



HUNTER HUNTER

Introduction

You'll be spending your next ten years in the world of Hunter x Hunter: a vast expanse full of countless secrets to uncover, enemies to defeat, and uncharted frontiers to explore. Anything and everything you desire can fall into your hands if you have the will and ability to grasp it.

You could be anything: a civilian loyal to nobody but themselves, a Hunter chasing their desires with all their might, a heartless assassin trading blood for money, a monstrous criminal leaving death and destruction in their wake, or even a magical beast bent on overthrowing humanity.

Although this world possesses unparalleled beauty, it has the cruelty to match and even the most talented people can be killed in a moment of carelessness or bad luck. Take **1000 CP** and get ready for your departure!



Starting Circumstances

You may decide how old you are as long as you're no younger than 12 and no older than 120. You may freely select your gender.

You may choose your starting location from one of the following options or roll 1d8 to determine your starting location for fun. You begin the jump at the moment Gon catches the Master of the Swamp.

1. Whale Island

Whale Island is an isolated, whale-shaped island with a small population that subsists off whatever they can fish up from the surrounding sea and trade for with visiting ships. Beyond the settled parts of the island lies a massive Snakebeech forest full of dangerous beasts. Outside of being the homeland of two legendary hunters, it's not all that special.


2. Kukuroo Mountain

The home of the infamous Zoldyck family: a towering mountain 3722 meters (12211 feet) above sea level surrounded by a massive stone wall. Even beyond the massive wall surrounding the mountain, you'll have to get past gigantic guard dogs, butlers comparable to elite military personnel, and a dense forest surrounding the main Zoldyck mansion. You'll be dropped off at the testing gate: a series of seven doors which double in weight with each successive door with the first door weighing four tons.

3. Heaven's Arena

One of the tallest buildings in the world and the holy land for battle addicts, Heaven's Arena is a 251 floor skyscraper that hosts sanctioned fights for fame, fortune, and experience. The strength of the fighters and the amount of prize money grows with each floor; you also receive perks like private rooms on certain floors. However, Nen users appear from floor 200 onwards and fighting against them without knowledge of the art is tantamount to suicide. Although if you do survive a fight with a Nen user, you might learn a thing or two.

4. Yorknew City



Yorknew City is a staggering metropolis frequented by Hunters due to its status as an intersection of legitimate and underworld commerce; nearly anything can be bought and sold here if you know where to look. Just try not to interfere with the Mafia's profits or you might end up sleeping with the fishes.

5. NGL

The Neo-Green Life autonomous region is an isolationist dictatorship that rejects modern technology in favor of living in harmony with nature. Despite their 'natural paradise' image, NGL has a thriving illicit economy headed by Gyro that pedals drugs and illegal weapons. Although it's just your average corrupt autocracy now, it'll soon become the birthplace of one of humanity's greatest threats.

6. Meteor City

Meteor City, originally a dictator's internment camp, is now a junkyard city inhabited by about 8-10 million outcasts led by a council of elders. Most inhabitants don't have any government registration, making Meteor City an easy target for human traffickers, serial killers, and all kinds of scum. However, these external threats have pushed Meteor City's citizens to form incredibly strong bonds with each other to survive.

7. Greed Island

Somehow you've been transported to Greed Island: an island enchanted by several skilled Nen users to resemble a classic JRPG complete with NPCs, monsters, fantastical scenery, and more. You can leave the game by either physically leaving the island, collecting all 100 specified-slot cards, or running into a GM who'll most likely kick you off the island seeing as how you haven't properly run the game.

8. Free Choice

You may choose any of the previous starting locations to begin your jump at.

Origins

All origins can be taken as a drop-in origin.

Drop-in

Are you from Meteor City? It's like you just appeared out of nowhere. Well, no matter where you came from, you appear in your starting location without any memories, connections, or government registration from this world. Although you have nothing to build off of, you have the potential to do anything you set your mind to.



Hunter

You're one of the talented few who've passed the legendary Hunter exam to become a 0 star hunter. As a Hunter, your job is to 'hunt' something whether that be good food, deadly beasts, lost ruins, or whatever else your heart desires. Whatever you choose to hunt, this world has no shortage of treasures to discover.

Assassin

You're an assassin: a human weapon hired to kill people in exchange for money. One would think that the industry is full of cold-blooded killers, but you're free to adopt any set of morals and methods you'd like. Just remember that the blood in your ledger won't be washed away so easily. Assassins may be inserted as members of the Zoldyck family or as one of the Shadow Beasts.



Criminal

Whether you work for the Ten Dons, Chrollo, or your own twisted desires, you're a sinner familiar with the darkest aspects of humanity. As a criminal, you begin with a respectable bounty and rap sheet under your belt. Criminals may be inserted as members of the Phantom Troupe or as a member of one of the Ten Don's families.



Chimera Ant (500 CP)

A species of magical beast originating from the Dark Continent, Chimera Ants are voracious insects that rapidly evolve based on what the colony's Queen consumes. Although you'd normally be ~10 cm large, you may begin with a normal humanoid body like Meruem's. You may choose to begin your jump when the Colony appears and spawn as one of its members.

Your baseline strength is comparable to Rammot's, Ikalgo's, Koala's, etc. Impressive for a fodder Chimera Ant, but not even on the level of a Squadron Leader.



Perks

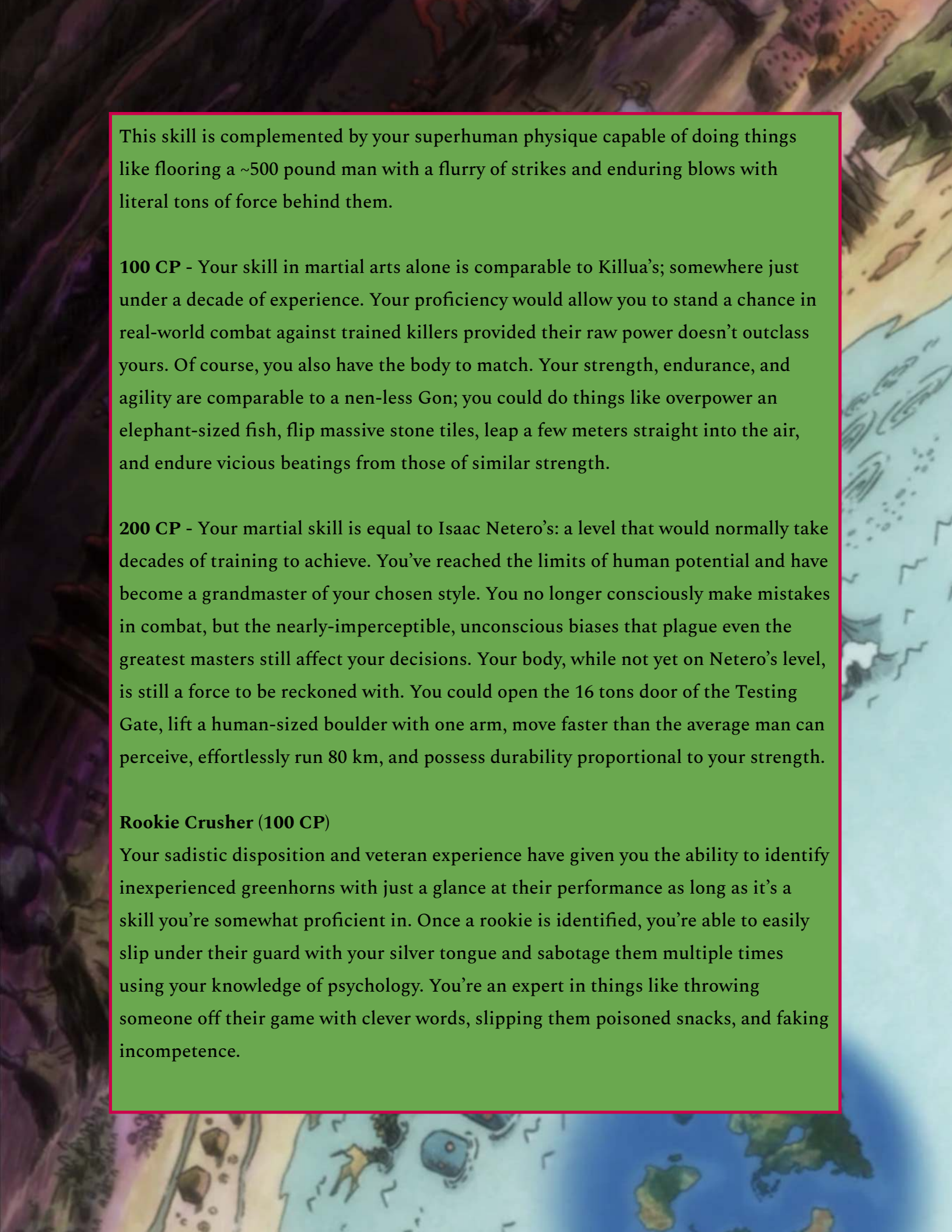
You have a 50% discount on your origin's perks and discounted 100 CP perks are free. Perks that can be purchased multiple times can only be discounted the first time.

General Perks

Combat Proficiency (Free/100/200 CP)

Exactly what it says on the cover, this perk grants you varying levels of superhuman physicality and mastery over a combat style. This perk covers all real-world and Hunter x Hunter martial arts whether they be armed or unarmed. You may even choose to learn a custom martial art as long as it isn't overtly supernatural by the standards of this world.

Free - You have basic proficiency in a martial art comparable to Zushi; somewhere around six months of experience. You may still be out of your depth in true life-or-death battles, but you can hold your own in professional martial arts matches.

The background of the page is a colorful illustration of a coastal town. In the foreground, there's a sandy beach with some rocks and a small boat. In the middle ground, a town with several buildings is visible, including a prominent lighthouse on a hill. A large ship is docked at the pier. The sky is a mix of purple, pink, and blue, suggesting a sunset or sunrise. The overall style is that of a classic adventure storybook illustration.

This skill is complemented by your superhuman physique capable of doing things like flooring a ~500 pound man with a flurry of strikes and enduring blows with literal tons of force behind them.

100 CP - Your skill in martial arts alone is comparable to Killua's; somewhere just under a decade of experience. Your proficiency would allow you to stand a chance in real-world combat against trained killers provided their raw power doesn't outclass yours. Of course, you also have the body to match. Your strength, endurance, and agility are comparable to a nen-less Gon; you could do things like overpower an elephant-sized fish, flip massive stone tiles, leap a few meters straight into the air, and endure vicious beatings from those of similar strength.

200 CP - Your martial skill is equal to Isaac Netero's: a level that would normally take decades of training to achieve. You've reached the limits of human potential and have become a grandmaster of your chosen style. You no longer consciously make mistakes in combat, but the nearly-imperceptible, unconscious biases that plague even the greatest masters still affect your decisions. Your body, while not yet on Netero's level, is still a force to be reckoned with. You could open the 16 tons door of the Testing Gate, lift a human-sized boulder with one arm, move faster than the average man can perceive, effortlessly run 80 km, and possess durability proportional to your strength.

Rookie Crusher (100 CP)

Your sadistic disposition and veteran experience have given you the ability to identify inexperienced greenhorns with just a glance at their performance as long as it's a skill you're somewhat proficient in. Once a rookie is identified, you're able to easily slip under their guard with your silver tongue and sabotage them multiple times using your knowledge of psychology. You're an expert in things like throwing someone off their game with clever words, slipping them poisoned snacks, and faking incompetence.



Deep Purple (100 CP)

Your lungs are as massive and powerful as Morel's own. Your lung capacity is comparable to a whale's; with just one breath you could stay submerged for an hour. If you were to use all of your lung capacity in one forceful exhale, you could blast yourself through yards of water or release a concussive blast of air. You also have a minor resistance to harmful inhalants, allowing you to smoke without health issues and resist toxic gasses slightly longer than usual.

