

My Hero Academia Vol 10

Not everyone needs a license to fight for justice! In a superpowered society, there is nothing ordinary about evil anymore. Heroes, trained and licensed to protect and defend the public against supervillains, stand above all the rest. Not everyone can be a hero, however, and there are those who would use their powers to serve the people without legal sanction. But do they fight for justice in the shadows, or for reasons known only to themselves? Whatever they fight for, they are called...vigilantes. With Pop possessed and wreaking havoc as Bee Pop, Koichi must push his Quirk to the limits to try to save her. The pressure is on, because if Pop won't fulfill the duplicitous Number 6's plans, this evil villain is more than willing to sacrifice her. The chaos downtown has also drawn the attention of Endeavor, the fiery number two hero, and his scorched-earth methods of dealing with trouble make no distinction between villain and vigilante!

Kara Danvers' hidden memories of her life on another planet are bubbling to the surface—but is she alone here on earth? Following the devastating events of the Midvale Earthquake, Kara and Dolly struggle to piece their lives back together—but what's up with Coach? Their mentor is acting strangely, and her odd behavior goes from curious to downright creepy when Kara follows her back to a Lexcorp bunker deep underground. What she's hiding will change Kara's life forever—All will be revealed and a hero will need to be super in this penultimate chapter!

The U.A. students have reached the practical portion of their final exam, but they didn't expect to have to beat their own teachers in order to pass! Paired with his archrival Bakugo, Midoriya has to try to take on none other than All Might himself. Working with Bakugo is one thing, but is giving everything he's got to beat All Might more than Midoriya can handle? And in a nearby arena, Yaoyorozu and Todoroki endure a similar struggle. Meanwhile, a sinister new adversary prepares to make a move... -- VIZ Media
This volume of the My Hero Academia parody series treats hero education like a joke! First, the aspiring heroes of U.A. High enjoy fun in the sun on their summer break. Then, exams are replaced by silly student vs. teacher games assigned at random! Plus Izuku and company in Halloween costumes and as animals! What are we teaching these kids?! -- VIZ Media

Midoriya inherits the superpower of the world's greatest hero, but greatness won't come easy. What would the world be like if 80 percent of the population manifested superpowers called "Quirks"? Heroes and villains would be battling it out everywhere! Being a hero would mean learning to use your power, but where would you go to study? The Hero Academy of course! But what would you do if you were one of the 20 percent who were born Quirkless? Shigaraki Tomura has finally awakened, and as he begins to unleash his savage powers, the heroes realize it's going to take everyone and everything they have to stop him. Several heroes have been lost already, and even as the number one hero, Endeavor, takes on Tomura, Midoriya and Bakugo must now put themselves on the front line. Meanwhile, the massive villain Gigantomachia rampages toward Jaku City. It seems nothing can stop him, but the students of U.A. are determined to succeed or die trying...

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Derek McCoy was a man who spent his entire life facing adversity and injustice. After being forced to settle with surviving rather than living, he had finally found his place in the world, until everything was taken from him one last time. After losing his life to avenge his murdered brother, he reincarnates until he finds a world worth living in, a world filled with magic and monsters. Follow him along his journey, from grieving brother to alien soldier. From infant to Supreme Magus. -----

Tags: Transmigration, Male MC, Western Fantasy Schedule: 12 chapters/week (unless I'm ill or stuff happens) Chapter Length: 1200 - 1400 words Warning: The MC is not a hero nor an anti-hero. He is a broken, cynic and misanthropic person looking only for his own gain. If you are looking for a forgiving, nice, MC that goes around saving people in distress, this is not your cup of tea. Same if you want an unchanging MC with no character development.

INSTANT NEW YORK TIMES BESTSELLER “One of the most important books I’ve ever read—an indispensable guide to thinking clearly about the world.” – Bill Gates “Hans Rosling tells the story of ‘the secret silent miracle of human progress’ as only he can. But Factfulness does much more than that. It also explains why progress is so often secret and silent and teaches readers how to see it clearly.” —Melinda Gates "Factfulness by Hans Rosling, an outstanding international public health expert, is a hopeful book about the potential for human progress when we work off facts rather than our inherent biases." - Former U.S. President Barack Obama Factfulness: The stress-reducing habit of only carrying opinions for which you have strong supporting facts. When asked simple questions about global trends—what percentage of the world’s population live in poverty; why the world’s population is increasing; how many girls finish school—we systematically get the answers wrong. So wrong that a chimpanzee choosing answers at random will consistently outguess teachers, journalists, Nobel laureates, and investment bankers. In Factfulness, Professor of International Health and global TED phenomenon Hans Rosling, together with his two long-time collaborators, Anna and Ola, offers a radical new explanation of why this happens. They reveal the ten instincts that distort our perspective—from our tendency to divide the world into two camps (usually some version of us and them) to the way we consume media (where fear rules) to how we perceive progress (believing that most things are getting worse). Our problem is that we don’t know what we don’t know, and even our guesses are informed by unconscious and predictable biases. It turns out that the world, for all its imperfections, is in a much better state than we might think. That doesn’t mean there aren’t real concerns. But when we worry about everything all the time instead of embracing a worldview based on facts, we can lose our ability to focus on the things that threaten us most.

