

UNOFFICIAL PLAYER REFERENCE

MHA: THE STRONGEST HERO

Community strategy & character reference

Game modes, builds, talent paths, support cards and manual play for all 26 historical playable characters.

Research edition | 13 October 2026

Built from the research recovered from Research MHA TSH Guides, then checked against surviving community discussions and downloadable talent/card resources.

Read this first

This is an unofficial historical gameplay guide. Most detailed evidence dates from 2021-2024. It does not certify the balance, availability, rewards or functionality of any preservation server. Regional versions and custom servers may differ.

What you will find

Mode-specific strategy comes first. Each character then has a dedicated page with recommended starting builds, sourced talent routes, practical play sequences, investment context and a clear note on disputed or incomplete evidence.

Evidence standard

Community recommendations are advice, not controlled balance measurements. Unverified claims are labeled. Where an exact optimized rotation could not be established, the guide says so instead of inventing one.

NAVIGATION

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START HERE

How to use this guide

Choose the mode before the hero

Manual PvE rewards damage uptime and correct resource management. Super Co-op and Warzone reward AI behavior, control, survival and formation. Arena rewards spacing, timing and matchup knowledge. A hero can excel in one and disappoint in another.

Notation

Q, W and E refer to the three ordinary skill buttons used in PC/community guides. R means ultimate. Special means the separate Quirk button. Normal means the basic attack button; Auto means the game controls the hero. On mobile, identify each button by the skill description rather than keyboard letters.

Talent directions

Left (L), top right (TR) and bottom right (BR) refer to the tree as shown in the original client. A > B means prioritize A, then B. Partial branches are deliberate. Original S-rank investment cannot necessarily finish every path; check the points and resonance you actually have.

Recommendation labels

Supported: a surviving guide or several discussions support the advice. Conditional: depends on resonance, cards, manual control or enemy behavior. Starting approach: an editorial practice plan inferred from the kit, not a proven maximum-DPS rotation. Uncertain: surviving evidence is too limited or contradictory for a firm recommendation.

References

Bracketed source numbers such as [S03] point to the linked appendix. The inaccessible comprehensive spreadsheet remains listed for provenance, but its unseen contents are not treated as verified. No video rotation is claimed to have been frame-tested here.

Separate rank from strength

B/A/S in a character heading is the original recruit rank, not a tier judgment. SS, SSS and SSS+ are resonance levels. BP is Battle Power; a larger number does not prove better damage, control or Arena performance. [S01, S04]

PROGRESSION

Build a useful account

A practical order

First build one dependable manual damage dealer and cover Power, Speed and Technical requirements. Then improve account-wide gear and Hero Rating, followed by coherent character chip sets and cards. Expand into an AI team and eventually a Warzone roster rather than dividing every resource equally from day one. This is an editorial progression plan informed by [S19, S20].

Gear and Hero Rating

Agency Assessment is the main gear activity. Hero Rating stars contribute permanent account progression, so weaker heroes still have a reason to be played. Repeat a difficult rating stage after meaningful gear or build improvements. Do not confuse the recommended BP gate with a guaranteed clear. [S18-S20]

Chips

Seek the hero-specific set, the correct type stat, and useful offensive rolls: crit, crit damage, penetration and damage increase are common priorities. Power on a Speed hero is a wasted type roll. A correct set with imperfect rolls can be a practical stepping stone; avoid spending all your resources chasing a theoretical perfect set before the account works. [S07, S21]

Resonance

Farmable heroes provide a realistic long-term route. Iida and Ochaco are useful manual options; Tsuyu is commonly valued for AI control. Premium heroes are not interchangeable at S: Endeavor is the classic SS-and-Lance-card conditional recommendation. High-investment Bakugo or WHM Bakugo claims should not be used to predict a fresh S copy. [S04, S07, S24]

Recruit and shard-shop caution

Treat every historic banner timetable, pity claim and shop rule as version-specific. WHM availability and shard access were especially restricted in original versions. Check the visible pool and rules on your server before committing resources; this guide is not a current banner forecast. [S26, S27]

Daily priorities

Complete time-limited tasks you can actually finish; use Hero Trials for your shard targets, Assessments for gear, Joint Operation for cards, Night Ops for chips and Team Up for overclock materials. Supply stages solve immediate material shortages. Re-check event rewards instead of following an old spending recommendation mechanically. [S18-S21]

BUILDS

Support cards: match the damage

Start with what the hero actually does

Cold Shot and Game Start are widely recommended general offensive options. Ragdoll and Combat Fist are common budget alternatives for crit. Compare breakthrough, trigger conditions and actual damage, rather than assuming an unbuilt six-star always beats a developed lower-rarity card. [S05, S06]

Normal-attack package

Nomu (Unconscious Monster) and Ectoplasm fit heroes whose damage genuinely counts as normal attacks: examples include All Might, Iida, Ochaco and Endeavor. Pressing the normal button does not guarantee normal-attack classification. Stain after E and liberated Tokoyami are the major community warnings. [S05, S08]

Skill package

Mustard fits frequent skill damage; common examples are Stain, Tokoyami, Bakugo, Shoto and Tsuyu. Several resource-hub contributors explicitly disputed an older D-tier placement for Mustard. Stack uptime matters more than a generic card tier. [S02, S05, S08]

Ultimate package

Mastermind accelerates ultimate access; Dance with the Wind rewards using the ultimate. Hawks is the clearest supported application. Long ultimate animations can cost more normal/skill damage than they gain. Do not equip this pair automatically on every hero or carry it into AI modes where ultimates may not be available. [S09, S10, S17]

Special and defensive packages

Cellophane is a candidate for heroes with meaningful special windows. The Mirio passive card is distinct from playable Mirio and is useful when special cooldown matters. Camie and Nagamasa are commonly discussed for AI survival. Manual dodge-heavy PvE can often trade defense for damage, while an AI hero dying before its first skill may need protection. [S05, S06]

EX cards

Character-exclusive cards must be judged individually. A generic damage EX and a mechanic-changing EX are different purchases. Endeavor Lance, Tokoyami transformation-oriented cards and WHM Deku Swift Striker have specific community support; an EX pair is not universally mandatory. [S04, S11, S12]

BUILDS

Actives, testing and spending

Active cards

For manual PvE, choose reliable hits and useful burst effects. Snipe is a common single-target option; Principal Nezu is often used for area control. All Might and Kamui Woods actives provide grouping/damage in surviving card guides. Place them into a real damage window and keep the target inside the effect. [S06, S17, S28]

AI card use

Warzone advice often favors shielding, damage and control over ultimate-energy setups. Nezu can disrupt enemies without hyperarmor, but a claimed full-team stun is positioning- and target-dependent. A card recommendation for training-dummy DPS does not establish its AI value. [S17]

A fair damage comparison

Use the same stage or training duration, gear, chips, resonance, target count and active timing. Run each setup several times. Compare total damage, completion time and survival; record whether an Assessment boost was active. This test protocol is editorial guidance, not a claim that the builds here were benchmarked.

A fair AI comparison

Keep the opponent and formation as consistent as possible. Change one card or slot at a time. Watch the first engagement: did the carry cast, get interrupted, miss, or die? A lower-BP win can be caused by control or matchup rather than a hidden damage bug.

Avoid expensive guesses

Before chasing duplicates, identify what is preventing progress: missing damage, short skill uptime, an interrupted opener, a bad matchup or a mechanic you have not practiced. Build upgrades should solve that problem. Historical gacha and paid-permit advice is not current purchasing guidance.

Quick build templates

Normals: choose two normal-damage cards, then crit/penetration options. Skills: choose Mustard or another skill amplifier, then general offense. AI: preserve a useful offensive core and test one defensive slot. These are starting templates; use the character pages to avoid classification mistakes. [S05-S08]

GAME MODES

Peacekeeping, Supply & Hero Trials

Peacekeeping: clear the objective

Read the three-star conditions before entry. Clear mobs efficiently and save your most reliable damage for the boss. A grouping hero such as All Might or Tokoyami is a practical starting choice; Ochaco offers accessible area damage. This selection is editorial advice, not a stage-by-stage tier list. [S29]

Match the problem

If mobs consume the timer, improve grouping and area damage. If the boss survives, improve single-target uptime. If a star requires low incoming damage, stop relying on Auto and dodge deliberately. A successful clear and a three-star clear are different goals.

Supply: farm the bottleneck

Use Supply when food, credits or training materials are actually holding back an upgrade. Favor a fast, consistent clear over a complicated boss build that spends half the stage ramping up. Historic blanket claims that Supply is never worthwhile ignore early progression and server reward changes. [S20, S30]

Hero Trials: choose a shard target

Farm the heroes you intend to raise. Iida suits long manual boss fights, Ochaco offers a simple damage route and Tsuyu is a common AI investment. An SSS+ shard conversion strategy depends on the actual shop rules; do not assume every hero or WHM variant is eligible. [S07, S24, S27]

Practice goal

Pick a farm stage and learn a clean opener, one dodge and a finishing sequence. Once it clears reliably, optimize time. Repeating an unstable attempt for a small theoretical damage gain is usually poor farming.