Trivia Star (100 CP)

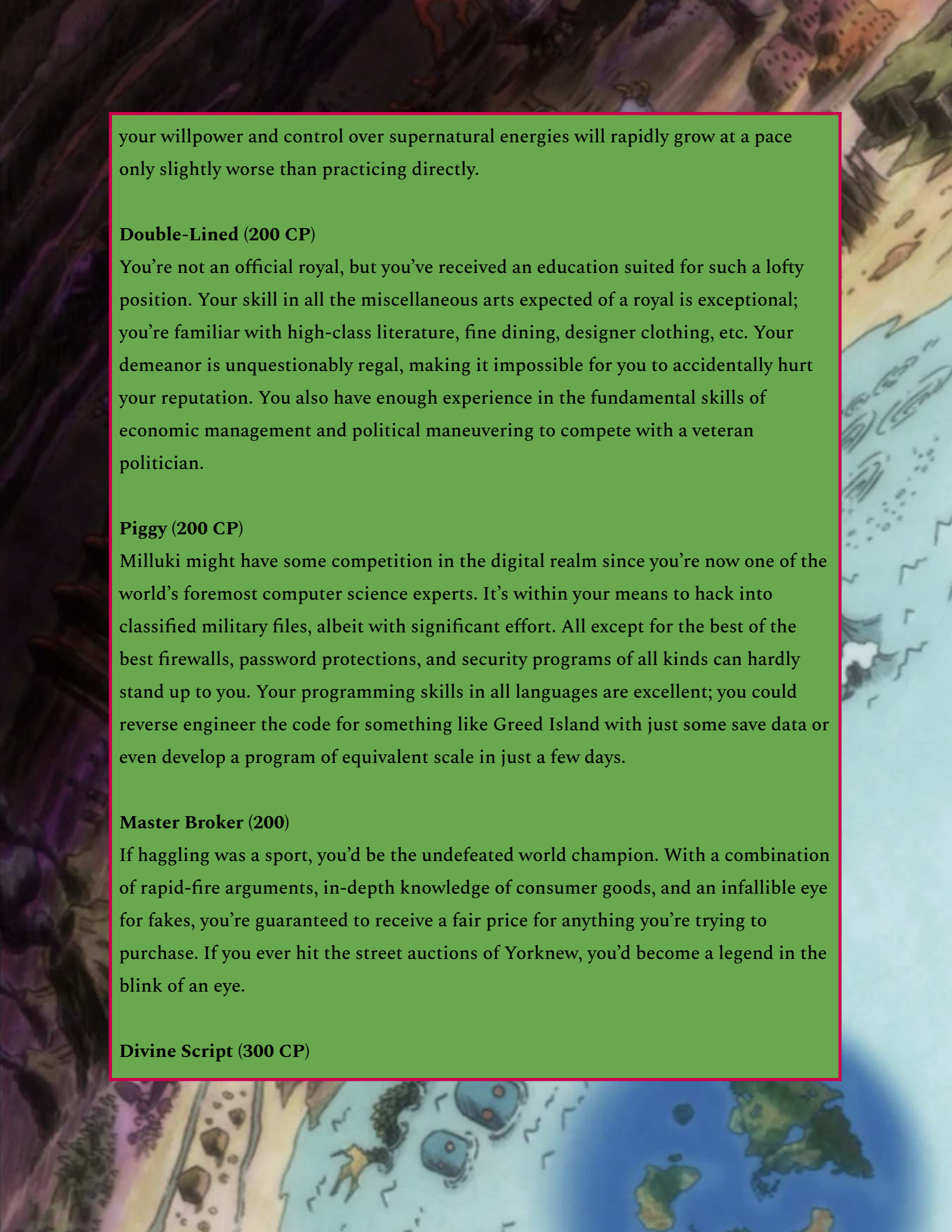
Battles in this world are often decided more by knowledge than brute strength and even the greatest hunters are accomplished academics in their own right. You might not be as well-read as Ging or Tserriednich, but you have a wealth of surface level knowledge in a multitude of subjects. This surface level knowledge can't compare to an actual academic's expertise, but you'll always at least have a clue on how to begin tackling an intellectual challenge.

Deadbeat (100 CP)

Whenever you abandon your relationships and responsibilities, the consequences of doing so are reduced in severity by several orders of magnitude. You could abandon your son for nearly all his life and he'd somehow grow up as a somewhat well-adjusted young man with no hatred towards you. Even if you had the wealth and power of a president, you could spend your time adventuring around who knows where while your assets and subordinates somehow maintain the status quo; although there'll definitely be some complaints when you eventually return.

Nen of the Flame (200 CP)

Nen of the Flame is a training method developed by the Shingen-ryu school of Kung Fu consisting of determining a goal, putting your goal into words, intensifying your will, and taking action. By practicing martial arts, meditative exercises especially,



your willpower and control over supernatural energies will rapidly grow at a pace only slightly worse than practicing directly.

Double-Lined (200 CP)

You're not an official royal, but you've received an education suited for such a lofty position. Your skill in all the miscellaneous arts expected of a royal is exceptional; you're familiar with high-class literature, fine dining, designer clothing, etc. Your demeanor is unquestionably regal, making it impossible for you to accidentally hurt your reputation. You also have enough experience in the fundamental skills of economic management and political maneuvering to compete with a veteran politician.

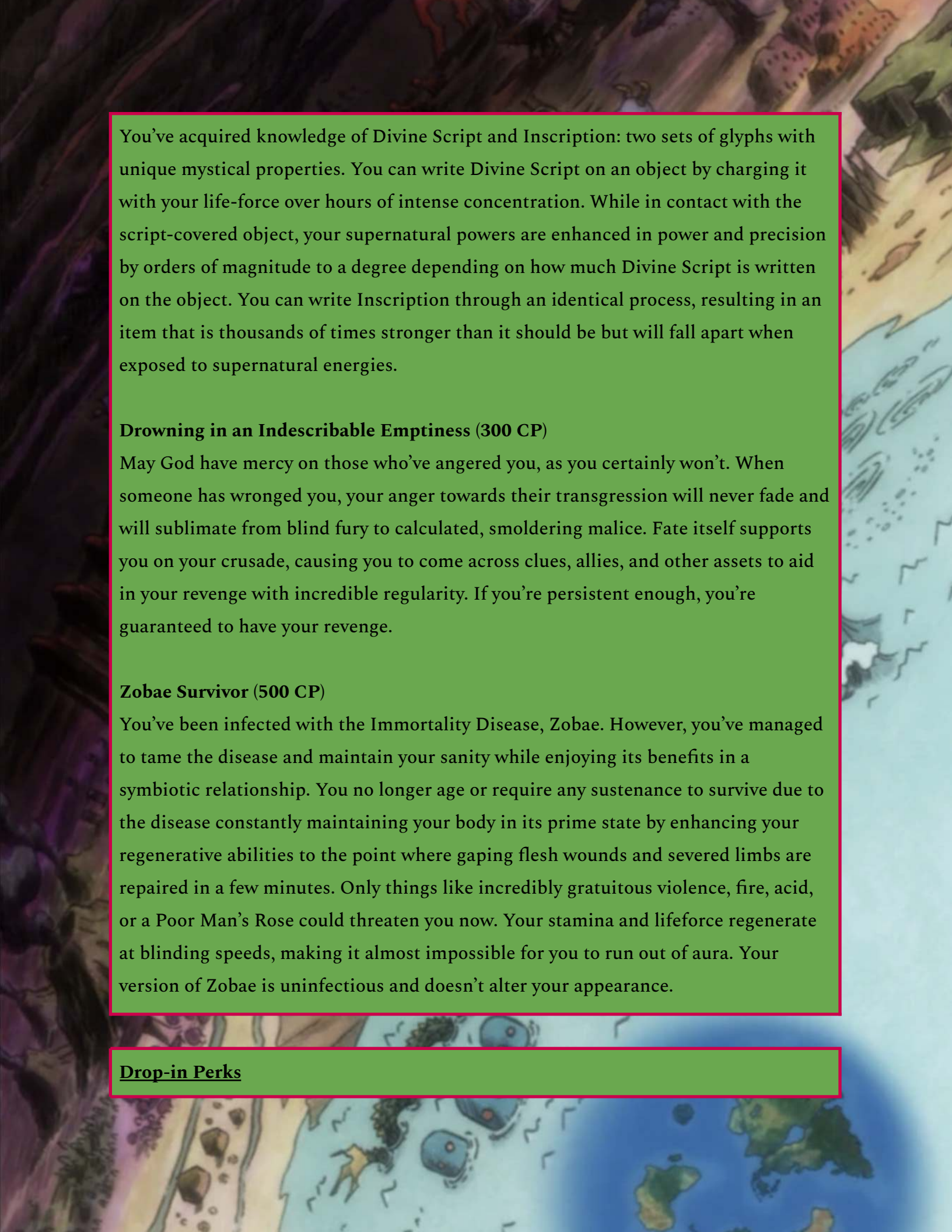
Piggy (200 CP)

Milluki might have some competition in the digital realm since you're now one of the world's foremost computer science experts. It's within your means to hack into classified military files, albeit with significant effort. All except for the best of the best firewalls, password protections, and security programs of all kinds can hardly stand up to you. Your programming skills in all languages are excellent; you could reverse engineer the code for something like Greed Island with just some save data or even develop a program of equivalent scale in just a few days.

Master Broker (200)

If haggling was a sport, you'd be the undefeated world champion. With a combination of rapid-fire arguments, in-depth knowledge of consumer goods, and an infallible eye for fakes, you're guaranteed to receive a fair price for anything you're trying to purchase. If you ever hit the street auctions of Yorknew, you'd become a legend in the blink of an eye.

Divine Script (300 CP)



You've acquired knowledge of Divine Script and Inscription: two sets of glyphs with unique mystical properties. You can write Divine Script on an object by charging it with your life-force over hours of intense concentration. While in contact with the script-covered object, your supernatural powers are enhanced in power and precision by orders of magnitude to a degree depending on how much Divine Script is written on the object. You can write Inscription through an identical process, resulting in an item that is thousands of times stronger than it should be but will fall apart when exposed to supernatural energies.

Drowning in an Indescribable Emptiness (300 CP)

May God have mercy on those who've angered you, as you certainly won't. When someone has wronged you, your anger towards their transgression will never fade and will subliminate from blind fury to calculated, smoldering malice. Fate itself supports you on your crusade, causing you to come across clues, allies, and other assets to aid in your revenge with incredible regularity. If you're persistent enough, you're guaranteed to have your revenge.

Zobae Survivor (500 CP)

You've been infected with the Immortality Disease, Zobae. However, you've managed to tame the disease and maintain your sanity while enjoying its benefits in a symbiotic relationship. You no longer age or require any sustenance to survive due to the disease constantly maintaining your body in its prime state by enhancing your regenerative abilities to the point where gaping flesh wounds and severed limbs are repaired in a few minutes. Only things like incredibly gratuitous violence, fire, acid, or a Poor Man's Rose could threaten you now. Your stamina and lifeforce regenerate at blinding speeds, making it almost impossible for you to run out of aura. Your version of Zobae is uninfectious and doesn't alter your appearance.

Drop-in Perks

The background of the page is a vibrant, hand-drawn illustration. It depicts a lush forest with tall, dark trees on the left and a winding river or path on the right. In the foreground, there are various animals, including a large blue bear-like creature, a smaller brown animal, and several birds. The overall style is whimsical and artistic, with a rich color palette of greens, blues, and browns.

Loved by Animals (100 CP)

They say a good hunter is loved by animals and loves them in turn; your prowess as a hunter remains to be seen, but you're definitely loved by animals. Your ability to bond with animals is extraordinary, allowing you to forge close friendships with even apex predators provided you show them their due respect. This bonding is furthered by your ability to read and imitate animals' body language to communicate with a surprising degree of accuracy. Most animals won't be able to debate philosophy with you, but they'll be able to convey simple ideas like locations of sustenance, nearby predators, oncoming weather, etc.