Inspiring and revelatory, filled with lively anecdotes and moving stories, *Factfulness* is an urgent and essential book that will change the way you see the world and empower you to respond to the crises and opportunities of the future. --- “This book is my last battle in my life-long mission to fight devastating ignorance...Previously I armed myself with huge data sets, eye-opening software, an energetic learning style and a Swedish bayonet for sword-swallowing. It wasn’t enough. But I hope this book will be.” Hans Rosling, February 2017.

A new player emerges in the underground world of villains in the form of the Meta Liberation Army. Led by the CEO of the Detnerat Corporation, the MLA is preparing for a new metahuman revolution. In their eyes, the League of Villains is an obstacle to be removed, but Tomura and his band of miscreants aren’t about to go down quietly. It’s army versus league in all-out war, and dominance must be established. -- VIZ Media

Midoriya inherits the superpower of the world’s greatest hero, but greatness won’t come easy. What would the world be like if 80 percent of the population manifested superpowers called “Quirks”? Heroes and villains would be battling it out everywhere! Being a hero would mean learning to use your power, but where would you go to study? The Hero Academy of course! But what would you do if you were one of the 20 percent who were born Quirkless? Hawks and the Safety Commission have managed to get their hands on some top secret information. A big villain attack is coming, and the heroes must do all they can to prepare. As part of these preparations, Eraser Head and Present Mic pay a visit to the prison, while Midoriya, Bakugo and Todoroki begin training under Endeavor in order to become fighters who can stand on their own. But in the meantime, the boys will have to survive a dinner party at the Todoroki household!

Not everyone needs a license to fight for justice! In a superpowered society, there is nothing ordinary about evil anymore. Heroes, trained and licensed to protect and defend the public against supervillains, stand above all the rest. Not everyone can be a hero, however, and there are those who would use their powers to serve the people without legal sanction. But do they fight for justice in the shadows, or for reasons known only to themselves? Whatever they fight for, they are called...vigilantes. As O’Clock and his accidental allies Tiger Bunny and The Rapper try to escape the riot in the underground arena, shadowy figures observe the chaos from afar. O’Clock takes on a hooded fighter who seems to be targeting him specifically. Back in the present day, Pop has been rescued, but Koichi and his friends have only a brief respite before the villainous Number 6 puts a terrifying new plan into action. In true vigilante fashion, Koichi must evade the law in order to protect Pop...

Midoriya inherits the superpower of the world’s greatest hero, but greatness won’t come easy. What would the world be like if 80 percent of the population manifested superpowers called “Quirks”? Heroes and villains would be battling it out everywhere! Being a hero would mean learning to use your power, but where would you go to study? The Hero Academy of course! But what would you do if you were one of the 20 percent who were born Quirkless? The Hassaikai crime gang, led by the young boss Chisaki, has been working on a plan to distribute a Quirk-destroying drug. The key to this evil scheme is the young girl Eri, held prisoner in Chisaki’s hideout. Nighteye asks other heroes to form a team to launch a rescue attempt—and the students of Class 1-A are going

into the lion's den with them! But Nighteye, who can see the future, refuses to look at the fates of anyone going on the mission... Koichi and his "friends"—Kazuho, a.k.a. Pop Step, and the mysterious Knuckleduster—have teamed up to protect their neighborhood (unofficially of course). But even petty criminals with Quirks can be dangerous, and taking them on shows Koichi that he'd better not underestimate them. Sizing up the opposition is important, especially when some of the villains are definitely out of Koichi's league and more sinister threats lurk in the shadows... -- VIZ Media

After returning from an eventful trip to Osaka, Koichi starts experimenting with his Quirk—does he have more potential than he thought? Detective Tsukauchi continues to investigate the instant villain incidents, quietly enlisting the help of Eraser and even consulting All Might. And with Hachisuka out of the picture, the shadowy figure behind the Trigger drug deploys a new and even more dangerous agent... -- VIZ Media

