility...

(Below) Edited script with my edits on making the script easier to follow

YOUTUBE: CHARACTER INTRO

Panning shot of Izuku from behind.

MIDORIYA:

[Narrating/ Neutral]

With the symbol of peace retired,  
the world was uncertain. At that  
time more than ever, people  
needed reassurance that heroes  
would respond in their time of  
need.

It wasn't long before villains  
became more active. Hero agencies  
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CAMERA CUTS TO  
BLACK

Heavy breathing and action sounds ensue.

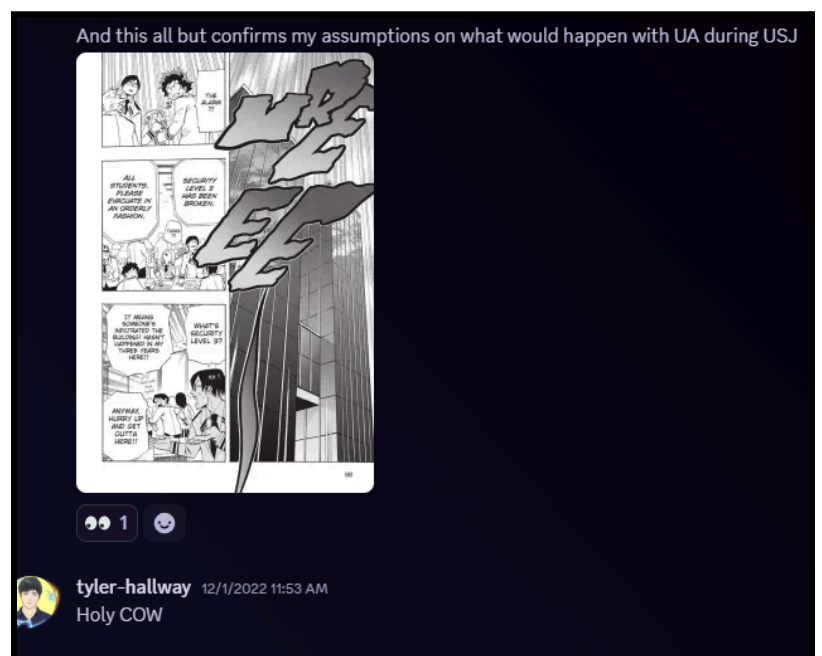
These modifications were accepted well between the team, and made the dialogue and actions stick out better for actors and Devs alike in the notes. Having done this for a few more scripts I was eventually tasked fully with making an original plot that could tie in to the game's story that was written by the story lead at the time.

In doing this, I had to study and learn a ton of my hero academia basically living and breathing the franchise. All spin offs and side books, mobile games. Anything Horikoshi had approved I would eat and line up with.

Looking as deep as the MHA joke series we were able to find map locations to officially build the world of "My Hero Academia: Beyond." Along with many other key details.

Eventually after all this research, I began to develop our side story and tie in for the game's plot. The story I wrote for the game had followed a second year class of hero students that would keep having the events of the original manga and show interfere with their own lives.

Using the series and matching with the original IP I was able to seamlessly view and weave together a narrative that could put class 1-A in the spotlight still while making this second year have an entirely new perspective of the events we knew and loved.



*Research and conversing with the project directors about where I was going to head with the story.*



Reverie Runaway 12/1/2022 4:14 PM

This implies while it's not near the main U.A. campus it's still owned on school property.



The pages leading up are a short bus ride guess up to 10-15 minutes.

Somewhere close enough for Iida to run and get to the main campus in time for All Might to save the class.

Reminds me of when the advanced biology students at high school had their separate property line than regular high school had so we could do projects uninterrupted.

With a cloud piercing punch like the Nomu, the view would have been for miles.

Meaning it would be observable by the main U.A. campus or wherever class 2B is at the time. Thanks to Iida, the alarms are also bound to set off before or during said fight.

There's a lot of reason class can cut short, but now I have even more ideas for these first few chapters.

Until the results of which started to become our original part of the “My Hero Academia: Beyond” Story.



“My Hero Academia: Time for Heroes” is the prequel story to “My Hero Academia: Beyond” That was written to familiarize our large fan base with our cast of original villains made for the game. I made Character Bios that were reflective of the ones Horikoshi wrote for the official story.