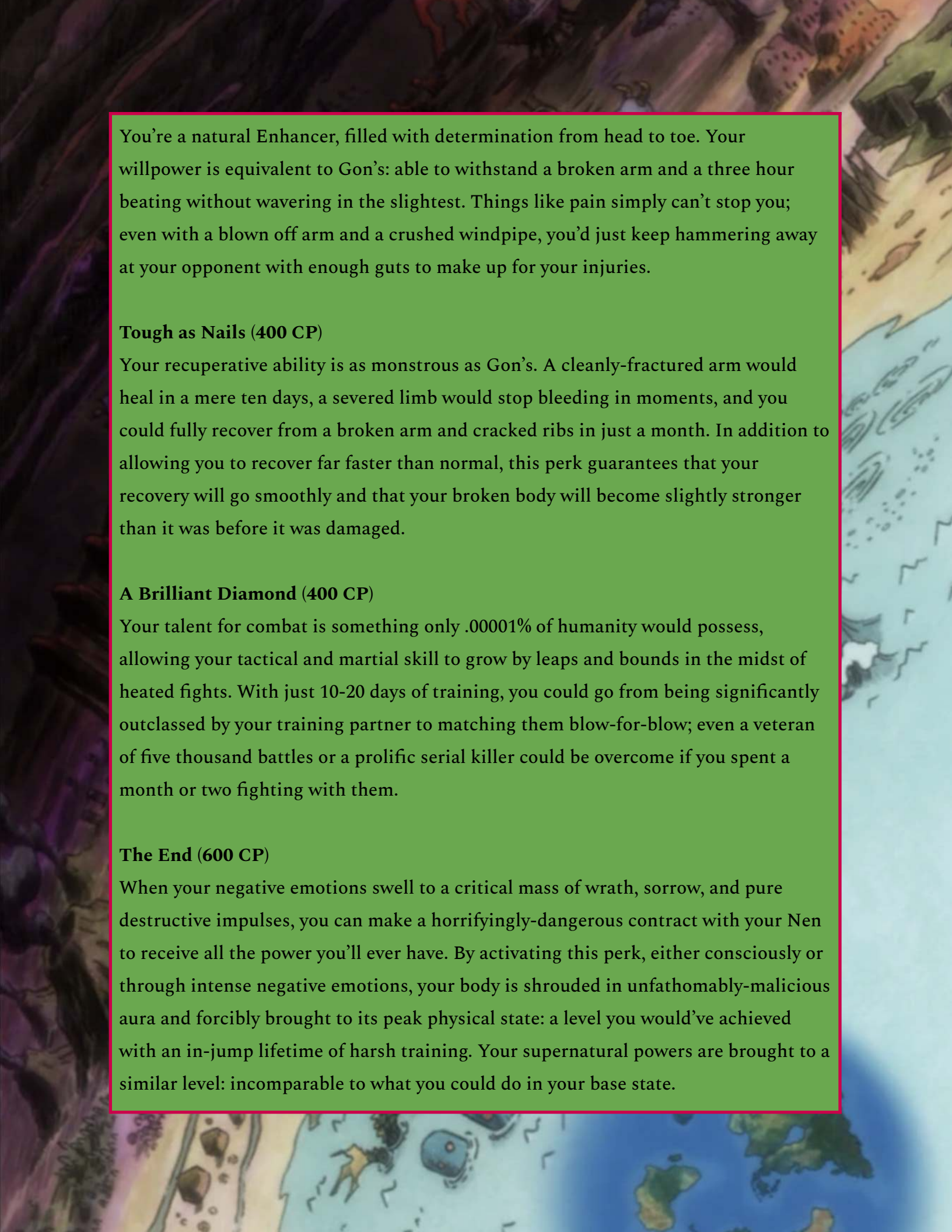
Wild Child (100 CP)

You're as comfortable in a forest full of wild animals as you are in your own home. You have all the survival skills required to sustain yourself indefinitely in natural environments; You've mastered how to identify edible plants, how to locate water, how to stalk prey, and more. In addition to your repertoire of survival skills, you have a hardy body far more resistant to poison and disease than others. Most mundane infections end before you even notice; as for poisons, one that should paralyze you for ten days would lose its effect in just a few minutes.

Survival Tools (200 CP)

Living in the wilderness for most of your life has sharpened your senses to an absurd extent. Your tongue can detect poisons thought to be impossible for humans to taste and you can tell if something is safe to consume with just a taste. Your vision is keen enough to, with a vantage point, pick out individual people in a massive forest. Your hearing is sharp enough to let you fight in the dark, as you can detect the positions and movements of your enemies through the sound of their footsteps, breathing, and rustling clothes. Your sense of smell is similarly enhanced, allowing you to track someone by scent for miles.

No Choice (200 CP)



You're a natural Enhancer, filled with determination from head to toe. Your willpower is equivalent to Gon's: able to withstand a broken arm and a three hour beating without wavering in the slightest. Things like pain simply can't stop you; even with a blown off arm and a crushed windpipe, you'd just keep hammering away at your opponent with enough guts to make up for your injuries.

Tough as Nails (400 CP)

Your recuperative ability is as monstrous as Gon's. A cleanly-fractured arm would heal in a mere ten days, a severed limb would stop bleeding in moments, and you could fully recover from a broken arm and cracked ribs in just a month. In addition to allowing you to recover far faster than normal, this perk guarantees that your recovery will go smoothly and that your broken body will become slightly stronger than it was before it was damaged.

A Brilliant Diamond (400 CP)

Your talent for combat is something only .00001% of humanity would possess, allowing your tactical and martial skill to grow by leaps and bounds in the midst of heated fights. With just 10-20 days of training, you could go from being significantly outclassed by your training partner to matching them blow-for-blow; even a veteran of five thousand battles or a prolific serial killer could be overcome if you spent a month or two fighting with them.

The End (600 CP)

When your negative emotions swell to a critical mass of wrath, sorrow, and pure destructive impulses, you can make a horrifyingly-dangerous contract with your Nen to receive all the power you'll ever have. By activating this perk, either consciously or through intense negative emotions, your body is shrouded in unfathomably-malicious aura and forcibly brought to its peak physical state: a level you would've achieved with an in-jump lifetime of harsh training. Your supernatural powers are brought to a similar level: incomparable to what you could do in your base state.

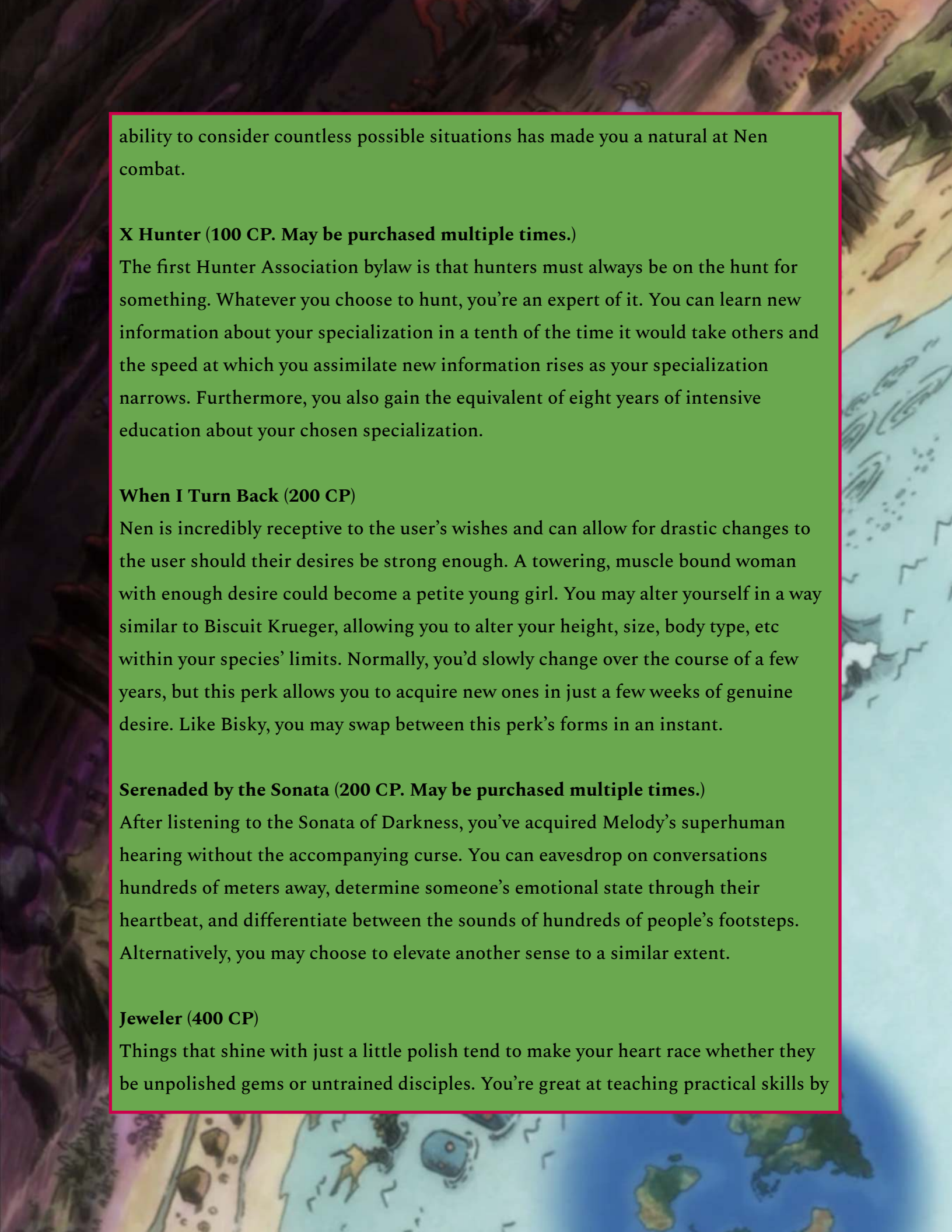
This state lasts for a few minutes but you can end it whenever you please. After your time in this state is over, your body is grotesquely twisted beyond recognition and you enter a coma that can't be treated by anything short of reality warping or resurrection. However, if you prematurely end this state, you experience less severe side effects depending on how close you approached the time limit. Instead of facing the side-effects of this perk, you may consume a one-up instead.



Hunter Perks

Out of the Box (100 CP)

Countless people want the perks of being a hunter, but only a few have the lateral thinking skills, intuition, and/or knowledge to even find the hunter exam let alone succeed as a pro hunter. You're now one of the few people free from the unconscious assumptions and biases that plague most of humanity, allowing you to approach problems with a creative, fresh perspective from angles that most wouldn't even begin to think of. This freeform approach to problem-solving combined with your



ability to consider countless possible situations has made you a natural at Nen combat.

X Hunter (100 CP. May be purchased multiple times.)

The first Hunter Association bylaw is that hunters must always be on the hunt for something. Whatever you choose to hunt, you're an expert of it. You can learn new information about your specialization in a tenth of the time it would take others and the speed at which you assimilate new information rises as your specialization narrows. Furthermore, you also gain the equivalent of eight years of intensive education about your chosen specialization.