Evidence limits

The historical Peacekeeping manual documents teams, star objectives and fatigue, but originates from an early regional version. Exact fatigue, stamina, rewards and unlocks should be read from the current client. [S29]

GAME MODES

Night Ops & Hero Rating

Night Ops: build the set first

Night Ops is the main chip farming route. Complete a coherent hero-specific set before endlessly replacing one piece for a perfect roll. Select guaranteed chip rewards to fill a missing slot where the shop allows it. Random drops are not proof that a particular hero is favored. [S19, S21]

Choose the right hero

A boss specialist can clear above a suggested BP if played correctly; lida is a documented example. However, a fragile setup that loses its combo during the boss phase may be slower than a simpler carry. Use the character rotation you can execute, then improve it. [S07, S31]

Chip checklist

Confirm hero/set identity; check the correct type stat; inspect all revealed rolls; compare the set effect and real performance before replacing a developed chip. Do not overclock a random chip solely because it has a larger visible BP number. Crit rate, crit damage and penetration are candidates, not an identical compulsory order for every hero.

Hero Rating: every hero matters

Use rating stages to learn unfamiliar characters and earn permanent account improvements. Move your good transferable support cards to the hero you are currently testing. Read stage conditions and select actives for the enemy count. A basic kit explanation may be more useful than an endgame rotation at this point. [S20, S25]

Troubleshooting a timer loss

Ask whether the hero spent too long out of range, used a low-value ultimate, missed a burst window or dropped a transformation. Fix the play sequence before assuming additional levels will solve everything.

Disputed farming claims

Community accounts disagree about the value of the Night Ops shop buff and rare bonus encounters. The collected posts do not establish drop probabilities or prove a hidden account-luck change. Check the buff wording and avoid treating anecdotes as rates. [S21]

GAME MODES

Operation X & event challenges

Operation X: plan the roster

This is an exploration/progression activity with limited use of individual heroes inside a run. Preserve your reliable boss killer instead of spending its available fights on every easy encounter. Use secondary heroes and obtainable buffs to cover the route. [S22]

Practical clear strategy

Inspect the map and remaining encounters, collect useful buffs and treasure, and bring area damage for groups. Before the final boss, check that your intended hero still has the resources to fight. A high recommended BP does not account for every buff you collected; survival alone can still lose to the timer. [S22]

When to pause progression

If the final battle consistently times out, improve gear, cards and the relevant rotation. If you cannot finish the route because the strongest hero was exhausted, change your allocation on the next run. These are different problems and need different fixes.

Hero Theater, Mock Trial and seasonal events

These modes can use special buffs, loaned heroes or event-only rules. Read the mode description before importing the normal build. A Stain enhanced-E build in Mock Trial, for example, is not evidence for the same duration or damage outside that event. [S32]

General event method

Identify whether scoring favors clear time, survival, hits, one target or waves. Choose buffs that multiply the skill you repeatedly use. Keep a defensive option if it turns failed runs into consistent clears. Re-test after the event changes the kit or gives a new enhancement.

Coverage boundary

Exact map solutions, seasonal stage lists and preservation-server additions were not recoverable from the referenced research. This page gives a usable approach without inventing current stages, puzzle answers or guaranteed rewards.

GAME MODES

Agency Assessment

Purpose and team

Up to three players clear a level/floor stage; it is the principal gear activity in the historical wiki. Bring a reliable carry, cooperate on mechanics and treat the floor timer as a team constraint. [S18]

Hero selection

For waves, grouping and area damage help: All Might, Tokoyami and Nejire are practical candidates. For a sustained boss phase, Iida, Hawks, Endeavor or another practiced manual carry may excel. This is a role-based shortlist, not an assertion that every hero has equal performance at S. [S04, S07, S09, S19]

Play the actual encounter

Stay near the pack your team is attacking. Do not scatter enemies when another player is lining up a beam or burst active. Interrupt healing enemies where required, dodge lethal mechanics and save resources if a boss becomes invulnerable. Hawks players specifically reported trouble interrupting healing enemies while locked into ultimate flight. [S33]

Weekly boosts

A boost can change which hero produces the best result. Read the displayed boost in your own client. The old published rotation predates the full 26-character roster and is not a current schedule. Compare boosted and unboosted results separately. [S23]

Why damage comparisons mislead

Floor, enemy count, gear, actives, team buffs, resonance and boost status all matter. An old screenshot of a huge total is an account-specific result, not a damage promise. Being carried also does not establish that your hero is ready to carry the next team.

Clear checklist

Confirm permit/floor and rewards; equip the cards you intend to use; check the boost; keep up with the team; handle the encounter before padding damage. When the run fails, distinguish a mechanics mistake from insufficient damage.

GAME MODES

Joint Operation, Emergency & Team Up

Joint Operation

Fight waves and a boss for support cards and upgrade materials. Choose reliable area damage, then keep the boss in your skill and active effects. The reward draw is an opportunity, not a promise of a specific card. [S18]

Emergency Incident

Historically triggered through stamina use, with up to three players and shard/credit rewards. Check the visible timer and objective, invite help if needed and bring a hero whose opener does not need a long build-up for a short encounter. [S18]

Team Up / Hub Defense

The original structure has nine players divided into three teams; overclock materials are the reason to participate. Read your assignment and route, coordinate with the leader and avoid wandering into another group while a required objective remains unfinished. [S18]

Tesla: a documented mechanic

The unofficial FAQ says to inspect the charge/orb around your hero and connect with the opposite sign: minus goes to plus and vice versa. Treat this as encounter guidance for the historical Tesla fight, and confirm the actual signs in your version. [S21]

Team Up hero choice

Use a dependable built hero rather than experimenting with an unfamiliar high-tier pick during a difficult clear. Movement, uninterrupted damage and surviving mechanics are useful. If your assignment has waves, prioritize area coverage; if it has a boss, use a rotation you can sustain.

What is not verified

No exact current Team Up routing diagram, reward count, difficulty unlock or preservation-server boss implementation was established. Do not infer that a private-server Team Up behaves like the historical global client merely because it uses the same name.

GAME MODES

Boss Raid, Mock Contest & Virtual Battleground

Boss Raid: sustained single target

lida is a major community favorite because a maintained 200% engine loop produces sustained boss pressure. Hawks needs ultimate uptime; Endeavor needs an appropriate investment/build. Judge the run by damage inside the scoring window, not training-dummy peak DPS. [S07, S09, S24]

Handle invulnerability

Preserve gauges or prepare the next burst while the boss cannot be hit. With lida, the special can protect the combo timer; an ultimate near the end is a community tactic, but timing and whether damage counts after the clock depend on the mode. Check your result screen before relying on it. [S07, S34]

Mock Contest: exploit the scoring rules

Read the enemy type and available challenges. Use your strongest appropriate hero, then improve individual runs where rewards justify the time. Historically it supplied credits and character-shard progression; exact rank rewards and stages are version-specific. [S20, S35]

Virtual Battleground

Build teams around the selected conditions and enemy waves. Grouping, fast area damage and a boss finisher are generally useful. A damage leaderboard can favor an aggressive build that would be a poor choice for a survival condition. An exact current best team was not established in the sources.

Repeatable scoring plan

Run once to learn the mechanics. Identify the largest wasted interval, then alter one part of the opener or build. Keep a note of hero rank, cards, actives, boost and final score so that the next attempt teaches you something.

Investment caution

Historical debates about paid event permits often disagree because early accounts need shards/credits while developed accounts need gear materials. Those arguments do not establish a universal best purchase or current reward table. [S36]

GAME MODES

Super Co-op: win the first engagement

AI rules change the build

This is automated combat against another formation. Damage, control, shields and reliable skill behavior matter together. Manual execution tricks are unavailable, and a training rotation does not prove the AI will use it. [S05, S17, S21]

Formation starting point

Use a durable initiator with control and a damage dealer that can cast safely. All Might grouping, Tsuyu disruption and Nejire area pressure are useful community themes; Mirio and WHM Shoto are prominent later-era threats. The best positions depend on the opposing lineup, so this is an editorial starting structure rather than a fixed winning team. [S04, S24]

Watch the opener

If your ranged carry dies instantly, protect or reposition it. If your team survives but cannot finish, increase damage or avoid a defensive matchup. If every cast is interrupted, test hyperarmor/shield options. Change one slot or card at a time.

Talent and card cautions

The old talent sheet warns that base Deku BR can hurt AI behavior, suggesting TR as the second branch for AI focus. Shield cards can have more value here than in manual PvE. Do not automatically equip Mastermind if the mode does not allow the ultimate loop you built around. [S03, S17]

Timeouts

The unofficial FAQ reports that the attacking side loses when it cannot defeat the defense inside the time limit. Having more health remaining is not sufficient. This explains why a team can look stronger and still lose. Verify custom-server scoring if it differs. [S21]

Progression choice

Build a few coherent heroes before adding an unbuilt premium character. A well-developed farmable control hero can be more useful than a fresh hero whose first skill never lands.