The secrets of the smash-hit series My Hero Academia are revealed! My Hero Academia: Ultra Analysis—The Official Character Guide is jam-packed with all the profiles, stats, and trivia about your favorite heroes—plus a color art gallery, sketches, and a team-up discussion featuring My Hero Academia creator Kohei Horikoshi in conversation with Bleach creator Tite Kubo! -- VIZ Media

What would the world be like if 80 percent of the population manifested superpowers called "Quirks" at age four? Heroes and villains would be battling it out everywhere! Being a hero would mean learning to use your power, but where would you go to study? The Hero Academy of course! But what would you do if you were one of the 20 percent who were born Quirkless? Middle school student Izuku Midoriya wants to be a hero more than anything, but he hasn't got an ounce of power in him. With no chance of ever getting into the prestigious U.A. High School for budding heroes, his life is looking more and more like a dead end. Then an encounter with All Might, the greatest hero of them all, gives him a chance to change his destiny...

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The League of Villains has kidnapped Bakugo, and the resulting negative publicity has thrown U.A. into a huge uproar. With the public's trust in heroes threatened, the faculty convenes to figure out what to do. But Midoriya and the students of Class 1-A have plans of their own—an operation to rescue Bakugo that could get them thrown out of school! -- VIZ Media

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has attacked the first-year U.A. students, but their real target is All Might. It's all that Midoriya and his classmates can do to hold them off until reinforcements arrive. All Might joins the battle to protect the kids, but as his power runs out he may be forced into an extremely dangerous bluff!

The sinister Hachisuka continues to haunt the Naruhata district, distributing the Quirk-boosting drug Trigger. Knuckleduster continues to track her and is closing in. Meanwhile, Pop Step receives an unexpected invitation to perform at the Marukane department store's grand reopening. With Makoto helping out, it's going to be nothing less than an all-out entertainment extravaganza! But that's only if she can organize a disorganized group of performers in time for the show! -- VIZ Media
Bakugo's abduction by the League of Villains was a carefully calculated move designed to draw out the heroes—All Might in particular—and destroy them. Midoriya and his friends set out on a rescue mission that eventually pulls in not only All Might but also several other heroes! The casualties mount, until at last the mastermind of the plot appears—All for One, the only villain powerful enough to take on All Might head-to-head and possibly win! -- VIZ Media

Getting into U.A. High School was difficult enough, but it was only the beginning of Midoriya's long road toward becoming a superhero. The new students all have amazing powers, and although Midoriya has inherited All Might's abilities, he can barely control them. What's more, the first-year students are told they will have to compete just to avoid being expelled! -- VIZ Media
In the third match of the joint battle training, the students of Class 1-A have their hands full dealing with the unexpected creativity of Class B's Quirk use. These matches give everyone a chance to reflect on exactly where they all stand in relation to each other, and on the events in their lives that have brought them to this point. Then it's time for Bakugo to show what he's learned... -- VIZ Media

Koichi Haimawari couldn't make the cut to become an official hero, so he uses his modest Quirk to do good deeds in his spare time. Then one day a fateful encounter with some local thugs leads him to team up with two other unlikely heroes. None of them really know what they're doing, but they've got the courage—or foolishness—to try. But they soon discover fighting evil takes more than just being brave... -- VIZ Media

Lonely thirty-seven-year-old Satoru Mikami is stuck in a dead-end job, unhappy with his mundane life, but after dying at the hands of a robber, he awakens to a fresh start in a fantasy realm...as a slime monster! As he acclimates to his goopy new existence, his exploits with the other monsters set off a chain of events that will change his new world forever!

Yayyy! This volume of the My Hero Academia parody series covers the Sports Festival, internships and other fun stuff. The Sports Festival turns into a crazy baseball game, and then Izuku Midoriya, a formerly Quirkless boy and now the inheritor of the world's greatest superpower, starts having some weird fantasies. Plus we all get turned into...babies? How could you not want to read about that?! -- VIZ Media

Hero hunter Gato intensifies his onslaught, so of course Saitama decides now is the perfect time to join a combat tournament. Meanwhile, Class-S hero Metal Bat takes an assignment guarding a Hero Association executive and his son, and before long trouble appears! -- VIZ Media

Pop has emerged as the new Queen Bee, her transformation forced upon her by the villainous Nomura, a.k.a. Number 6. At his direction, Pop begins to rain destruction down on Naruhata. With a villain on the loose, it's only natural for heroes to be called in to deal with the situation, but Koichi knows his friend's life and soul are at stake. Will inspiration from his old master and training with past foes help him find the hero within? -- VIZ Media