When I Turn Back (200 CP)

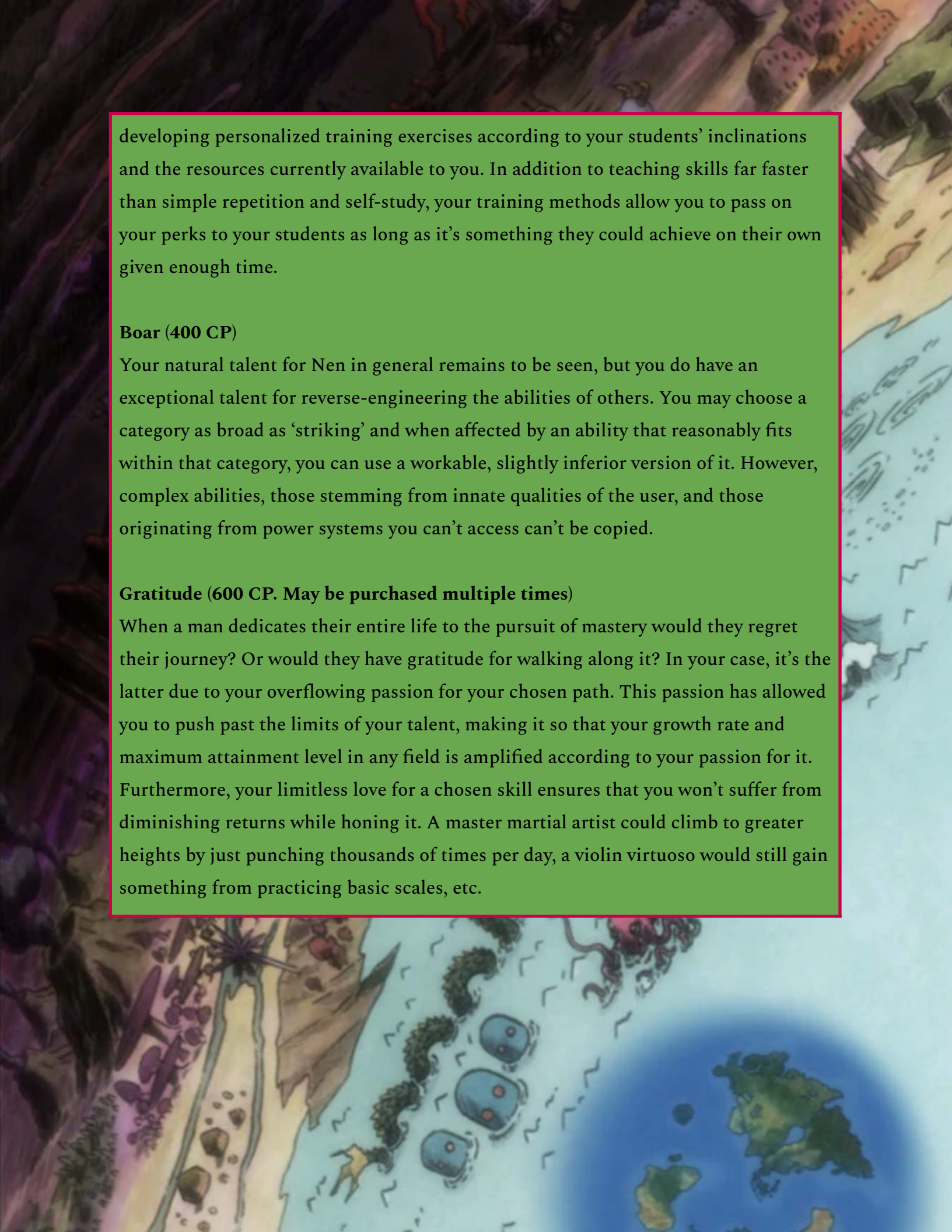
Nen is incredibly receptive to the user's wishes and can allow for drastic changes to the user should their desires be strong enough. A towering, muscle bound woman with enough desire could become a petite young girl. You may alter yourself in a way similar to Biscuit Krueger, allowing you to alter your height, size, body type, etc within your species' limits. Normally, you'd slowly change over the course of a few years, but this perk allows you to acquire new ones in just a few weeks of genuine desire. Like Bisky, you may swap between this perk's forms in an instant.

Serenaded by the Sonata (200 CP. May be purchased multiple times.)

After listening to the Sonata of Darkness, you've acquired Melody's superhuman hearing without the accompanying curse. You can eavesdrop on conversations hundreds of meters away, determine someone's emotional state through their heartbeat, and differentiate between the sounds of hundreds of people's footsteps. Alternatively, you may choose to elevate another sense to a similar extent.

Jeweler (400 CP)

Things that shine with just a little polish tend to make your heart race whether they be unpolished gems or untrained disciples. You're great at teaching practical skills by



developing personalized training exercises according to your students' inclinations and the resources currently available to you. In addition to teaching skills far faster than simple repetition and self-study, your training methods allow you to pass on your perks to your students as long as it's something they could achieve on their own given enough time.

Boar (400 CP)

Your natural talent for Nen in general remains to be seen, but you do have an exceptional talent for reverse-engineering the abilities of others. You may choose a category as broad as 'striking' and when affected by an ability that reasonably fits within that category, you can use a workable, slightly inferior version of it. However, complex abilities, those stemming from innate qualities of the user, and those originating from power systems you can't access can't be copied.

Gratitude (600 CP. May be purchased multiple times)

When a man dedicates their entire life to the pursuit of mastery would they regret their journey? Or would they have gratitude for walking along it? In your case, it's the latter due to your overflowing passion for your chosen path. This passion has allowed you to push past the limits of your talent, making it so that your growth rate and maximum attainment level in any field is amplified according to your passion for it. Furthermore, your limitless love for a chosen skill ensures that you won't suffer from diminishing returns while honing it. A master martial artist could climb to greater heights by just punching thousands of times per day, a violin virtuoso would still gain something from practicing basic scales, etc.



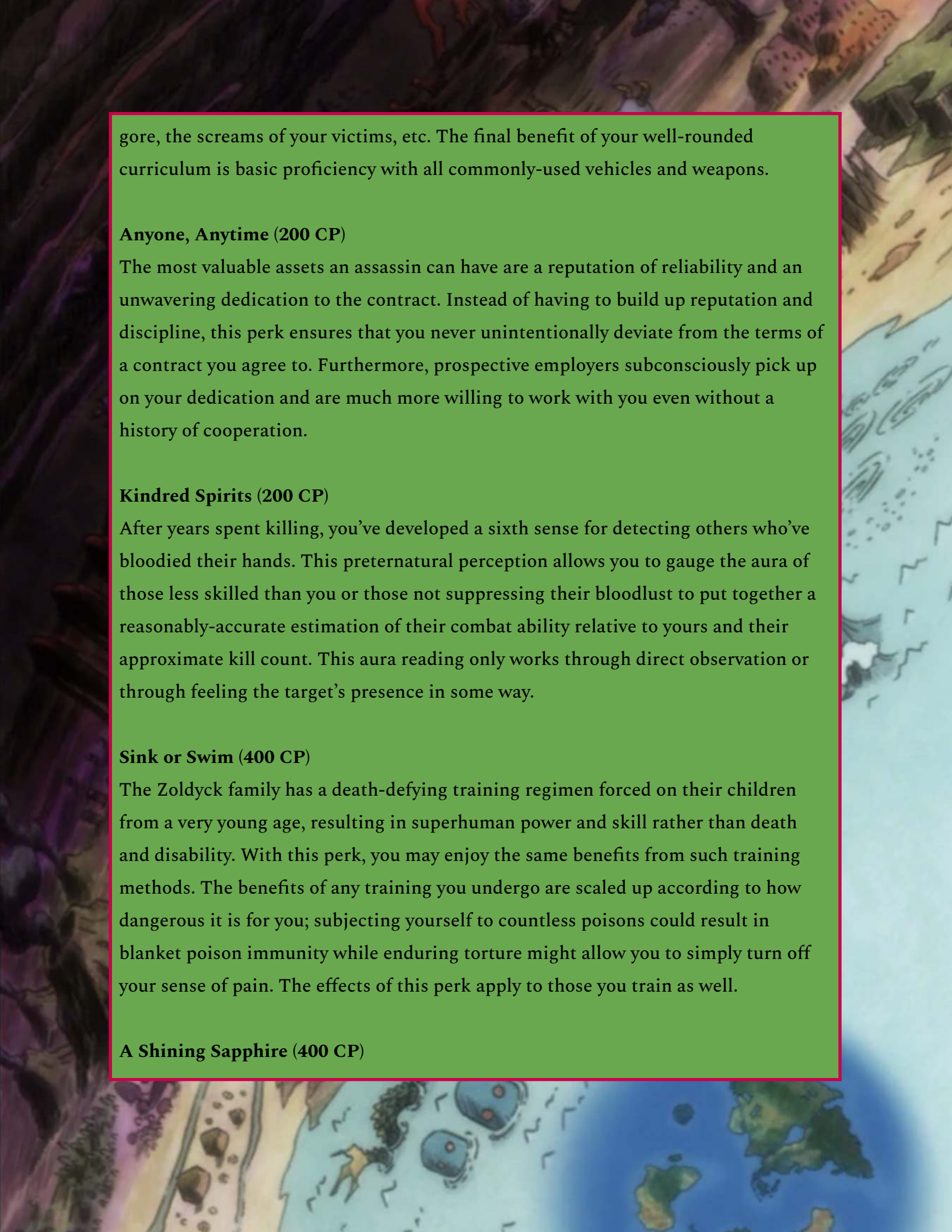
Assassin Perks

Zoldyck Conditioning (100 CP)

You've undergone the Zoldyck family's basic training program, granting you a series of superhuman abilities. First, your experience enduring torture has given you an incredible pain tolerance and immunity to the vast majority of poisons. Second, you may turn your fingernails into claws that are sharper than knives through advanced muscle control. Third, your control over your muscles and joints has given you the ability to dislocate and relocate all of your joints at will.

Zoldyck Curriculum (100 CP)

Whatever training you've undergone taught you the mental aspects of assassination just as well as the physical ones. You have expert knowledge of human anatomical weaknesses and know a plethora of techniques designed to take advantage of them ranging in lethality from a groin kick to the heart rip. You're also gifted with evidence erasure and corpse disposal; with just a few minutes spent cleaning up the crime scene, most rank-and-file investigators wouldn't be able to make heads or tails of the situation. This experience handling corpses has desensitized you to things like



gore, the screams of your victims, etc. The final benefit of your well-rounded curriculum is basic proficiency with all commonly-used vehicles and weapons.

Anyone, Anytime (200 CP)

The most valuable assets an assassin can have are a reputation of reliability and an unwavering dedication to the contract. Instead of having to build up reputation and discipline, this perk ensures that you never unintentionally deviate from the terms of a contract you agree to. Furthermore, prospective employers subconsciously pick up on your dedication and are much more willing to work with you even without a history of cooperation.

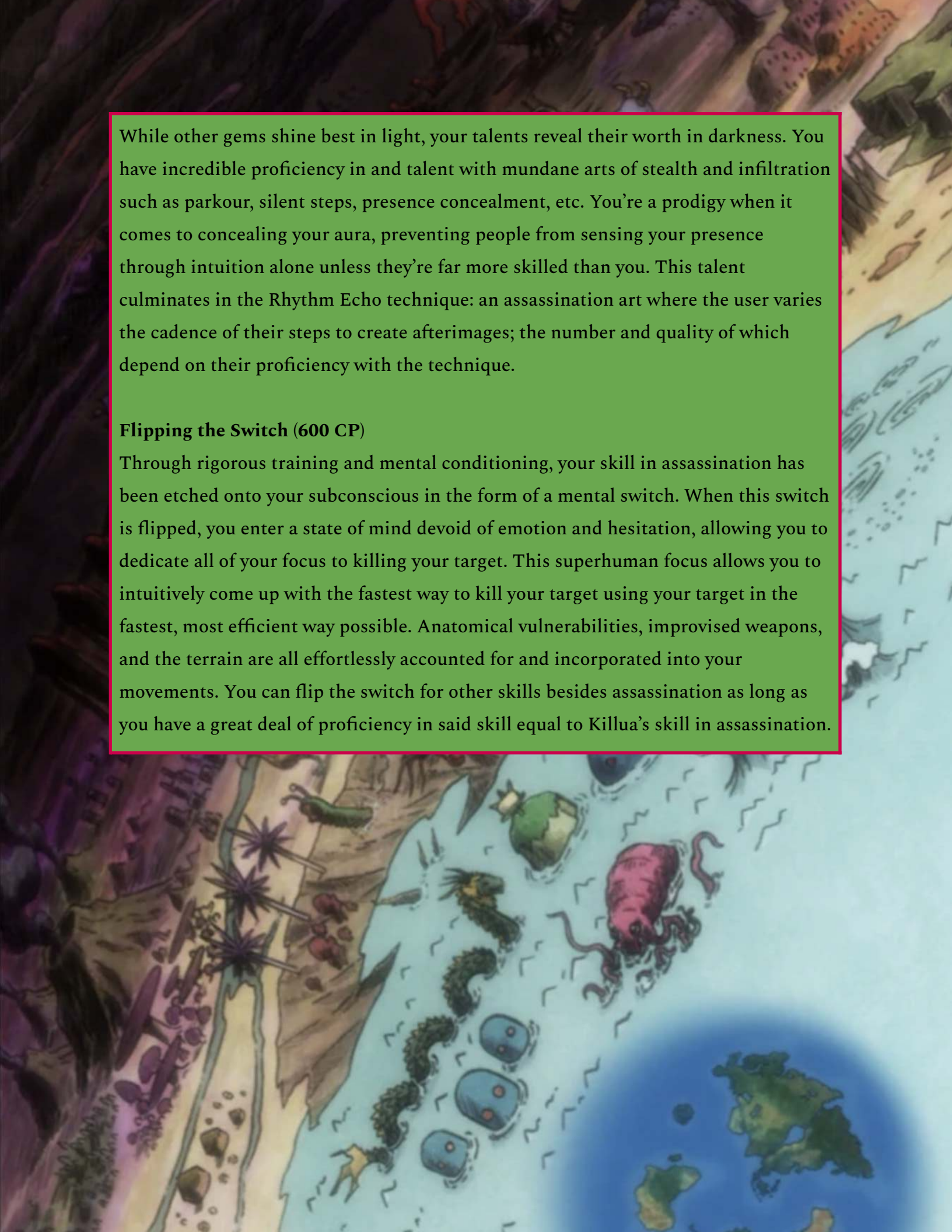
Kindred Spirits (200 CP)