GAME MODES

Warzone: build across three battles

Distribute your strengths

Warzone asks for multiple teams, so the strongest single trio may leave the rest unable to win. A practical starting plan is to give each team an initiator, control and a carry; distribute your best cards according to the fight each team is meant to win. [S04, S17]

Role-based team sketches

Control/area: All Might + Tsuyu + Nejire. Pressure/support: Stain + Tokoyami + Momo. Later-roster core: Mirio + WHM Shoto + Tamaki. These are editorial examples of complementary roles, not sourced universal best teams, and using all the best heroes in one trio can still be poor roster allocation.

Budget substitutions

Denki supplies ranged disruption; farmable Tsuyu can anchor control; a developed Ochaco can fill damage but is vulnerable to being knocked out of flight. A durable card-supported hero may be better than a theoretically stronger carry that is immediately interrupted. [S03, S05, S24, S37]

Cards and outcomes

Camie/Nagamasa are defensive candidates; Cold Shot/Game Start are offensive candidates; Nezu is a control active. Mastermind is a poor automatic choice when Warzone does not execute the expected ultimate. Breakthrough and target hyperarmor affect outcomes. [S05, S17]

Opponent scouting

Read the formations available through the legitimate in-game interface and change positioning accordingly. A 2021 thread described both formation inspection and a matchmaking-reset exploit; only formation inspection informs this guide. Its reset behavior is not a strategy recommendation. [S38]

Track what failed

Record which team lost and why: opening interruption, carry death, poor target selection or timeout. Total BP cannot answer those questions. Avoid declaring an entire hero weak based on a single unlucky AI sequence.

GAME MODES

Arena, Tag Team & Alliance activities

Arena: practice the neutral game

Historical Arena normalizes combat stats; buying PvE cards is not the way to learn it. Learn range, hit confirmation, dodge recovery, hyperarmor and invulnerability. Avoid swinging into protection and preserve an escape or switch for a bad engagement. Exact normalization rules should be checked in your version. [S20, S39]

Historical matchup themes

Mirio, WHM Deku, WHM Shoto and Aizawa were prominent later-era picks. Momo weapon choice, Kirishima counters, Mineta control and Ojiro movement give standard heroes meaningful matchup tools. Claims that any one of them automatically counters the whole roster are not supported. [S04, S13, S14, S39-S41]

Team selection

Choose heroes you can use in different situations: an approach tool, ranged/control pressure and a recovery/counter option. Learn one reliable opening combo per hero before trying elaborate chains. Ping changes what can be reacted to; a connection issue is not proof of a balance change.

Tag Team

Coordinate switches and pressure with your teammate. Community posts report bugs and uncertainty about whether resonance/BP affect the mode. This guide does not assert that it shares Arena normalization, or invent a definitive best duo. Read the rules and test with a consistent partner. [S42]

Alliance Drill

Historical discussions describe objective control and PvP with support cards. Position and team coordination matter alongside the duel; do not import card-free Arena advice without adjustment. Avoid a fixed schedule or scoring claim without checking the current event screen. [S16]

Alliance Boss and training

For a cooperative damage target, use the boss-damage principles above and attend the event your alliance actually runs. Current schedules, rewards and server-specific functionality were not verified by this research.

CHARACTER REFERENCE

All Might

POWER | ORIGINAL S | GROUPING & AREA DAMAGE

Manual PvE: a dependable wave-clear choice. AI: grouping and protection can create a strong opener.
Arena: powerful pressure, but experienced opponents punish his visible windups; he is not uncounterable.
[S24, S39]

Talents

Historical starting route: TR > BR. Damage-oriented alternatives use BR with left, or partial left/TR. Choose protection or damage according to the mode. [S03]

Cards and build

Nomu + Ectoplasm is a supported normal-attack foundation. Add Cold Shot/Game Start where available, or compare budget crit cards. Muscular is an investment-dependent defensive/offensive option. Use shielding in AI only if it improves survival enough to keep attacks going. [S05, S06]

Manual play

A rough community opener is E, E, W, occasional Q, then special while other skills recover and continue the normal chain. This is a starting sequence, not a universal optimum. Learn the charged normal finisher and group enemies before spending your area damage. Do not insert a long ultimate just because it is ready. [S30a, S39]

Investment & uncertainty

A historical safe investment does not mean a fresh S copy beats every developed hero. PvE damage depends on cards and uptime; in Arena the charge can be sidestepped. Do not mistake hyperarmor for complete immunity.

Practice checkpoint

Clear one wave with grouped enemies, then repeat while deliberately preserving the normal chain. Record whether interruption or missed positioning is the larger problem.

Source trail

[S03, S05, S06, S24, S30a, S39]

CHARACTER REFERENCE

Dabi

TECHNICAL | ORIGINAL S | BURN & CONTROL

Manual PvE: manage burn and enhanced-state uptime. AI: area effects and control can matter more than a single-target damage claim. Arena: threat depends on trapping the opponent and timing the enhanced state; opinions about his overall strength conflict. [S03, S04]

Talents

BR > TR in the historical sheet; left is a support-focused alternative. [S03]

Cards and build

Begin with skill-oriented offense such as Mustard plus a crit/penetration option. This is a damage-profile inference rather than a verified four-card optimum. A 2024 player listed Blue Flame Funeral EX with general offense and Nomu, but that post asks for feedback and does not validate the package. [S06, S43a]

Manual play

A community Arena example uses normal-state E, special, then enhanced E to hold an enemy before Q. Timing is matchup-specific; it is not a guaranteed infinite combo. For PvE, practice applying burn, converting into the enhanced state and keeping the target inside the area rather than consuming every cooldown immediately. [S04]

Investment & uncertainty

Surviving late-game rankings contain direct disagreement about Dabi. Neither a low generic tier nor a single successful trap combo proves his full potential. Exact optimal PvE skill order and EX priority were not established.

Practice checkpoint

Compare one minute of skill-focused play with your current build. Watch time spent outside burn areas and whether the enhanced window is actually used.

Source trail

[S03, S04, S06, S43a]

CHARACTER REFERENCE

Denki Kaminari

TECHNICAL | ORIGINAL B | RANGED DISRUPTION

Manual PvE: accessible ranged damage, especially for early progression. AI: numb/control can support a carry. Arena: predictable attacks can be punished, so range alone is not protection. [S03, S39]

Talents

BR > TR. [S03]

Cards and build

Mustard is a historical skill-card candidate; Cellophane is discussed for special use. Add a developed crit card or general offense. For AI, test an offensive core with a shield card if he fails to cast. Do not judge an early B-rank kit only by its starting BP. [S05, S28]

Manual play

A rough community PvE sequence is E, Q, normals; special then W for nearby enemies. Use this to learn the skills, not as a verified best rotation. Stay where the attack connects and move when an approaching enemy forces the fight out of your preferred range. [S30a]

Investment & uncertainty

His role may be control rather than winning a DPS leaderboard. Early Arena players criticized his stationary or easily dodged attacks, while the talent sheet emphasizes disruption. These observations describe different modes, not necessarily a contradiction.

Practice checkpoint

Watch an AI replay and check whether the first control effect lands. If it does, decide whether your main carry benefits before moving cards away from him.

Source trail

[S03, S05, S28, S30a, S39]

CHARACTER REFERENCE

Eijiro Kirishima

POWER | ORIGINAL B | COUNTER SPECIALIST

Manual PvE: rewards correctly timed counters. AI: loses value when the computer fails to counter at the right moment. Arena: a useful prediction tool, but claims that he counters everyone are disputed. [S40, S41]

Talents

TR > BR. [S03]

Cards and build

Use developed general offense or a normal-attack option if enhanced basics are your damage core. This is a starting template rather than a verified exclusive-card package. Defensive cards should not substitute for learning the counter timing.

Manual play

Supported beginner loop: identify an incoming hit, Q to counter, follow with enhanced W, then enhanced basics until the next counter opportunity. A community guide regards E mainly as mobility and a possible damage loss in stationary fights. Do not stand idle waiting for a hit that never comes. [S41]

Investment & uncertainty

Matchup statements about Kirishima versus Aizawa conflict: bleed can trigger a counter, but binds and spacing can deny the exchange. His manual success does not demonstrate reliable AI success. Ping can make reaction counters difficult. [S39-S41]

Practice checkpoint

Choose a boss with a clear telegraph. Land the counter five times before adding a long combo. Then compare full-fight damage with and without using E between counters.

Source trail

[S03, S39, S40, S41]

CHARACTER REFERENCE

Endeavor

TECHNICAL | ORIGINAL S | LANCE DAMAGE

Manual PvE: a sustained lance attacker with a demanding build. AI: area pressure and survival can be effective. Arena: positioning and recovery create options, but his PvE investment gate should not be applied automatically to normalized Arena. [S04, S11]

Talents

BR > TR for the historical PvE route. Left is an AI-oriented alternative. [S03]

Cards and build

Community recommendations repeatedly condition strong PvE performance on SS and the Lance EX. Nomu/Ectoplasm and general offensive cards are candidates for his normal chains. Random healing or shielding can interfere with deliberately managed low-health damage, but survival still matters. [S04-S06]

Manual play

Enter lance/spear mode and let the normal attack chain complete. Use skills between chains for pulling enemies or closing distance rather than constantly interrupting the sequence. Manage health and special deliberately; the common low-health damage advice is not a reason to die. [S11, S06]

Investment & uncertainty

Do not promise SS + Lance automatically solves a stage: gear, chip rolls, card breakthrough and survival affect the result. Manual control of health and the AI version are different. Older regional balance discussions should not be treated as identical across clients.