Class 1-A is working on developing their ultimate moves—a process that will test their strength and creativity in all-new ways! To help them out, Mei Hatsume, a student from the Support Course, is brought in to develop improvements to their costumes. The attention from Mei might be more than Midoriya can handle, but he'll need every edge he can get to pass the next hurdle for the students of U.A.—the Provisional Licensing Exam! -- VIZ Media

Listen up! Follow the story of Midoriya, All Might and all the other aspiring heroes of U.A. High, but with hilarious twists! In this first volume, find out how Midoriya really trained to receive One For All and learn the U.A. students' goofy thoughts during their first practical exams...plus, All Might as Santa Claus? What are you waiting for? Start reading!! -- VIZ Media

The all-out war against the Paranormal Liberation Front continues at the hospital and the mountain villa! Mirko desperately battles High-Ends in order to reach Tomura's stasis tank, knowing exactly how much is at stake if she fails. At the PLF hideout, Dabi is determined to roast Hawks, but Tokoyami isn't about to let his mentor fall. Meanwhile, while helping to evacuate the city, Midoriya senses an ominous presence in the hospital... With things going from bad to worse, and the heroes' forces battered and stretched thin, Midoriya realizes the time has come for him to join the fight, even if it may be his last. -- VIZ Media

Since the terrifying incident when Tomura's Quirk manifested, only the greatest villain of them all, All For One, has been able to speak to the broken young boy's heart. The consequences of that fateful meeting play out in the present as Tomura and Re-Destro, the leader of the Meta Liberation Army, battle for supremacy—and if it takes leveling a whole city to sort out who's on top, so be it! -- VIZ Media

GAMES OVER ROMANCE Narumi Momose has had it rough: Every boyfriend she's had dumped her once they found out she was an otaku, so she's gone to great lengths to hide it. When a chance meeting at her new job with childhood friend, fellow otaku, and now coworker Hirotaka Nifuji almost gets her secret outed at work, she comes up with a plan to make sure he never speaks up. But he comes up with a counter-proposal: Why doesn't she just date him instead? In love, there are no save points.

When you're not a licensed hero, sometimes you need all the help you can get. For Koichi, unexpected—but not entirely unwelcome—assistance comes in the form of Makoto Tsukauchi, one of Koichi's friends at school. Makoto's got a self-confident vibe that makes Pop Step more than a little anxious and...jealous? Meanwhile, out in the streets of the Naruhata district, the scheming bee user Hachisuka continues her distribution of the "instant villain" drug, Trigger... -- VIZ Media

The students of Class 1-A have reached another milestone—the Provisional Licensing Exam. After making it through the first part of the test, they ready themselves for the next phase, which takes place in a simulated disaster area. Midoriya

and his friends have to rescue as many victims as they can, and although the students of rival Shiketsu High are technically supposed to be helping, competition between them is fierce and even dangerous! As the scenario unfolds and villains arrive to shake things up, the U.A. students will have to find new ways to work with each other and make use of their Quirks. -- VIZ Media

Captain Celebrity and Koichi gave it all they had to hold off the explosive attacks set up by the mysterious high-speed villain. But now, as the Sky Egg stadium plunges earthward, can anyone save the day? And just who is the sinister speedster? What is his connection to Knuckleduster? Koichi's mentor still has a lot of secrets he hasn't told anyone. Later, Aizawa helps Koichi deal with a minor villain and the encounter triggers a memory from his youth... -- VIZ Media

Midoriya inherits the superpower of the world's greatest hero, but greatness won't come easy. Prose short stories featuring the everyday school lives of My Hero Academia's fan-favorite characters. It's time for class 1-A to start getting ready for the end-of-the-year holidays. As excited as everyone is for Christmas, New Year's Eve, and the New Year itself, preparing means undertaking a big winter cleaning. The unsuspecting students get a big surprise when their cleaning leads to a crazy discovery. There's only one way to find out where the mysterious entrance they uncover leads to—and that means rustling up some Plus Ultra spirit and venturing inside!

It's off to summer camp for Midoriya and the U.A. students! But this is no ordinary vacation—it's high-impact training where the students are expected to develop their Quirks even further! The teachers have set up some tough challenges, but none will be as difficult and as life changing as the threat a new group of enemies poses. What's even worse is who the villains' target is and why... -- VIZ Media

A villain incident when Aizawa was a student at U.A. changed him forever. Who could have known that fateful encounter would someday have an impact on the present? But as time goes by, life also changes for Koichi, Pop, Makoto and everyone else. The glory days of Narufest are over, and it's time to move on. Makoto puts an important question to Koichi, and Pop struggles to find herself. But Pop's decision to go it alone may lead her down a dangerous path... -- VIZ Media

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