After years spent killing, you've developed a sixth sense for detecting others who've bloodied their hands. This preternatural perception allows you to gauge the aura of those less skilled than you or those not suppressing their bloodlust to put together a reasonably-accurate estimation of their combat ability relative to yours and their approximate kill count. This aura reading only works through direct observation or through feeling the target's presence in some way.

Sink or Swim (400 CP)

The Zoldyck family has a death-defying training regimen forced on their children from a very young age, resulting in superhuman power and skill rather than death and disability. With this perk, you may enjoy the same benefits from such training methods. The benefits of any training you undergo are scaled up according to how dangerous it is for you; subjecting yourself to countless poisons could result in blanket poison immunity while enduring torture might allow you to simply turn off your sense of pain. The effects of this perk apply to those you train as well.

A Shining Sapphire (400 CP)



While other gems shine best in light, your talents reveal their worth in darkness. You have incredible proficiency in and talent with mundane arts of stealth and infiltration such as parkour, silent steps, presence concealment, etc. You're a prodigy when it comes to concealing your aura, preventing people from sensing your presence through intuition alone unless they're far more skilled than you. This talent culminates in the Rhythm Echo technique: an assassination art where the user varies the cadence of their steps to create afterimages; the number and quality of which depend on their proficiency with the technique.

Flipping the Switch (600 CP)

Through rigorous training and mental conditioning, your skill in assassination has been etched onto your subconscious in the form of a mental switch. When this switch is flipped, you enter a state of mind devoid of emotion and hesitation, allowing you to dedicate all of your focus to killing your target. This superhuman focus allows you to intuitively come up with the fastest way to kill your target using your target in the fastest, most efficient way possible. Anatomical vulnerabilities, improvised weapons, and the terrain are all effortlessly accounted for and incorporated into your movements. You can flip the switch for other skills besides assassination as long as you have a great deal of proficiency in said skill equal to Killua's skill in assassination.



Criminal Perks

Bottomless Malice (100 CP)

You're experienced in matters of life and death, capable of killing or dying without the slightest panic. This psychopathic, or pragmatic, mindset frees you from the fear of death. You'll still do everything in your power to avoid such a fate, but death threats hold no sway over you and you'll easily sacrifice yourself for a cause you truly believe in. On the other hand, your resolve to take lives has manifested as a palpable aura of bloodlust that may dye your supernatural powers to make them far more sinister and intimidating than before; even something as innocuous as chewing gum may strike fear into the hearts of your enemies when backed by sufficient bloodlust.

Handsome Harlequin (100 CP)

Your heart is ugly as sin, but the rest of you? Drop dead gorgeous. You're a conventionally-attractive 10/10, your body will never visibly change due to diet or sloth, and any hairstyle or outfit only enhances your natural beauty. In addition to being incredibly attractive, you have a tendency to make people overlook your red flags within reason.

We'll Accept Everything (200 CP)

It's as if you were born in Meteor City; a child abandoned by the world without even a single document proving your existence. When you begin a jump, you may choose to remove your in-jump identity from all sorts of databases, making it so that, legally speaking, you never existed. This identity erasure makes it incredibly difficult for others to track your activities and somehow allows you to do things like open bank accounts, take loans, purchase property, etc all without registration.

In addition to wiping your identity off the face of the Earth, you're incredibly gifted when it comes to keeping it that way. Residual traces of your presence like fingerprints, loose hairs, etc simply don't appear and even digital records like security camera footage tend to end up corrupted if you happened to be in frame.

Spiderweb (200 CP)

Any small-time crook can murder a few people, but you're on a different level than those street trash. You're a master of creating and running criminal enterprises; you know about selling drugs, human trafficking, and racketeering as well as you know the back of your hand. You also have the financial skill to launder your illicit profits and keep them safe from taxation through a combination of clever legal workarounds, tax havens, and offshore accounts. With your skills, you could easily dominate the underworld of a small country.

Never Take Anything Away (400 CP)

Once a bum from Meteor City was unfairly executed, resulting in thirty one meteor city suicide bombers trading their lives for those of everyone involved in the case. You may now inspire this level of suicidal devotion in your followers by fostering an incredibly potent feeling of unity within them. In addition to your world-class indoctrination skill, this perk allows groups that you lead to grow more united the more external difficulties they face and guarantees that internal conflict will not dissolve the group.

The background of the page is a vibrant, hand-drawn illustration. It depicts a coastal landscape with a winding river or path leading from the foreground towards the background. The terrain is rugged, with mountains and hills in shades of purple, pink, and brown. In the foreground, there are various creatures and objects: a large, pink, segmented worm-like creature with multiple legs, several blue, rounded objects with red centers, and some green, spiky plants. The sky is a mix of light blue and white, suggesting a bright, sunny day. The overall style is whimsical and fantastical, typical of a children's book or a game manual.

We're Bandits (400 CP)

When it comes to tracking down caches of loot to ransack, you're one of the best. A combination of luck and intuition causes you to stumble across things like treasure maps, insider information on where valuables gather, etc with remarkable regularity. Once you've picked a particular target to steal, you automatically take all known information into account to craft a flawless heist plan riddled with backups and redundancies. The only way one of your plans could fail would be because of a completely unknown factor.

The Spider's Head (600 CP)

The Spider's Head needs both a silver tongue and a keen mind; this perk grants you the latter. You have an exceptional talent for multi-tasking, allowing you to run five simultaneous trains of thought all with acuity equal to your full focus. In addition to raw processing power, you have an incredible mind for improvisation and combat strategy. This strategic ability allows you to rapidly extrapolate information from nearly-imperceptible facets of the surroundings and your opponent's actions, letting you piece together their abilities, their next moves, and possible counters even in the heat of battle.




Chimera Ant Perks

Chimera Body (100 CP. Mandatory for and exclusive to Chimera Ants.)

As a Chimera Ant, your genome is the result of taking the best characteristics of countless strains of DNA and mixing them together. This gives you a one-time pass to remodel your body, giving yourself an animalistic appearance similar to other Chimera Ants as shown in the series.

You may choose the animal that most of your DNA comes from and gain some of its abilities on a greater scale. For example, a Chimera Ant with mainly wolf DNA would possess an incredible sense of smell, a bat-based Chimera Ant could echolocate, etc. As a final benefit, your DNA is extremely compatible with foreign DNA and smoothly incorporates genetic modifications with minimal chance of unintended mutations.

Regardless of what your genetic origin is, you've retained an ant's ability to communicate through pheromones. This allows you to communicate with all insects in a limited manner due to pheromones only being able to communicate simple ideas.



In addition to communication, you may manipulate nonsapient insects with these pheromones as long as you're more powerful than the insects you're manipulating.

B Class Threat (100 CP)

The Colony's presence was only revealed after it had grown to be a world-ending threat due to a combination of caution and fortunate circumstances: benefits you now enjoy. Forces stronger than you will not intentionally preemptively attack you until you've grown to their approximate power level. This protection applies to all manner of conflicts ranging from war to business, but it vanishes if you provoke a stronger force.

Squadron Leader (200 CP)

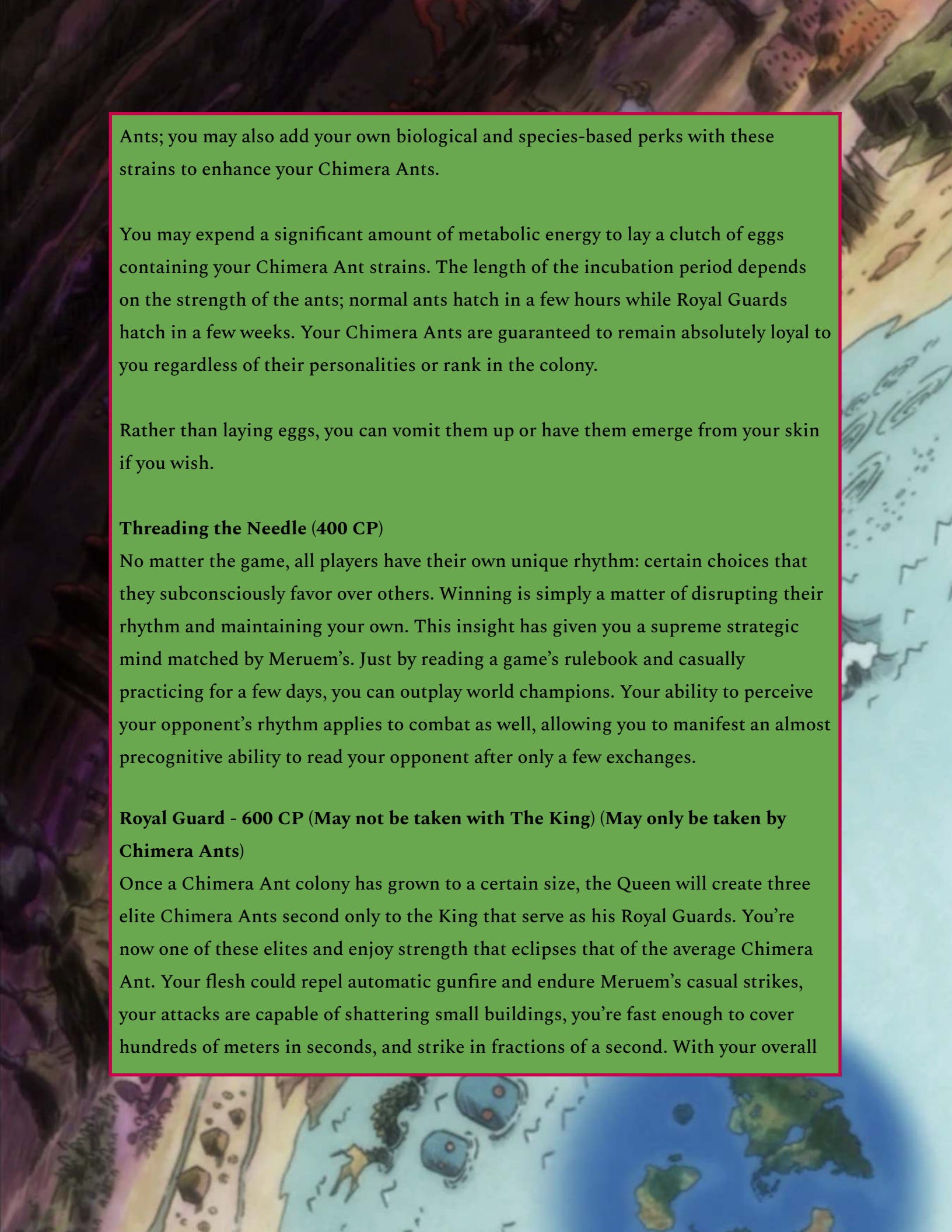
Only the strongest of Chimera Ants are elevated to the status of Squadron Leader: a position that answers directly to the Queen and oversees countless Peons, Drudges, and Officers. Regardless of your personal power, you're now a natural squadron leader. No matter what your orders are, your subordinates will obey as long as your commands aren't blatantly suicidal and don't violate your subordinates' core principles.