Practice checkpoint

Record a boss run while preserving every lance chain, then compare with skill spam. Check total damage and whether the low-health window remained survivable.

Source trail

[S03, S04, S05, S06, S11]

CHARACTER REFERENCE

Fumikage Tokoyami

SPEED | ORIGINAL S | LIBERATION & GROUPING

Manual PvE: transformation uptime and area damage. AI: grouping can make him useful beyond raw DPS. Arena: form management and range matter. His status as a strong standard hero does not mean identical performance in every mode. [S11, S25]

Talents

TR > BR. The historical sheet allows BR first when the chip set is missing. [S03]

Cards and build

Mustard is supported for liberated damage. Community discussions say liberated attacks do not benefit like ordinary normals from Nomu/Ecto. EX cards and Cold Shot/Game Start are candidates; the Mirio passive cooldown build is disputed because toggling special changes its value. [S05, S08, S11, S45a]

Manual play

Begin with special and grouping E/W, build the shadow gauge and use Q to enter liberation. Use the liberated skill cycle and maintain the state. Pressing Q again can exit it, so do not mash Q as an ordinary cooldown while transformed. The ultimate is a normal-form action in the beginner guide. [S25]

Investment & uncertainty

A detailed 2022 community guide is useful but acknowledges missing details. Rampage, chip effects and special toggling change the ideal loop. No exact universal auto/manual EX-versus-Mustard ranking was measured here.

Practice checkpoint

Practice entering liberation quickly and staying there through one full wave. Compare the portion of the fight spent transformed before changing your cards.

Source trail

[S03, S05, S08, S11, S25, S45a]

CHARACTER REFERENCE

Hawks

SPEED | ORIGINAL S | ULTIMATE-CENTRED DPS

Manual PvE: a conditional single-target carry built around flight. AI: do not assume the ultimate build works where AI rules prevent it. Arena: feathers and mobility reward practice. High training damage does not establish easy Auto performance. [S09, S10, S33]

Talents

Left first. BR is an older option; TR is often favored with a developed Mastermind. The second branch is build-dependent. [S03, S09]

Cards and build

Mastermind is the recurring core recommendation. Dance with the Wind is a common partner; Cold Shot/Game Start and Ectoplasm/Nomu fill offensive slots according to what you own. Mirio passive is an optional cooldown choice, not unanimous best-in-slot advice. [S09, S10]

Manual play

Build ultimate energy while using the feather mechanics, then maximize useful time in flight. Avoid spending flight actions on attacks that end the valuable window too quickly. Between ultimates, rebuild efficiently instead of assuming normal skill spam alone delivers the cited endgame damage. Exact frame timing was not verified. [S09, S33]

Investment & uncertainty

Players report large SS damage totals, but those runs involve account gear, actives, teammates and boosts. One Hawks specialist could not solo a healing-enemy Assessment because flight limited interruption options. A superb boss build can still be wrong for a mechanic-heavy wave. [S33]

Practice checkpoint

Measure ultimate uptime, time outside flight and missed hits in the same one-minute test. Improve those before buying resonance to chase another player's total.

Source trail

[S03, S09, S10, S33]

CHARACTER REFERENCE

Izuku Midoriya (base Deku)

SPEED | ORIGINAL B | APPROACH & EARLY PROGRESSION

Manual PvE: accessible early damage and an approach tool. AI: talent selection can affect behavior. Arena: teleport pressure is useful but predictable approaches can be punished. This is not WHM Deku. [S03, S39]

Talents

L > BR for manual play. The historical sheet recommends TR as the second branch for AI focus, warning that BR can disrupt Super Co-op AI. [S03]

Cards and build

Start with developed normal-attack/general offensive cards, or test Mastermind + Dance with the Wind if you intentionally build around ultimate use. Do not choose an ultimate package purely because the cards have more stars. The old card sheet lists base Deku as a candidate. [S28]

Manual play

A rough PvE sequence is special, Q, Q, normal combo, fully charged W, E. Identify the charge and target distance before copying it. In Arena, vary when you approach and watch the opponent's recovery; repeated raw teleport entries become easy to anticipate. [S30a, S39]

Investment & uncertainty

Base Deku and WHM Deku have different mechanics, talent advice and card value. Advice about Full Power re-entry and Triple Strike belongs to the WHM variant. More BP does not repair predictable Arena approaches.

Practice checkpoint

Learn the teleport range and the fully charged attack against a stationary target, then repeat against a moving opponent without immediately spending every follow-up.

Source trail

[S03, S28, S30a, S39]

CHARACTER REFERENCE

Katsuki Bakugo (base)

POWER | ORIGINAL S | SKILL BURST

Manual PvE: a skill-burst hero whose late-resonance reputation differs from his fresh S performance.

Arena: pressure must connect through range and timing. AI: judge actual casts rather than his maximum manual burst. [S04]

Talents

TR > L. [S03]

Cards and build

Mustard plus crit/general offense is the supported starting direction. The older card sheet specifically warns against treating Nomu as a default for base Bakugo. Choose developed budget cards rather than an untested normal-attack package. [S05, S28]

Manual play

No sufficiently verified exact optimized button rotation was recovered. Starting approach: activate the relevant special window, connect your skill burst and use normals only when they preserve useful pressure between cooldowns. Practice the talent-enhanced high-damage skill against an enemy that can move before treating dummy damage as real output.

Investment & uncertainty

The 2023 tier author explicitly explains that the favorable PvE placement assumes SSS+ Bakugo. That does not prove a fresh S copy outdamages Tokoyami or other developed heroes. Early Arena discussions also emphasize execution and latency. [S04, S39]

Practice checkpoint

Compare a complete skill cycle without interruptions to your current approach. Record wasted cooldowns and missed hits; then adjust cards for the damage you actually dealt.

Source trail

[S03, S04, S05, S28, S39]

CHARACTER REFERENCE

Mashirao Ojiro

POWER | ORIGINAL A | MOVEMENT & MELEE PRESSURE

Manual PvE: a niche melee option; no validated endgame DPS ranking was established. Arena: movement and protected approaches can make him more useful than generic overall lists imply. AI success cannot be inferred from a skilled player's manual pressure. [S04]

Talents

BR > TR. The historical sheet also suggests partial investment across all three paths before finishing BR for pure damage. [S03]

Cards and build

Use a developed general offensive setup as a starting point. A normal-attack card is worth testing if your chosen sequence genuinely spends much of the fight on normal damage. No well-supported unique four-card best build was recovered.

Manual play

Starting approach: use movement to find a safe entry, confirm the melee chain and preserve a way to reposition. One experienced Arena commenter emphasizes Q hyperarmor and canceling its animation to pressure airborne characters. Treat this as a practice technique, not a guaranteed anti-flight counter or a proven PvE rotation. [S04]

Investment & uncertainty

The claim that he is the best Arena option without WHM is an individual player's opinion. Range, opponent knowledge and ping can overturn it. Do not copy his PvE reputation directly into Arena, or his Arena tools directly into Warzone.

Practice checkpoint

Practice one protected approach into a confirmed combo, then disengage. Check whether you can connect it against both a ground target and an airborne opponent.

Source trail

[S03, S04]

CHARACTER REFERENCE

Mina Ashido

TECHNICAL | ORIGINAL A | ACID & ENHANCED SKILLS

Manual PvE: play around acid resources and enhanced skills. AI/Arena: the collected evidence is too thin for a confident comparative ranking. She has a legitimate kit rather than being simply a low-tier placeholder. [S03, S49]

Talents

L > BR. TR is an alternative in the older sheet. [S03]

Cards and build

Mustard is listed as a skill-card candidate in a community card guide. Add your developed crit/penetration options. This is a supported direction, not a tested best four-card set. The exact value of EX cards was not sufficiently established. [S06]

Manual play

The kit documentation lists Acid Current, Tornado/Acid Bomb, Surf and resource-related skills. Starting approach: learn which actions raise the acid resource and how the enhanced skill changes, then use the enhanced attack when it can connect. No trustworthy exact optimized button loop was recovered. [S49]

Investment & uncertainty

The older talent author regards SS as an important improvement, but that is opinion rather than a measured mandatory threshold. Avoid confusing TSH Mina guides with similarly named characters or Mina in other MHA games. No late-game universal tier is claimed here.

Practice checkpoint

Use training to identify the gauge change after each skill. Repeat a resource-building sequence, then confirm that the enhanced attack hits a moving target.