**Jikan Stamatis:**

Age: 16 - 17 (Depending on 2B year)  
Birthday: 12/ 19/ 2XXX  
Sex: Male  
Height: 5'8 / 173 cm  
Blood Type: AB-  
Ethnicity: ¼ Japanese, ¼ Greek

**Quirk: *TIME STOP***

**Quirk type: Emitter**

The user has the ability to stop time in an area of effect around him. Anyone outside of this AOE will see time go by as normal.

However inside this aoe as long as the user holds his breath time remains stopped. This allows the user to build up kinetic force on an object that will have explosive results when he releases the effect.

Jikan himself has spent many months training and honing his Quirk via swimming in all his free time. This allows him to hold his breath for up to five minutes on his first use of his Quirk.

Inside this stopped time bubble, objects that are not on the user cannot be moved or displaced as if they were locked in that location no matter the size of it. However if the user of the quirk is holding onto a person or object on their body anywhere they can move the object freely. If it's a person they still act as if time is stopped unaware of the movements happening to them.

**Quirk Drawback:**

**Timer:** Since Jikan has to hold his breath, the intervals in which he holds his breath gets shorter and shorter. If he holds it longer than his limit, just like everyone else holding their breath for impossible amounts of time he will black out.

As his intervals become too desperate his body will stop being able to use his Quirk as it will force him to get more oxygen by inhibiting his usage as a defense mechanism to itself.

**Hero Name, KAIROS**

**STATS**

**Power - A** normally (with stasis release depends on what he is using as an object to build up kinetic force, with his fists and hand to hand this can go up to B on it's own)

**Speed - S+\*** his increased lung capacity from years of obsessing over his Quirk give him increased endurance and stamina (\*with Quirk usage the Jikan is fundamentally teleporting to regular people.)

**Skill - S** Jikan is scariest at his best (As a giveaway of his ability to socially interact Jikan has used his Quirk experimenting for years. He knows what plays to do with what amounts of air he has left. His biggest play will always be his opening, however he's not out by a long shot if that doesn't work.)

**Smarts - S** Jikan is a very tactical person thanks to his Quirk training he's able to perceive a situation before even a second on the clock happens (thanks to his quirk) So even without his ability active he has assessed most of his situation.

**Teamwork - E+** Jikan suffers greatly from allowing himself to not socially connect with his peers. This has affected his teamwork in multiple ways. As he is able to assess what it takes to be victorious he'll usually try to single handedly use his abilities to lone wolf most situations. If he's able to work this out Jikan may be able to help out his teammates greatly, but he needs to break out of his shell.

After making the bios for the entire cast of this project. I then would go on to making an entire plot breakdown for the story and how that would tie us into the game and the original timeline of MHA Official. This allowing the main developer and director of MHA Beyond to sync with our team more efficiently.

### **Arc 1 - 2B Rising**

-Class 2B is introduced a little after the start of their second year. The main character Jikan reminisces on the fact he has still not performed the task assigned to him by his work study mentors. "Make friends"

- Class 2B finally has rented out ground beta after being later on the list thanks to the needs by the first years and class 2A. It's taken months to wait as repairs by each class were needed to be taken as a delay. The class is tasked with trying to capture Jikan.

**Stakes: The student who catches Jikan gets a 25% bonus credit to their grade for catching Jikan, If Jikan gets captured he loses 25% credit of his grade**

- Fuma tries to help Jikan from losing, However Jikan nearly gets captured by a team of 2B students until...

*-USJ happens and cancels the classes for the day*

-Fuma befriends Jikan directly in school a few days later`

-The students with provisional licenses are tasked by their teacher to hunt down villains and find out how on earth the league of villains got the ua information to breach USJ. The other seven students are benched.

-assigned groups team up and hunt down multiple suspected villains in cities close by.