Jumper Gyro (200 CP)

The bottomless malice within the human heart is a frightening thing indeed. Whether it's malice or raw willpower, your mind is absolutely inviolable. Things like a Chimera Ant's natural servile impulses or the process of reincarnation will barely phase you, as your memories and personality can only change by your will. Furthermore, your thoughts and memories cannot be read by supernatural powers.

Phagogenesis (400 CP)

You're not an ordinary Chimera Ant anymore. Now, with enough food, you're capable of starting a whole colony all on your own. Your body samples the DNA of anything you eat and automatically recombines these samples to create new strains of Chimera



Ants; you may also add your own biological and species-based perks with these strains to enhance your Chimera Ants.

You may expend a significant amount of metabolic energy to lay a clutch of eggs containing your Chimera Ant strains. The length of the incubation period depends on the strength of the ants; normal ants hatch in a few hours while Royal Guards hatch in a few weeks. Your Chimera Ants are guaranteed to remain absolutely loyal to you regardless of their personalities or rank in the colony.

Rather than laying eggs, you can vomit them up or have them emerge from your skin if you wish.

Threading the Needle (400 CP)

No matter the game, all players have their own unique rhythm: certain choices that they subconsciously favor over others. Winning is simply a matter of disrupting their rhythm and maintaining your own. This insight has given you a supreme strategic mind matched by Meruem's. Just by reading a game's rulebook and casually practicing for a few days, you can outplay world champions. Your ability to perceive your opponent's rhythm applies to combat as well, allowing you to manifest an almost precognitive ability to read your opponent after only a few exchanges.

Royal Guard - 600 CP (May not be taken with The King) (May only be taken by Chimera Ants)

Once a Chimera Ant colony has grown to a certain size, the Queen will create three elite Chimera Ants second only to the King that serve as his Royal Guards. You're now one of these elites and enjoy strength that eclipses that of the average Chimera Ant. Your flesh could repel automatic gunfire and endure Meruem's casual strikes, your attacks are capable of shattering small buildings, you're fast enough to cover hundreds of meters in seconds, and strike in fractions of a second. With your overall

strength, you could slaughter a squadron of top-class Hunters in a few minutes at most.

If you take this perk, you may replace a canon Royal Guard.

The King - 800 CP (May not be taken with Royal Guard) (May only be taken by Chimera Ants)

The purpose of the Chimera Ant species, the end goal of all evolution, the being meant to stand above all: You. With aura reinforcement, your movements far exceed the speed of sound, your casual strikes are comparable to a few tons of TNT, and your durability would let you endure thousands of skyscraper-shattering blows with nothing but a dull ache to show for it. Your individual combat ability is comparable to a mid-sized nation's military. Although your perfect form is at the peak of all species, your monstrous potential allows you to physically or mentally improve yourself without limit so long as you're sufficiently challenged.

If you take this perk, you may replace Meruem.



Items

You have a stipend of 200 Cp to spend on this section alone. You can discount 2 items per price tier. Discounted 100 CP items are free. If an item can be purchased multiple times, the discount only applies to the first purchase.

All property items can be merged with your warehouse or inserted into a new jump on your arrival. All items may be imported into. When used/destroyed/lost/etc, the item is replaced within 24 hours unless stated otherwise.

Signature Weapon (Free. Additional purchases are 50 CP each)

Like Gon's fishing rod or Killua's yo-yos, this item is a personalized weapon designed to fit your character, fighting style, and aesthetic preferences. This weapon is unbreakable and, if it's a ranged weapon, is unjammable and doesn't require ammunition to fire.

Signature Outfit (Free. Additional purchases are 50 CP each)

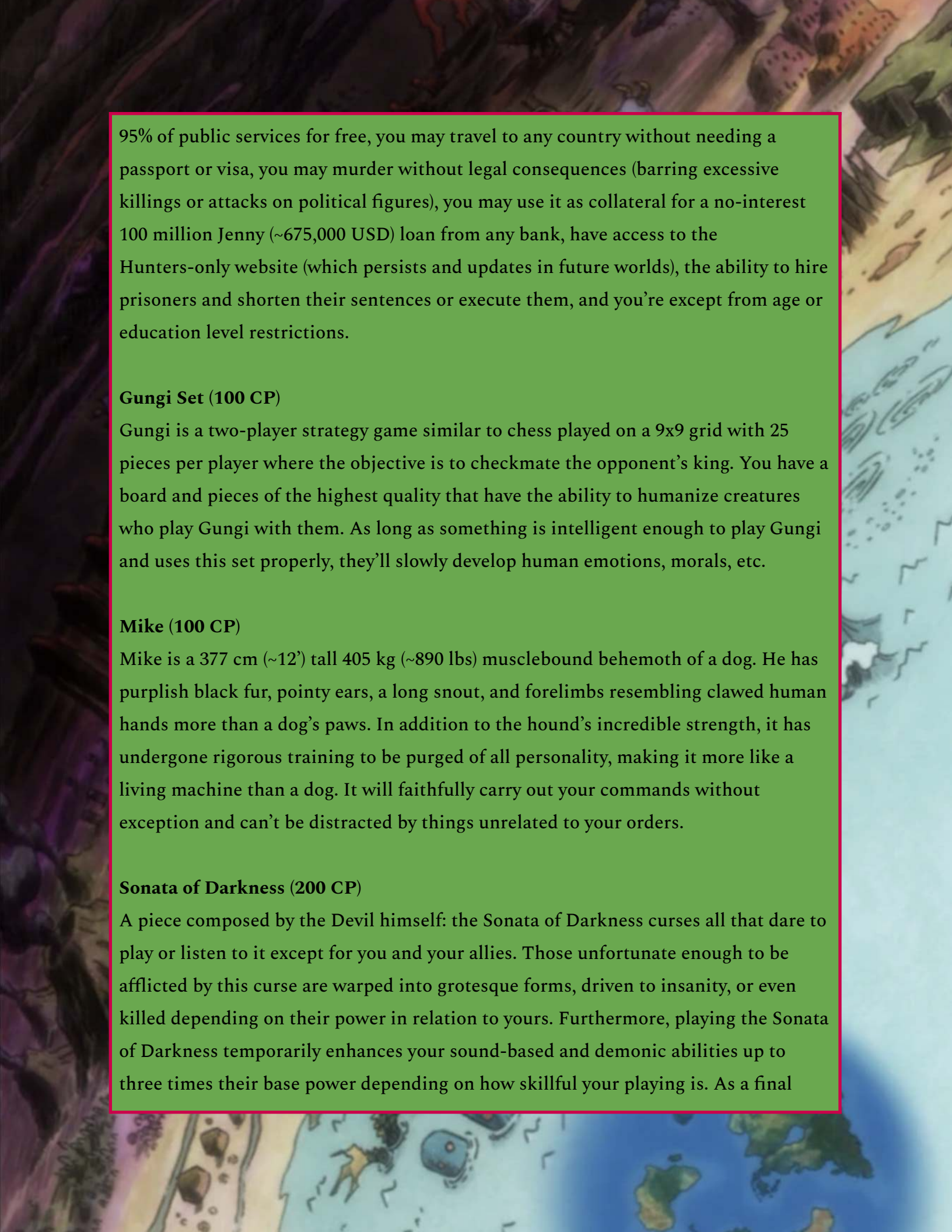
This outfit fits you perfectly without hindering your movements and looks incredible to boot. These clothes are self-cleaning, self-repairing, and nobody ever seems to comment on if you wear this outfit every day.

Money (100 CP. May be purchased multiple times.)

A debit card connected to a mysterious, unhackable, untraceable, untaxable bank account that receives ~30 million Jenny (equivalent to ~200,000 USD) per year. Nobody will question where this money comes from.

Hunter's Card (100 CP. Free if you pass the Hunter Exam)

A palm-sized plastic card with the Hunter Association logo and your name on one side with a number of stars corresponding to your Hunter rank on the other side. In this and future worlds, you gain all the benefits of a Hunter's License: you may use



95% of public services for free, you may travel to any country without needing a passport or visa, you may murder without legal consequences (barring excessive killings or attacks on political figures), you may use it as collateral for a no-interest 100 million Jenny (~675,000 USD) loan from any bank, have access to the Hunters-only website (which persists and updates in future worlds), the ability to hire prisoners and shorten their sentences or execute them, and you're except from age or education level restrictions.

Gungi Set (100 CP)


Gungi is a two-player strategy game similar to chess played on a 9x9 grid with 25 pieces per player where the objective is to checkmate the opponent's king. You have a board and pieces of the highest quality that have the ability to humanize creatures who play Gungi with them. As long as something is intelligent enough to play Gungi and uses this set properly, they'll slowly develop human emotions, morals, etc.

Mike (100 CP)

Mike is a 377 cm (~12') tall 405 kg (~890 lbs) musclebound behemoth of a dog. He has purplish black fur, pointy ears, a long snout, and forelimbs resembling clawed human hands more than a dog's paws. In addition to the hound's incredible strength, it has undergone rigorous training to be purged of all personality, making it more like a living machine than a dog. It will faithfully carry out your commands without exception and can't be distracted by things unrelated to your orders.

Sonata of Darkness (200 CP)

A piece composed by the Devil himself: the Sonata of Darkness curses all that dare to play or listen to it except for you and your allies. Those unfortunate enough to be afflicted by this curse are warped into grotesque forms, driven to insanity, or even killed depending on their power in relation to yours. Furthermore, playing the Sonata of Darkness temporarily enhances your sound-based and demonic abilities up to three times their base power depending on how skillful your playing is. As a final



benefit, demonic entities love hearing the Sonata of Darkness and playing it well might grant you their favor.

Badge 44 (200 CP)

A palm-sized, circular white badge with the number 44 written on the front. By defeating someone and giving them this badge, a strong desire to defeat you in a fair fight will take root in their minds. This desire is complemented by an inexplicable surge in their potential that causes their strength to grow by leaps and bounds while the badge is in their possession. As long as the badge recipient isn't killed, they will grow to the point of giving you a challenging fight within a year.

The Poor Man's Rose (200 CP)

The bomb is small and cheap, yet lethal. Once it had been developed it was quickly mass produced. This, along with the peculiar shape of the fallout cloud, earned it the name: The Poor Man's Rose.

This fist-sized bomb has the explosive yield of a conventional thermonuclear warhead that detonates into a rose-shaped plume of poisonous gas. This deadly poison eats away at the victims, killing them from the inside as it converts their dead cells into more poison which emerges from the victim in the form of a vapor that infects those in the vicinity. The poison is so potent that a weakened Royal Guard could be killed in under an hour and even the King of Ants couldn't last more than a few hours.

Benz Knife (200 CP)

One of Benny Delon's masterpieces, this knife is perfectly designed to fit your physique and fighting style. In addition to being a masterfully crafted knife sharp enough to cut Silva's tough skin, Benny's imbued aura is imbued in the blade which makes it poisonous enough to kill a whale with the slightest scratch. As a final benefit, the blade is unbreakable.