Source trail

[S03, S06, S49]

CHARACTER REFERENCE

Minoru Mineta

TECHNICAL | ORIGINAL A | GRAPE CONTROL

Manual PvE: skill/resource management matters. Arena: control and spacing can make an unfashionable hero dangerous. AI: inspect whether the computer uses his available resources productively rather than assuming his manual tricks carry over. [S06, S39]

Talents

L > BR, with TR as an alternative for faster skill cycling. [S03]

Cards and build

Begin with skill-oriented offense and developed crit/general damage. Mastermind is disputed: one guide listed it, while a correction argued that Q and resource recovery are a better damage focus. Do not call ultimate spam the consensus build. [S06]

Manual play

A specific community correction recommends using Q until exhausted, then enhanced W and E to collect grapes and recover the cycle. Use this as a documented starting loop, not a universal maximum-DPS result. In Arena, place control where an approaching opponent must respect it rather than chasing blindly. [S06, S39]

Investment & uncertainty

A control specialist can be useful despite poor generic PvE rankings. The exact best cards and comparative late-roster AI value remain uncertain. The collected guide itself was community-edited and includes disputed advice.

Practice checkpoint

Track how often you are unable to act because the grape resource was depleted. Improve the recovery cycle before adding more ultimate energy.

Source trail

[S03, S06, S39]

CHARACTER REFERENCE

Momo Yaoyorozu

TECHNICAL | ORIGINAL S | WEAPONS & TEAM SUPPORT

Manual PvE: weapon/resource management and team contribution. AI: team buffs can matter beyond personal damage. Arena: choosing the correct weapon for the matchup is a meaningful skill. [S03, S39, S44a]

Talents

Historical route: TR > BR, but a contributor prefers half TR and full BR rather than finishing TR merely for Q spam. [S03]

Cards and build

Use general offensive cards, then test normal-attack or special-window cards according to the weapon sequence you use. Mastermind is an older candidate, not a universally verified optimum. AI support builds should be judged by team output as well as Momo's personal score. [S03, S28]

Manual play

The talent-sheet commentary favors finishing normal combos for damage and group buffing, using deliberate weapon swaps rather than wasting resources on constant Q presses. Toggle special to recover resources when necessary. Arena advice favors spear into Kirishima, shield into projectiles and scythe against melee; these are player matchup suggestions, not hard counters. [S03, S44a]

Investment & uncertainty

Opinions about the value of Q-spam and ultimate-oriented cards differ. A contribution to team damage may be missed by a personal DPS comparison. Exact updated weapon classifications and an optimal full rotation were not independently tested.

Practice checkpoint

Practice one full normal combo with each weapon, then compare a resource-conserving cycle with constant swapping. Check whether your chosen weapon fits the opponent's range.

Source trail

[S03, S28, S39, S44a]

CHARACTER REFERENCE

Ochaco Uraraka

POWER | ORIGINAL A | AIRBORNE NORMAL DAMAGE

Manual PvE: an accessible farmable damage choice. AI: useful if flight is sustained, vulnerable if she is knocked down. Arena: range and air time are tools, but anti-air attacks and traps can end the plan. [S25, S37]

Talents

TR > L. [S03]

Cards and build

Ectoplasm is repeatedly supported because her airborne attacks count as normals. Nomu and general crit/penetration options are candidates. Mirio passive is often considered less useful because her special already recovers quickly. Use Power and offensive chip rolls, not Speed/Technical type stats. [S05, S37]

Manual play

Beginner route: use area E, enter range, activate special and keep airborne normals connected. A more detailed community sequence uses W into special, repeats as W recovers and uses Q while special is unavailable. Treat the choice as encounter-dependent; diving out of flight unnecessarily can cost damage. [S25, S30a]

Investment & uncertainty

SSS+ is a realistic long-term farmable goal, but stronger rank cannot prevent an AI opener from knocking her down. All Might interactions illustrate why an otherwise strong PvE hero may struggle in a particular AI matchup. [S24, S37]

Practice checkpoint

Measure time spent floating and landing actual hits. If you repeatedly lose flight early, fix range, enemy control or formation before chasing more chip BP.

Source trail

[S03, S05, S24, S25, S30a, S37]

CHARACTER REFERENCE

Tomura Shigaraki

TECHNICAL | ORIGINAL S | DECAY & SUMMON CYCLE

Manual PvE: maintain decay and exploit the summon window. AI: useful output depends on whether the summon and follow-up reach the target. Arena: movement and control offer options, but no reliable universal matchup ranking was established. [S03, S30a]

Talents

TR first. The old sheet suggests partial left/BR afterward; either full left or BR is also an acceptable practical choice where points are limited. [S03]

Cards and build

Mustard is a documented skill-oriented option. Nomu is listed for Shigaraki in the community card guide, but the best package depends on the mix of summon, skill and normal damage. Start with general offense and test one specialist card at a time. [S06]

Manual play

Rough community opener: special, W, E, Q until Nomu appears, then Q/W/E during the summon window. This is a learning sequence. Manage special rather than leaving every toggle running, maintain decay uptime and avoid summoning into a target's invulnerable phase. [S30a]

Investment & uncertainty

Extra summon time and decay-focused talents are competing ways to improve the cycle. A claim about how much of his damage is decay comes from an older guide, not a measurement on your client. Ultimate-related resonance advice should be checked at the rank you own. [S03]

Practice checkpoint

Record a full summon cycle and identify time where the summon or decay did not contribute. Compare the two talent directions only after you can repeat the sequence reliably.

Source trail

[S03, S06, S30a]

CHARACTER REFERENCE

Shota Aizawa

SPEED | ORIGINAL S | BLEED, STANCES & BURST

Manual PvE: more potential than simple rankings imply, with a demanding bleed/burst sequence. Arena: stance, movement and binding reward mastery. AI: it will not necessarily reproduce a carefully prepared manual strangle. [S04, S25, S52]

Talents

L > TR for the historical PvE route. BR is a second-branch alternative for PvP focus. [S03]

Cards and build

Bleed EX, the other EX, Cellophane and Present Mic appear in a detailed player build. Other discussions favor general offense or normal cards. Mirio passive can accelerate another special, but its cooldown and the time needed to rebuild bleed make the benefit conditional. [S52]

Manual play

A documented sequence completes a normal chain for bleed, changes stance with Q, uses W to reposition, dodges as needed, roots with E and delivers special into the prepared target. The order can change with the encounter. Learn the stances and bleed setup before trying to replicate high-investment burst totals. [S25, S52]

Investment & uncertainty

The 2023 discussion directly disputes whether Aizawa outdamages Stain. Hero rank, boost, actives and player execution differ across those anecdotes. Neither the lower rank in one tier image nor the largest reported burst is a controlled comparison. [S04]

Practice checkpoint

Prepare bleed and land special on the same boss repeatedly. Check whether missed setup, wrong stance or aiming caused the bad run before replacing cards.

Source trail

[S03, S04, S25, S52]

CHARACTER REFERENCE

Shoto Todoroki (base)

TECHNICAL | ORIGINAL S | ICE/FIRE CYCLING

Manual PvE: a skill-cycle hero with resonance-sensitive ultimate value. Arena: range and freezing pressure are offset by punishable animation commitment. AI: check whether the intended cycle completes. This is not WHM Shoto. [S03, S39]

Talents

TR > BR. With the chip set, the historical sheet suggests at least partial left before spending the rest on right-side paths. [S03]

Cards and build

Mustard and general crit/penetration are starting candidates. Mastermind is discussed particularly at higher resonance where the ultimate supplies a useful buff; do not infer the same benefit at a fresh rank. Avoid defaulting to normal-attack cards for a skill-heavy cycle. [S05, S10a, S28]

Manual play

One rough community rotation uses special, ice attacks/grouping, fire switch, charged fire attack and follow-ups, then returns to ice. Use the actual skill names in your client to verify each transition. The principle is to cycle the appropriate fire/ice benefits; an exact frame-perfect loop was not established. [S30a]

Investment & uncertainty

Arena opponents can circle stationary attacks and punish whiffs. PvE ultimate-buff claims depend on resonance and the relevant talent branch. Advice about Ignited Glacier or the WHM passive-card setup belongs to the other version. [S27, S39]

Practice checkpoint

Practice the full ice-to-fire-to-ice cycle without wasting a transition. Then try a moving target to find which long cast causes missed damage.

Source trail

[S03, S05, S10a, S27, S28, S30a, S39]

CHARACTER REFERENCE

Stain

SPEED | ORIGINAL S | ENHANCED-E PRESSURE

Manual PvE: strong low-resonance sustained pressure when his enhanced attack is maintained. AI: control and consistency can help, but his manual cancel is a separate technique. Arena: dangerous trapping tools, with matchup-dependent answers. [S04, S50]

Talents

BR first; take the left E-cooldown portion next. The old guide warns against finishing left before its higher-resonance payoff; partial left/right is an option. [S03, S51]

Cards and build

Mustard is strongly supported. Community discussions say the E-enhanced attacks count as skill damage despite using the normal button, so Nomu/Ecto should not be selected for that loop. General crit/penetration can fill the remaining slots. [S05, S08]

Manual play

Supported basic loop: E, optionally dodge-cancel the aerial portion, then hold normals for the enhanced frenzy. Reapply E as the window/cooldown ends, reposition when necessary and use control to keep the target reachable. Exact W insertion changes with resonance and matchup. [S50, S51, S30a]

Investment & uncertainty

An advanced Mastermind + Dance with the Wind build cancels R into E for the post-ultimate buff. It is an optional technique with card/trigger dependencies, not proof that playing the full ultimate is efficient. Animation canceling can affect EX stack timing; compare it with a full E on your version. [S50a, S50b]

Practice checkpoint

First sustain the E loop. Then compare canceling versus completing E with identical cards, watching both damage and relevant EX stacks.