#### **Teams**

**Jikan and Fuma**

**Koharu and Kyōkan**

**Noburu and Masashi**

**Mamori and Muchuu**

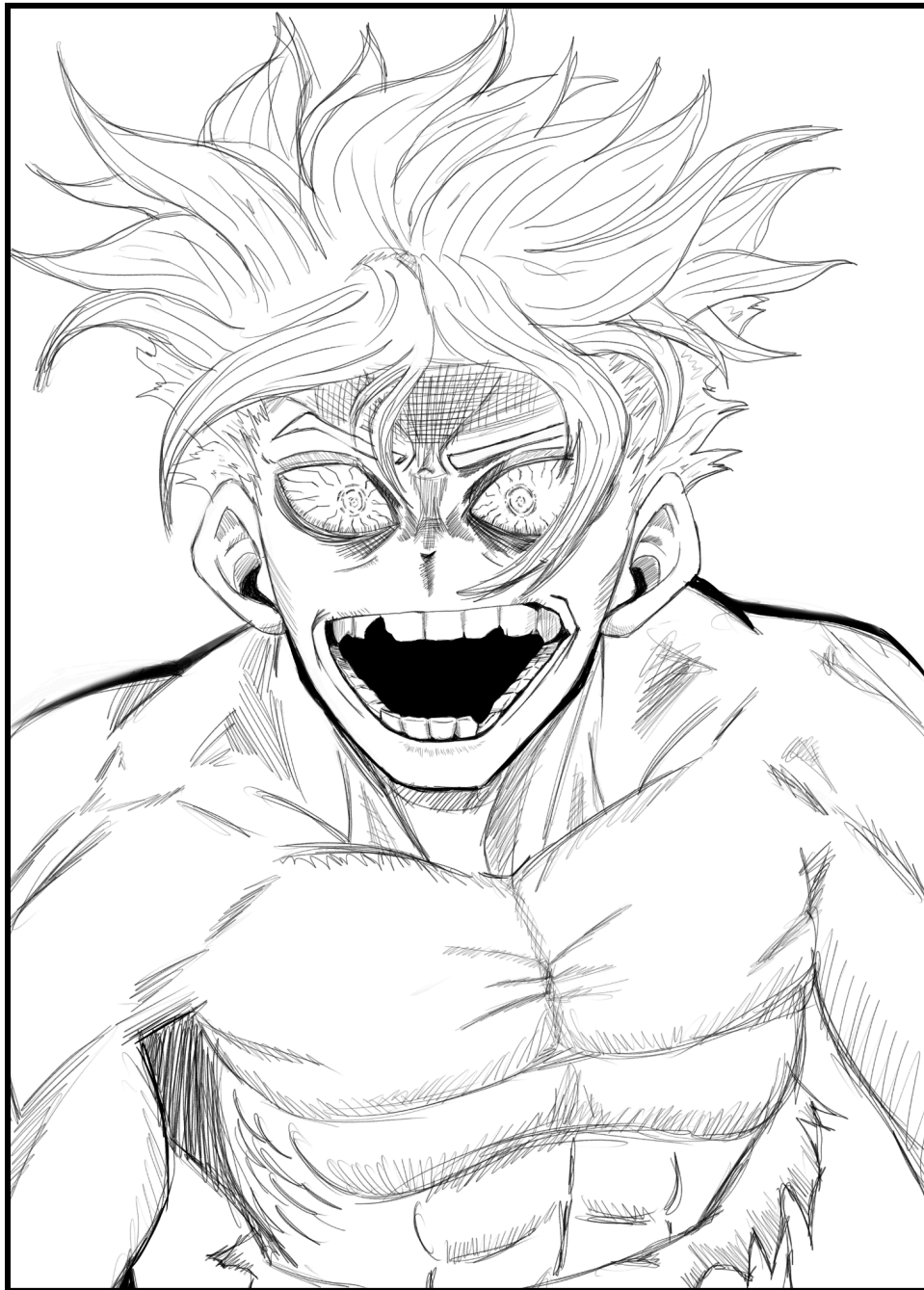
**Kochiya and Inei**

**Minato, Chikako, and Yūko**

-Each team faces a conflict and finds out each villain is a part of the same sub syndicate, eventually The provisional license students beat "The head honcho" and get ua files back from them. Making them believe somehow this group was the main source to the league of villain's information

Leaving my final assignment, next to the script editing and voice acting, to be making the story script and collaborating with our art team to make a compelling My Hero narrative that the fans and the team can enjoy and give their all to.

Unfortunately a script and manga I cannot show due to My Hero Academia: Beyond itself being on a current hiatus. So as a consolation, here's a panel from "MHA:Time for Heroes" of our villain, and I hope to share with you the process of everything I did when we release the full game.





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