Zoldyck Estate (200 CP)

A perfect copy of the Zoldyck Estate from the testing gate to the dense jungle surrounding Kukuroo mountain to the mansion itself. Scattered throughout the jungle and around the walls surrounding the estate lie servants' quarters luxurious enough to be mistaken for the estate itself. The main residence has every room depicted in the series like the torture room, Alluka's prison, etc. It also comes furnished with everything else you'd expect from a mansion like kitchens, dining halls, playrooms, etc. In addition to the property's incredible grandeur, it's equipped with a state of the art surveillance system that makes it all but impossible to enter uninvited.

Heaven's Arena (200 CP)

You now own the fourth tallest building in the world and the holy land for battle junkies: Heaven's Arena. This massive building comes with a host of impartial workers who take care of all of the tower's operations ranging from judging fights to cleaning up after them. Furthermore, the tower carries a reputation that attracts fighters from all across the world to compete there for fame and fortune. Regardless of the prize money the fighters win, you'll earn a jaw-dropping profit just by letting your staff manage it: enough to put you in the top 1%. All fights that occur here are legally sanctioned.

Greed Island (400 CP)

Somehow you've found a copy of Greed Island and a console to run it on. While in this world, running Greed Island and channeling your Nen into it causes you to enter Greed Island normally. In future worlds, Greed Island changes to incorporate elements of that world, resulting in countless new cards, monsters, and locations. Each time you clear the game by collecting every specified slot card, you may take three cards from the game into the real world which resets the game and increases its difficulty for your next run.

Seed Urn (400 CP)

A cursed object conjured by the first king of Kakin: the Seed Urn is the foundation of Kakin Empire's status. This urn allows you to initiate the Seed Urn ceremony where participants water the urn with a drop of blood and receive a guardian Nen beast in return. These guardian Nen beasts' abilities are random, but are heavily influenced by the hosts' personalities and draw from the host's aura to function. After all intended participants have received their guardian Nen beasts, they must kill each other or face death by countless ghostly limbs draining their life-force. Once only one survivor remains, they permanently retain their guardian Nen beast. The other rules of this item's Seed Urn ceremony are the same as the canon version.

Journey to the New World (400 CP)

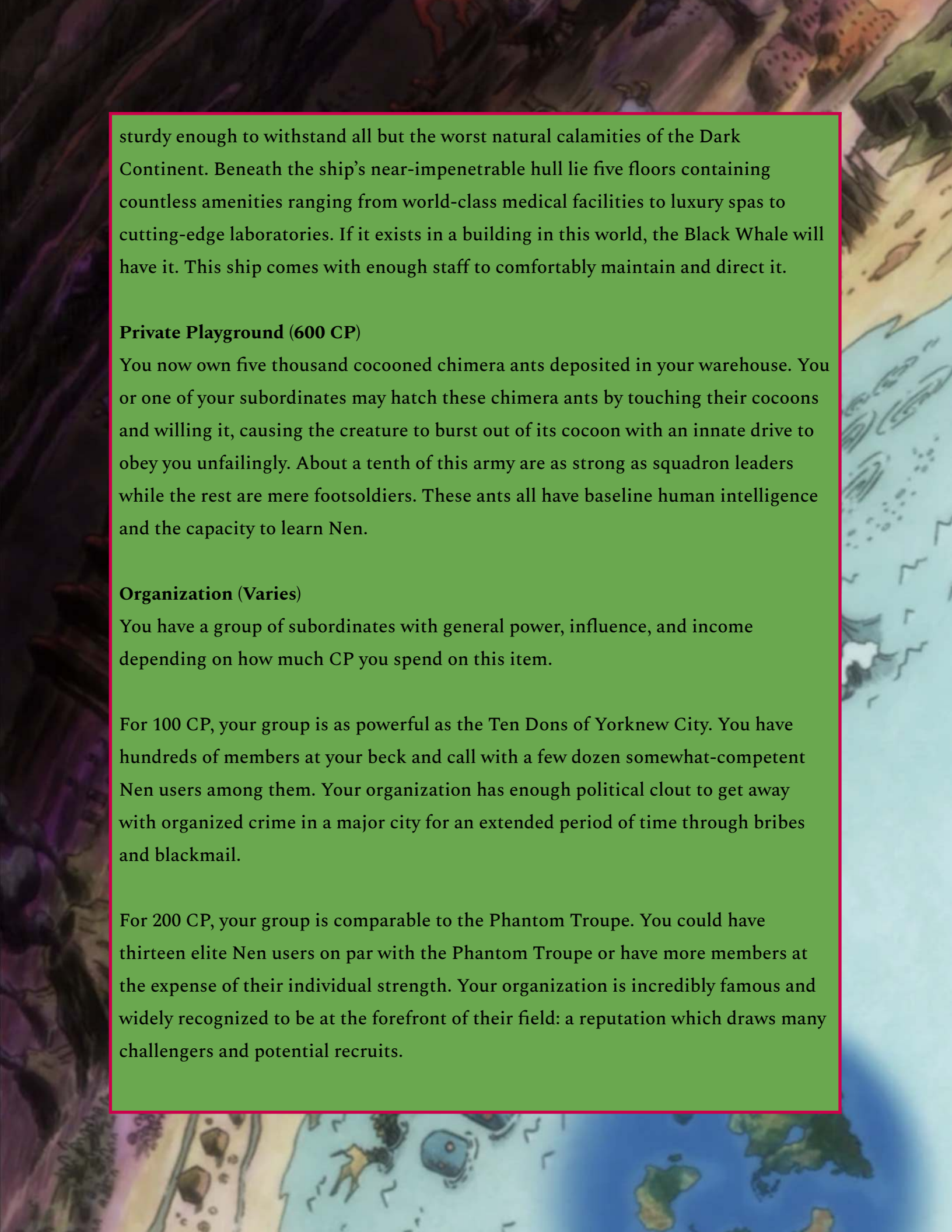
This legendary book is a traveler's journal penned by Don Freecss about his experiences traveling the Dark Continent. This copy contains both the extant East edition and the yet to be written West edition which detail prominent landmarks, food sources, environmental hazards, predators, and countless other details that make surviving in the Dark Continent just barely manageable. In future worlds, this book updates with information on how to reach and survive the harshest environments of those worlds.

Scarlet Eyes (400 CP)

Despite their macabre origin, a Kurta clansman's Scarlet Eyes are considered to have one of the most gorgeous colors in the world. You receive a pair of these eyes floating in a jar of preservatives that maintains their vibrant red hue. In addition to being so beautiful that members of high society would pay top dollar for them, by placing a drop of blood into the jar, the eyes become flawless replicas of the donor's eyes.

The Black Whale (600 CP)

A replica of the ship used for Kakin's exploration of the Dark Continent. This massive, whale-shaped ship is able to comfortably carry 200,000 passengers and is



sturdy enough to withstand all but the worst natural calamities of the Dark Continent. Beneath the ship's near-impenetrable hull lie five floors containing countless amenities ranging from world-class medical facilities to luxury spas to cutting-edge laboratories. If it exists in a building in this world, the Black Whale will have it. This ship comes with enough staff to comfortably maintain and direct it.

Private Playground (600 CP)

You now own five thousand cocooned chimera ants deposited in your warehouse. You or one of your subordinates may hatch these chimera ants by touching their cocoons and willing it, causing the creature to burst out of its cocoon with an innate drive to obey you unfailingly. About a tenth of this army are as strong as squadron leaders while the rest are mere footsoldiers. These ants all have baseline human intelligence and the capacity to learn Nen.

Organization (Varies)

You have a group of subordinates with general power, influence, and income depending on how much CP you spend on this item.

For 100 CP, your group is as powerful as the Ten Dons of Yorknew City. You have hundreds of members at your beck and call with a few dozen somewhat-competent Nen users among them. Your organization has enough political clout to get away with organized crime in a major city for an extended period of time through bribes and blackmail.

For 200 CP, your group is comparable to the Phantom Troupe. You could have thirteen elite Nen users on par with the Phantom Troupe or have more members at the expense of their individual strength. Your organization is incredibly famous and widely recognized to be at the forefront of their field: a reputation which draws many challengers and potential recruits.

For 400 CP, your organization is as powerful as the Zoldyck Family. You'd have a dozen elite Nen users ranging in strength from Zeno to Milluki, countless butlers comparable to 1 star Hunters, and a few elite butlers comparable to 2 star Hunters. Whether due to political maneuvering or a frightful reputation, local governments won't interfere with your organization in all but the most extreme circumstances.

For 600 CP, your organization is as powerful as the Hunter Association. Your head count and political clout is staggering; enough to be treated as a world superpower by other nations. Your organization boasts numerous accomplishments in countless fields ranging from archaeology to the culinary arts.

Nen

Nen is a series of techniques that allow the user to manipulate their own life energy, or aura, to manifest superhuman abilities. In addition to the manipulation of raw aura, Nen users can channel their aura through a unique, personalized ability called a Hatsu which is capable of far more specialized effects than aura manipulation alone.

You have a **200 CP** stipend to spend on this section alone.





Nen Talent

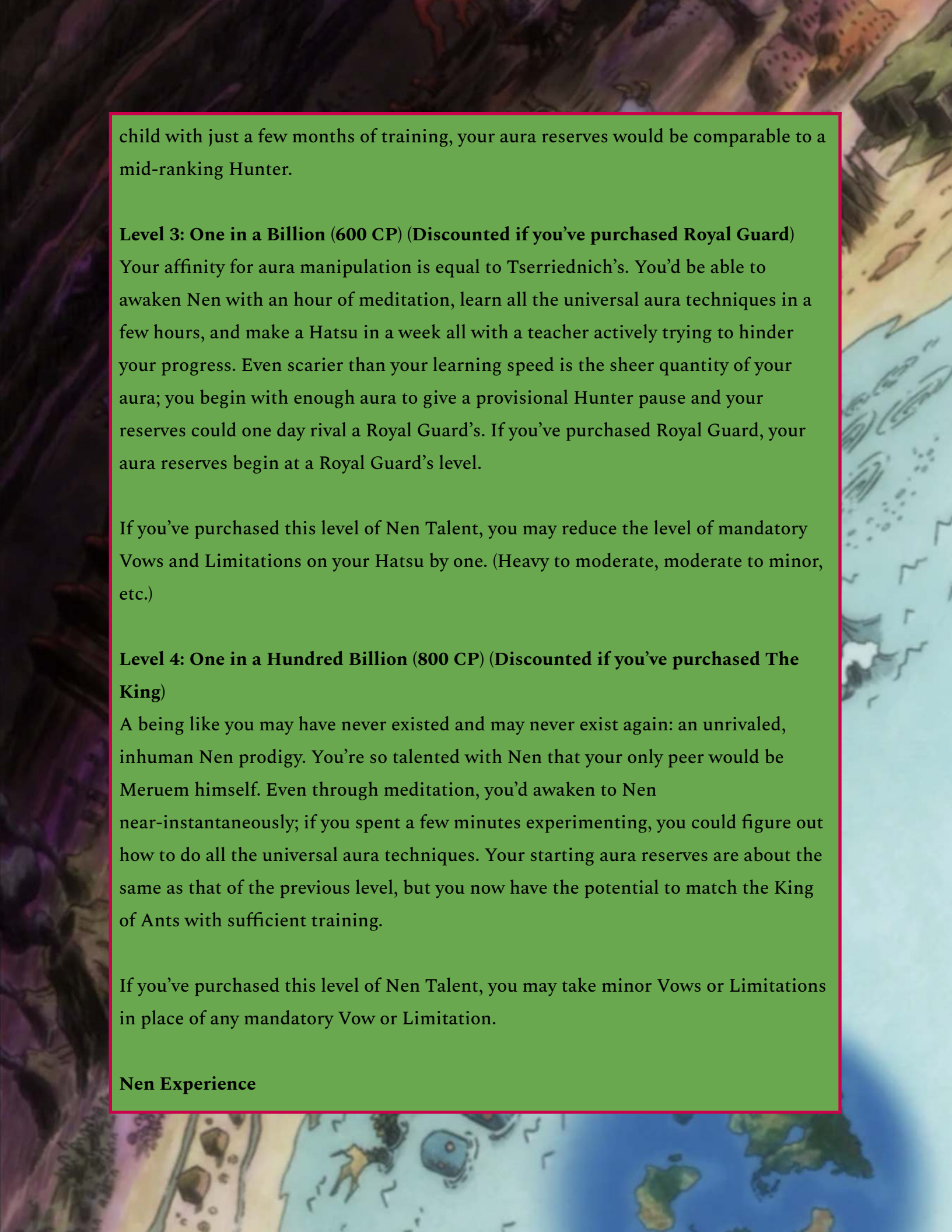
While all living beings possess the capacity to use aura, one's learning speed and maximum potential vary greatly. The level of this option that you purchase will roughly outline your maximum potential for Nen use, but things like clever ability creation, insane amounts of training, and post-mortem Nen can all allow you to surpass your potential.