Source trail

[S03, S05, S08, S30a, S50, S50a, S50b, S51]

CHARACTER REFERENCE

Tenya Iida

SPEED | ORIGINAL A | SUSTAINED SINGLE-TARGET DPS

Manual PvE: a major boss specialist if the engine and combo are maintained. Short waves and invulnerable transitions can waste his ramp-up. Arena/AI: do not transfer the PvE 200% loop into a universal tier judgment. [S07, S34]

Talents

TR > BR in the older sheet. A budget path prioritizes TR and the useful early BR node. [S03]

Cards and build

Ectoplasm/Nomu are supported normal-attack options; Cold Shot or a developed crit card can complement them. Crit/penetration choices should be compared against his actual true-damage contribution rather than chosen by BP alone. Use Speed and offensive chip rolls. [S05, S07]

Manual play

Build the engine bar with W/normals. Activate special only with a filled bar, then use Q to raise boost while preserving the resource and combo. Toggle special off before depletion where the loop allows it. Reach 200%, use E for its damage window, rebuild quickly with the filled-bar/special/Q cycle and continue rapid normals. Protect the combo through boss downtime. [S07, S34]

Investment & uncertainty

The 2021 mini-guide suggests E into ultimate at 200%; replies dispute this during a sustained fight because normals can do more over the animation. R is commonly reserved for a finish or scoring-window end. The title claiming undisputed best single-target damage is opinion, not an equal-build benchmark. [S07, S34]

Practice checkpoint

Hold 200% across a full minute without losing the combo. Then compare E-rebuild-normals to E-R, using the same duration and target.

Source trail

[S03, S05, S07, S34]

CHARACTER REFERENCE

Tsuyu Asui

SPEED | ORIGINAL A | CONTROL & POISON

Manual PvE: a special/skill-window hero. AI: a valued farmable control option, especially when investment supports the kit. Arena: invulnerability and disruption are tools, not automatic immunity to a knowledgeable opponent. [S03, S24]

Talents

L > BR. [S03]

Cards and build

Mustard is a supported skill-damage candidate; Cellophane suits a special-oriented build. Use general offense, then test shielding if the AI fails before contributing. A 2024 player listed Nomu, but that unvalidated loadout should not override the actual damage classification of your loop. [S05, S43a]

Manual play

No exact universal optimized rotation was sufficiently verified. Starting approach: use the special and control to maintain a safe damage window, keep poison-related attacks connecting, and align a strong active with your buffed skill window. Community advice specifically suggests timing actives with W-related attack benefits. [S30a]

Investment & uncertainty

SSS+ is repeatedly discussed as a strong long-term AI goal, but the collected posts also warn that AI can behave inconsistently. A control-based win does not prove highest boss DPS, and an unlucky opener does not prove the character is useless. [S24, S24a]

Practice checkpoint

Watch several AI fights for the first control effect and the follow-up damage. Compare positioning and one defensive slot before replacing the hero outright.

Source trail

[S03, S05, S24, S24a, S30a, S43a]

CHARACTER REFERENCE

WHM Izuku Midoriya

SPEED | ORIGINAL S | FULL POWER & TRIPLE STRIKE

Manual PvE: a powerful status-cycle hero with significant execution demands. Arena: dangerous mobility and pressure in skilled hands. AI: a manual status loop cannot be assumed to execute automatically. [S12, S44]

Talents

L + BR is the common smoother Triple Strike route. L + TR is also defended for damage against shielded targets and Extreme status. Neither route is universally wrong. [S44]

Cards and build

Swift Striker EX has specific support for Q. General offense, Nomu or a Mirio passive variant are community candidates. Use the card that supports the loop you are actually playing rather than importing base Deku advice. [S12]

Manual play

Enter Full Power, use W to leave it, then re-enter promptly to trigger enhanced Q Triple Strike. With BR, E provides a convenient re-entry route; other triggers include perfect dodge, a kill or the normal Q sequence. Use the three enhanced Q hits and rebuild the status cycle. Do not assume E grants Full Power without the required talent. [S12, S44]

Investment & uncertainty

The baseline re-entry window is commonly described as five seconds; talents can modify it. Extreme/special gives burst but stops the normal Triple Strike cycle and leaves a recovery dip, so community advice often reserves it for a final push. Exact timing must be checked against your equipped talents. [S44]

Practice checkpoint

Trigger Triple Strike five times using W-to-E re-entry. Then practice triggering it through a kill or perfect dodge without losing your target.

Source trail

[S12, S44]

CHARACTER REFERENCE

WHM Shoto Todoroki

TECHNICAL | ORIGINAL S | STATUS PRESSURE

Manual PvE: strong hit frequency and special-state damage. AI/Arena: widely respected later-era control and pressure. Some players argue for the highest tier in all three categories; that is a community judgment, not a proven universal ranking. [S04, S27]

Talents

Left + BR is a surviving early recommendation. Confirm the effect names and your available points before spending reset currency. [S16]

Cards and build

Cold Shot, Game Start and Ragdoll have specific support. Mirio passive is discussed for faster special recovery; its breakthrough matters. The special-buff EX is disputed because its duration may be short relative to cooldown. Mustard is also a community candidate. [S16, S27]

Manual play

Documented principle: use the Ignited Glacier/special state, hold the relevant E action and end the state with Q where appropriate. A developed Mirio card can shorten the next special gap. This is a mechanic outline from community advice, not a frame-tested exact loop; check your skill descriptions and range. [S27]

Investment & uncertainty

Do not read base Shoto's fire/ice rotation into this kit. Maximum-breakthrough cooldown anecdotes do not describe an unbuilt Mirio card. The fact that Arena players fear the hero does not guarantee every manual PvE setup leads the damage chart.

Practice checkpoint

Time the gap between two effective special windows with and without your cooldown card. Compare total damage as well as the faster activation.

Source trail

[S04, S16, S27]

CHARACTER REFERENCE

WHM Katsuki Bakugo

POWER | ORIGINAL S | SWEAT & AIR STRIKE

Manual PvE: especially investment-sensitive in community reports. Arena: strong close pressure can struggle against range. AI: early discussions criticized his Auto behavior; manual burst potential does not resolve that. [S04, S16, S43]

Talents

BR + L is a common early recommendation. TR alternatives were debated, and the release guide explicitly had not mastered the rotation. [S43]

Cards and build

EX cards, Cold Shot, Game Start, Mustard and crit-focused budget cards are candidates. The kit's crit interactions make crit advice plausible, but do not assume a stronger card synergy solely from a tooltip percentage. Nomu/Mastermind suggestions were not unanimous. [S16, S43]

Manual play

No sufficiently settled optimized loop was recovered. Starting approach: learn sweat generation and retention, enter Air Strike deliberately and spend its attacks while you can hit. Practice the held-Q skill interaction and avoid emptying resources before the valuable enhanced window. The guide does not endorse the release thread's provisional claim that he was an immediate must-pull. [S43]

Investment & uncertainty

The 2023 author explicitly separates extraordinary SSS+ potential from the lower-rank experience. Huge account-specific totals are not a promise at S. Arena commenters also point out the difficulty of chasing ranged opponents. [S04]

Practice checkpoint

Measure how long it takes to reach Air Strike, how many attacks land there and how long you wait afterward. Compare sustained output rather than one spectacular burst.

Source trail

[S04, S16, S43]

CHARACTER REFERENCE

Mirio Togata

POWER | ORIGINAL S | PERMEATION & PRESSURE

Manual PvE, AI and Arena: a prominent later-era premium pick. Community descriptions of him as game-breaking are opinion, but his protected approaches and repeated pressure are consistently discussed. He is separate from the Mirio passive support card. [S04, S13, S14]

Talents

TR + L is repeated in surviving 2022/2023 advice. [S13, S15]

Cards and build

General crit/penetration is a reasonable starting foundation; both EXs with Cold Shot/Game Start appears in a 2024 player loadout, but the post asks for improvements and is not a controlled best-build test. Do not present that exact four-card set as mathematically optimal. [S43a]

Manual play

An Arena discussion suggests E with the normal chain, alternating E/W, using the red-glove follow-up after skills and special to replenish skills. Q offers a stun opportunity. Learn those follow-up prompts instead of pressing buttons without checking the state. In a mirror match, spacing and the order of E/W matter. [S14]

Investment & uncertainty

Threads proposing counters disagree: WHM heroes, Endeavor, Momo, Kirishima and Tamaki appear as possible answers in different circumstances. There is no verified universal counter. Claims that he was secretly nerfed are not established by patch evidence in the collected research. [S13, S39a]

Practice checkpoint

Practice each skill into the correct follow-up and identify the recovery gap. Then test the sequence against a mirror or ranged opponent rather than only a dummy.

Source trail

[S04, S13, S14, S15, S39a, S43a]

CHARACTER REFERENCE

Nejire Hado

POWER | ORIGINAL S | RANGED AREA DAMAGE

Manual PvE: powerful area damage with resource and range management. AI: frequently praised for ranged pressure. Arena: good tools, but the exact tier was debated. Low BP anecdotes do not quantify her performance on equal builds. [S04, S47, S48]

Talents

Both right branches is a surviving 2023 recommendation. [S15]

Cards and build

General offensive cards and a special-window card are sensible starting options. Energetic Surge EX, Cold Shot, Game Start and Whirlwind appears in a 2024 player loadout, but it was submitted for feedback. Contradictory Ecto/Nomu recommendations should be tested against the actual attack classification rather than accepted as consensus. [S05, S43a, S48]

Manual play

One community sequence is W, special, Q, W, E, W, Q, then adapt around resets and available skills. Other players emphasize charged/enhanced E and maintaining vitality, while some dislike its long animation. Use the sequence as a test candidate; approach close enough that the effect actually hits and preserve your resource. [S47, S48]

Investment & uncertainty

Reported DPS differences involve gear, chips, actives and rotation. A long enhanced cast can be effective against a stationary target and wasteful against a nearly defeated or moving one. The sources do not settle a universal maximum-DPS rotation. [S48]

Practice checkpoint

Compare charged/enhanced E with a quicker skill cycle on the same target. Record missed time, vitality and total damage over a full minute.

Source trail

[S04, S05, S15, S43a, S47, S48]

CHARACTER REFERENCE

Tamaki Amajiki

TECHNICAL | ORIGINAL S | FORM-DEPENDENT DAMAGE

Manual PvE: a form/rotation specialist with disputed but credible high-DPS potential. AI: normal-attack builds have specific community support. Arena: tentacle range and shell/crab actions create different pressure patterns. [S04, S13, S46]

Talents

L + BR is a common normal-oriented route. L + TR is suggested for manual ability damage. Match the card package to the route. [S15, S46]

Cards and build

For L/TR manual skill focus, a 2022 discussion recommends Cold Shot + Mustard. For L/BR normal focus or Auto, it recommends Nomu + Ectoplasm. Fill remaining slots with developed general offense or appropriate EXs rather than mixing two packages without checking uptime. [S46]

Manual play

An Arena player describes using W for ranged tentacle normals and E-related shell/crab pressure for close exchanges. The explanation is informal and not precise enough to establish a complete optimized PvE button loop. Starting approach: learn each form's normal attack, choose the range you need and avoid switching out of a useful damage window just to spend a cooldown. [S13]

Investment & uncertainty

Claims that he outdamages Stain come from high-investment players, not equal-build testing. The reputation of being the weakest Big Three member does not imply weak damage in every mode. Skill and normal builds are alternatives with different assumptions, not contradictory universal rules. [S04, S46]

Practice checkpoint

Run separate skill-focused and normal-focused tests with matching talents/cards. Observe how much time is spent using the form those cards are meant to amplify.

Source trail

[S04, S13, S15, S46]

RESEARCH NOTES

Disagreements worth preserving

Tier lists assume different investment

The 2023 discussion distinguishes fresh recruits from heroes near their stronger state. Endeavor, base Bakugo and WHM Bakugo are prominent examples. It also contains opposing claims about Aizawa versus Stain. No common equal-build dataset settles those comparisons. [S04]

Normal button versus normal damage

Several sources classify Stain's E frenzy and Tokoyami's liberated attacks as skill damage. This supports Mustard and weakens automatic Nomu/Ecto recommendations for those windows. The claim is historical community testing; verify on a modified client if behavior changed. [S05, S08]

Ultimate use can lower DPS

Iida E-to-R, Mastermind on Mineta and generic ultimate spam are disputed. Hawks is the clearest positive ultimate build. A good card trigger does not mean the entire ultimate animation is worth its opportunity cost. [S06, S07, S09]

Talent routes change with the plan

WHM Deku L/BR prioritizes smoother Triple Strike access; L/TR has damage/status arguments. Tamaki advice splits normal and skill builds. All Might routes trade protection for damage. Preserve those assumptions instead of declaring one route universally optimal. [S03, S44, S46]

AI and Arena are different evidence

AI often needs shields and reliable openers. Arena requires manual timing and historically normalized stats. Kirishima's counter and Ojiro's movement illustrate why overall PvE placement does not settle manual PvP value. Tag Team stat scaling remains uncertain. [S17, S40-S42]

Access and chronology

The comprehensive sheet could not be downloaded without authorization during this run. Its publication thread says parts were unfinished; a 2024 reader also called it incomplete. Its unseen character entries are not reproduced. Historical banners, advertised web update dates and community anecdotes do not verify a 2026 server meta. [S26, S43a, S53]

REFERENCE

Quick reference & next upgrades

Manual bosses

Learn Iida's engine loop first if available. Hawks needs an ultimate-oriented plan; Endeavor needs the appropriate lance investment. Stain provides a simpler repeated E-enhanced loop. WHM Deku rewards status re-entry practice. This shortlist summarizes roles; it is not an ordered damage ranking.

Waves and grouping

All Might, Tokoyami, Ochaco and Nejire are practical starting options. Choose the one whose area effect connects with your stage's enemies, then practice grouping and keeping them in range.

AI roster

Prioritize a reliable opening, control and carry survival. Examine All Might, Tsuyu, Nejire, Mirio and WHM Shoto where owned and developed. Momo/Denki can contribute support. Do not replace a functioning farmable hero with an unbuilt premium hero based solely on a tier label.

Arena practice

Learn one approach, one confirmed combo and one escape for each selected hero. Respect protection windows. Practice standard heroes' matchup tools as well as premium pressure; counter claims are situational.

When your damage is low

Check missed attacks, resource depletion, wrong form, low-value ultimates and stage downtime. Then compare card triggers and chip types. Upgrade resources after identifying a concrete bottleneck.

When your AI team loses

Watch the first cast and first death. Change formation if positioning caused the loss, protection if interruption caused it, or offense if the fight timed out. Keep notes over several fights.

Guide limitations

This finished reference covers every historical playable character, but evidence is uneven. Some exact rotations and card optima remain unresolved. The guide is based on accessible historical sources and original editorial practice plans; it does not claim fresh device testing or current preservation-server validation.

SOURCES

Sources appendix 1

S01 | Characters - TSH community wiki

Roster, original type and recruit rank. Community reference; accessed 12 Oct 2026.

[Open original source](#)

<https://myheroacademiathstrongesthero.fandom.com/wiki/Characters>

S02 | MHA The Strongest Hero Resources

May 2022 resource hub. Links to spreadsheets and explicit Mustard-ranking correction.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/uj7p52/>

S03 | Jay Games & YuYJ - Talent Tree Guide

Undated historical sheet. XLSX downloaded and read on 12 Oct 2026; covers 20 original/base characters, not the final six.

[Open original source](#)

https://docs.google.com/spreadsheets/d/1yFqx1hLg6hT1qUVpO6dm3S4eNUNtGaubRR4l_WCJbCc/edit

S04 | Dunedain56 - Character Tier List

January 2023. Author separates PvE, non-Arena PvP and Arena; comments dispute placements and explain resonance assumptions. Subjective ranking.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/10a9nrm/>

S05 | Guide for which support cards best go with who?

March 2022. Community card-to-kit recommendations, including skill classification and AI shields.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/tk7du5/>

S06 | Community Support Card Guide

November 2021. Community-edited list plus corrections. Assumes max breakthrough; Mineta and Endeavor recommendations are disputed in comments.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/qpfqtq/>

S07 | Iida mini-guide and why he gets a bad rep

June 2021. Engine/boost loop and replies disputing ultimate use during sustained damage. Its absolute best-DPS claim is not adopted.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/o8qwat/>

S08 | Has anyone made/found a useful build guide?

January 2022. Discusses Stain E and liberated Tokoyami as skill damage; community claim, not a test performed for this PDF.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/s40hlp/>

SOURCES

Sources appendix 2

S09 | Journey to a strong Hawks

October 2021. Ultimate-oriented advice and talent disagreement.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/qhrf7a/>

S10 | Best cards to Hawks?

October 2021. Mastermind, Dance with the Wind and alternative card arguments.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/qjbrmj/>

S10a | Who is Mastermind good for?

April 2022. Ultimate suitability and rank-dependent base Shoto buff discussion. Opinions and tooltip recollections.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/u7a7uc/>

S11 | Detailed Tokoyami Guide

January 2022. Linked/image guide, author caveats and comment discussion; Endeavor lance-chain advice. Only accessible discussion is relied on here.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/s9lccc/>

S12 | How do I use Weku?

June 2022. Full Power re-entry, enhanced Q, special drawbacks and Swift Striker card recommendation.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/vmvzv4/>

S13 | Talent tree for Mirio

August 2022. TR/left path advice; informal Tamaki Arena form discussion in replies. Secret-nerf claim is not verified.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/wra769/>

S14 | So... now that everybody has Mirio

February 2023. Arena follow-up skills, mirror spacing and special replenishment advice.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/10rwmft/>

S15 | S heroes cannot fully complete talent trees

April 2023. Suggested paths for Mirio, Nejire, Tamaki and Stain. Brief community recommendation.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/12oiors/>

SOURCES

Sources appendix 3

S16 | Weekly Simple Questions - 29 November 2021

WHM paths/cards, Aizawa cards, Alliance Drill and mixed release-era WHM Bakugo opinions.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/r4ubyf/>

S17 | Warzone cards

March 2023. Shield/offense/control advice; Mastermind suggestion explicitly corrected for Warzone.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/11vdgwq/>

S18 | Co-op Game Modes - TSH community wiki

Historical team sizes and activity reward categories. Community reference, not current-server confirmation.

[Open original source](#)

https://myheroacademiathstrongesthero.fandom.com/wiki/Co-op_Game_Modes

S19 | New Player Guide - By Ultra

October 2021. Progression and Night Ops priorities. Early-roster meta, spending advice and exact schedules are not treated as current.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/q1de0a/>

S20 | In need of beginner tips

August 2024. Gear, Hero Rating, Iida and timed-event progression; late-service regional comments.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/1eph64z/>

S21 | The unofficial MHA:TSH FAQ

September 2021. Chips, AI timeout rules and Tesla opposite-charge mechanic; community-maintained FAQ.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/phcxnj/>

S22 | Operation X too strong?

May 2021. Hero exhaustion, collected buffs and timer limits in early Operation X.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/njb0nc/>

S23 | Complete AA boosts and their order

July 2022. Historical schedule predates Mirio; useful only as evidence that boost context changes comparisons.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/vou183/>

SOURCES

Sources appendix 4

S24 | Countering All Might

June 2021. AI/manual distinction, Tsuyu control and Ochaco vulnerability; strong counter claims are disputed.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/nz0ywu/>

S24a | Should I level up Froppy?

December 2021. SSS/SSS+ AI damage and farmable-investment advice. Accessed 13 Oct 2026; comparative damage remains anecdotal.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/r7du5k/>

S25 | How to play characters - for dummies

June 2021. Beginner kit explanations for Ochaco, Tokoyami, Iida and Aizawa; explicitly not an optimization guide.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/nug0ui/>

S26 | Is Nejire recruitment still available?

April 2024. Contrasting EU/NA availability anecdotes. Does not verify 2026 banner availability.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/1c0ojpj/>

S27 | Daily Simple Questions - 18 November 2021

WHM Shoto cards/special cooldown and WHM shard restrictions. Contains conflicting hearsay about future shop access.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/qwo7v/>

S28 | Jay Games & YuYJ - Support Card Guide

Historical XLSX downloaded on 12 Oct 2026. Text read; card-name/hero art is image-based in parts, so unnamed rows were not guessed.

[Open original source](#)

<https://docs.google.com/spreadsheets/d/1fTsKyBoldWAHlfWahgK0z8u9FwB62YxpOdNqAcAZgV4/edit>

S29 | Hero manager manual - Peacekeeping & city tasks

November 2019 regional manual. Team, star objectives and fatigue context; early version caveat applies.

[Open original source](#)

<https://www.taptap.io/post/159282>

S30 | What should I spend stamina on?

September 2022. Hero Trials/Night Ops priorities and disagreement about Supply value.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/xizvcp/>

SOURCES

Sources appendix 5

S30a | Quick reference for manual characters

April 2022. Rough All Might, Denki, Deku, Shigaraki, Ochaco and Shoto sequences; commenters qualify Stain advice by rank.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/u8rm2e/>

S31 | Things I wish I knew - part 2

June 2021. Hero Rating and below-recommended-BP Night Ops anecdotes.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/nqt3y0/>

S32 | Stain Mock Trial endless help

January 2022. Event-only enhancements and skill-versus-normal damage discussion.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/rujzv3/>

S33 | Hawks main: 100 million Floor 21 carry

November 2021. Build/account-specific damage anecdote and inability to interrupt healing enemies while in ultimate.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/qztky0/>

S34 | Advice on lida in Arena?

May 2022. Replies include PvE/scoring rotations despite the title; end-window ultimate tactic is mode-dependent.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/umk6tk/>

S35 | Obtaining standard S shards

October 2021. Mock Contest reward discussion. Historical quantities/rank brackets are not guaranteed here.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/qebq3f/>

S36 | Coins per dollar guide and debate

October 2021. Different valuations of Mock Contest and Boss Raid permits. Used only to explain account-dependent priorities.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/qikzxy/>

S37 | Ochaco build help

May 2022. Flight talent, Ectoplasm synergy and correct chip-type recommendations.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/ui0dzn/>

SOURCES

Sources appendix 6

S38 | Warzone formation inspection and sniping

June 2021. Formation inspection is useful context; the matchmaking-reset exploit is not recommended.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/ob5plc/>

S39 | Arena counters discussion

May 2021. Standard-hero matchup tools and latency caveats. Early roster and subjective counter language.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/nomvgk/>

S39a | Need help fighting Mirio

August 2022. Competing possible counters and timing suggestions; no universal counter established.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/wtkpw8/>

S40 | Best counter for Aizawa?

June 2021. Direct disagreement about Kirishima/Aizawa, including AI versus manual distinctions.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/ob5vz6/>

S41 | Ease-of-use tier discussion

April 2022. Kirishima Q-counter to W to enhanced-normal loop; subjective E opportunity-cost advice.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/u4fvuf/>

S42 | Monthly questions - June 2023

Tag Team bug reports and unresolved questions about stat/resonance scaling.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/13x11wv/>

S43 | WHM Bakugo community-driven guide

December 2021. Provisional release guide: BR/left, card candidates and explicitly unfinished playstyle testing.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/r6gsgu/>

S43a | Monthly questions - June 2024

A player asks for feedback on named character loadouts; author links his incomplete comprehensive sheet. Loadouts are examples, not validated optima.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/1d58ptz/>

SOURCES

Sources appendix 7

S44 | WHM Deku questions

July 2022. Talent-route tradeoffs, E requirement, Full Power/Extreme interaction and Triple Strike re-entry.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/vqt0de/>

S44a | Early high-rank Arena player tips

May 2021. Momo weapon choices against melee/projectiles; anecdotal matchup advice.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/nk785y/>

S45 | Weekly questions - January 2022

Context on WHM talents, chip/card comparisons and progression. Does not supply a verified universal WHM Shoto route.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/rv050w/>

S45a | Tokoyami card discussion

October 2021. Mustard/general offense and disagreement about Mirio passive versus special toggling.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/q8utav/>

S46 | Cards for Tamaki

May 2022. Explicit distinction between manual skill-focused and Auto/normal-focused talent/card packages.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/uuczwx/>

S47 | Weekly questions - March 2022

A suggested Nejire W-special-Q-W-E-W-Q loop with reset caveats. One player sequence, not a settled optimum.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/t8noon/>

S48 | Maximum Nejire damage?

March 2024. Contradictory build/rotation ideas and anecdotal totals. Used to identify uncertainty, not to endorse an exact DPS promise.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/1bqmevj/>

S49 | Pinky joins TSH - BlueStacks

Release-era Mina skill-name descriptions. Secondary source; not used as late-roster balance authority.

[Open original source](#)

<https://www.bluestacks.com/blog/updates/my-hero-academia-the-strongest-hero/mha-new-hero-pinky-introduction-en.html>

SOURCES

Sources appendix 8

S50 | How does Stain's long combo work?

August 2021. E-enhanced normal-button loop and dodge-cancel technique.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/oz47gt/>

S50a | Hidden Stain mechanic/general guide

July 2021. Animation-cancel discussion and disagreement about EX stack timing. Linked video was not independently frame-reviewed.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/oibr6w/>

S50b | Stain support-card discussion

July 2021. Mastermind + Dance with the Wind and canceling ultimate into E. Accessed 13 Oct 2026; optional advanced technique.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/ol1ebz/>

S51 | Which route for Stain?

July 2021. BR first, partial left E cooldown and higher-rank final-node caveat.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/ola4hh/>

S52 | Mirio passive card discussion / Aizawa build

December 2021/January 2022 replies. Detailed Aizawa bleed/stance/special loop and cooldown-card tradeoff. Title refers to a card, not playable Mirio.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/rrt8jw/>

S53 | Comprehensive Guide publication and sheet

February 2023 publication thread says some character entries were unfinished. Sheet access failed (HTTP 401) on 12 Oct 2026; unseen contents not verified.

[Open original source](#)

<https://www.reddit.com/r/MHATheStrongestHero/comments/10sxeam/>

S53a | Dunedain56 comprehensive spreadsheet

Prior-chat research anchor. Listed for attribution and recovery; inaccessible during verification, not a source for invented talent/card entries.

[Open original source](#)

<https://docs.google.com/spreadsheets/d/1-G2jMDnLIGS9y3OSXbGYZa1XB9qb-Ub-h-zxa99KmtY/edit>