Level 1: One in a Hundred Thousand (100 CP)

Your talent isn't earth-shattering just yet, but you have an undeniable knack for Nen. With decent guidance, you could open your aura nodes in three months and become proficient with the four major principles of Nen in three more. Your aura reserves have increased to match your talent, allowing you to maintain Ten for extended periods of time even in the heat of battle and maintain Gyo for a few seconds.

Level 2: One in Ten Million (300 CP)

Now you're something really special: a talent comparable to Gon and Killua. You could perform Ten mere seconds after opening your aura nodes and grasp Ren in a few hours. Your sheer affinity with Nen allows you to learn other basic techniques at a similar speed, allowing you to learn the other universal applications of aura just by imagining the technique. Your control over your aura is almost subconscious in its ease and if you underwent serious training, you could distribute your aura with a <1% margin of error. Your aura reserves are as monstrous as your learning speed; as a



child with just a few months of training, your aura reserves would be comparable to a mid-ranking Hunter.

Level 3: One in a Billion (600 CP) (Discounted if you've purchased Royal Guard)

Your affinity for aura manipulation is equal to Tserriednich's. You'd be able to awaken Nen with an hour of meditation, learn all the universal aura techniques in a few hours, and make a Hatsu in a week all with a teacher actively trying to hinder your progress. Even scarier than your learning speed is the sheer quantity of your aura; you begin with enough aura to give a provisional Hunter pause and your reserves could one day rival a Royal Guard's. If you've purchased Royal Guard, your aura reserves begin at a Royal Guard's level.

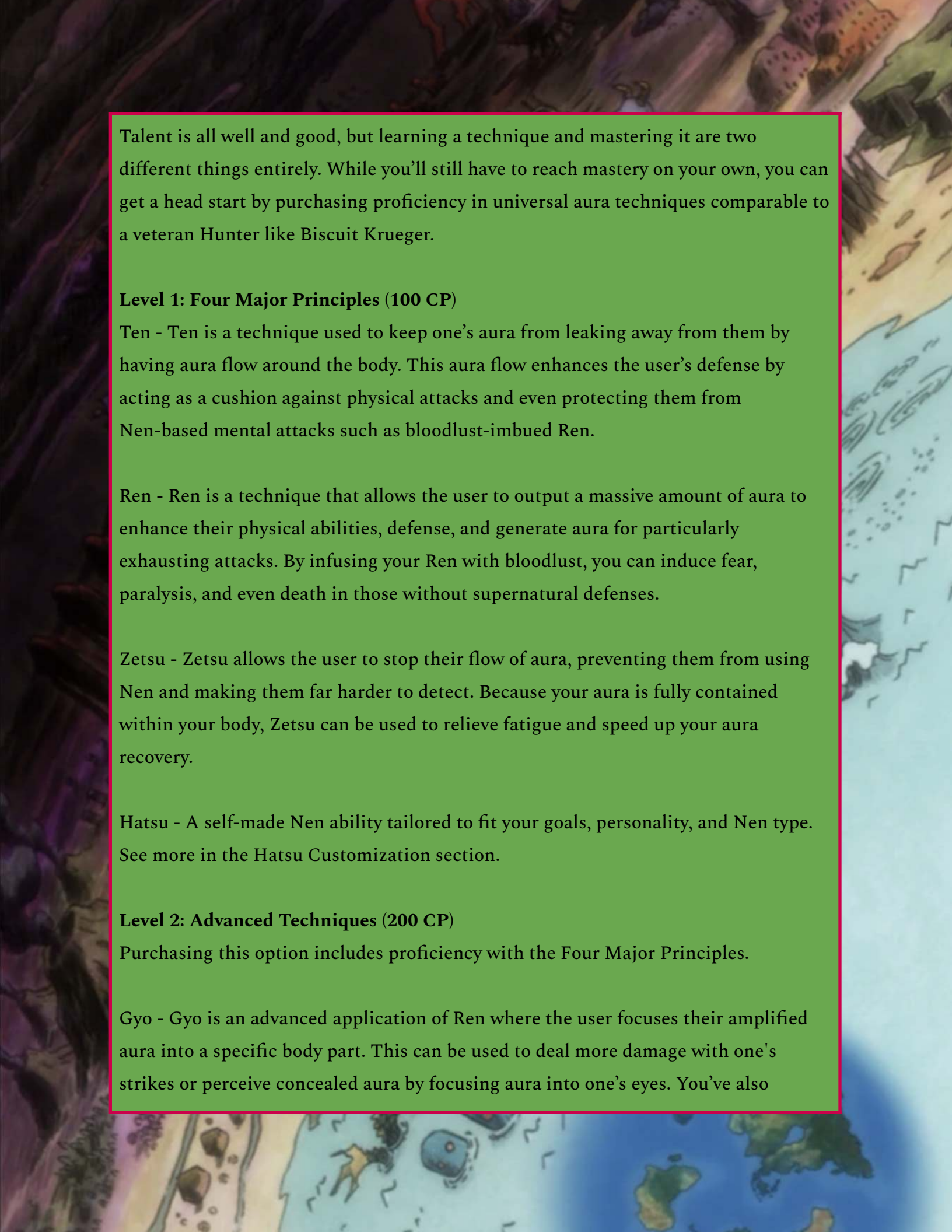
If you've purchased this level of Nen Talent, you may reduce the level of mandatory Vows and Limitations on your Hatsu by one. (Heavy to moderate, moderate to minor, etc.)

Level 4: One in a Hundred Billion (800 CP) (Discounted if you've purchased The King)

A being like you may have never existed and may never exist again: an unrivaled, inhuman Nen prodigy. You're so talented with Nen that your only peer would be Meruem himself. Even through meditation, you'd awaken to Nen near-instantaneously; if you spent a few minutes experimenting, you could figure out how to do all the universal aura techniques. Your starting aura reserves are about the same as that of the previous level, but you now have the potential to match the King of Ants with sufficient training.

If you've purchased this level of Nen Talent, you may take minor Vows or Limitations in place of any mandatory Vow or Limitation.

Nen Experience



Talent is all well and good, but learning a technique and mastering it are two different things entirely. While you'll still have to reach mastery on your own, you can get a head start by purchasing proficiency in universal aura techniques comparable to a veteran Hunter like Biscuit Krueger.

Level 1: Four Major Principles (100 CP)

Ten - Ten is a technique used to keep one's aura from leaking away from them by having aura flow around the body. This aura flow enhances the user's defense by acting as a cushion against physical attacks and even protecting them from Nen-based mental attacks such as bloodlust-imbued Ren.

Ren - Ren is a technique that allows the user to output a massive amount of aura to enhance their physical abilities, defense, and generate aura for particularly exhausting attacks. By infusing your Ren with bloodlust, you can induce fear, paralysis, and even death in those without supernatural defenses.

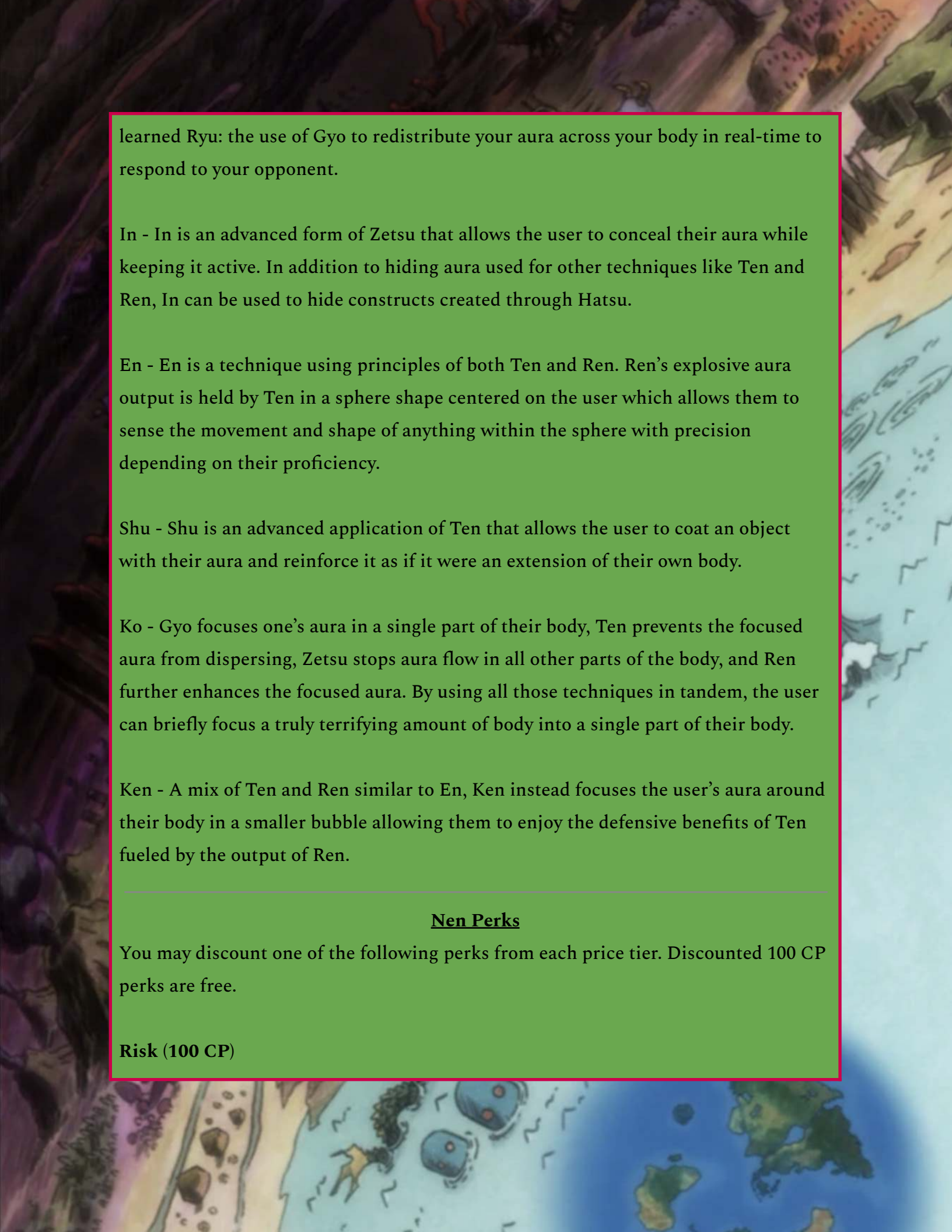
Zetsu - Zetsu allows the user to stop their flow of aura, preventing them from using Nen and making them far harder to detect. Because your aura is fully contained within your body, Zetsu can be used to relieve fatigue and speed up your aura recovery.

Hatsu - A self-made Nen ability tailored to fit your goals, personality, and Nen type. See more in the Hatsu Customization section.

Level 2: Advanced Techniques (200 CP)

Purchasing this option includes proficiency with the Four Major Principles.

Gyo - Gyo is an advanced application of Ren where the user focuses their amplified aura into a specific body part. This can be used to deal more damage with one's strikes or perceive concealed aura by focusing aura into one's eyes. You've also



learned Ryu: the use of Gyo to redistribute your aura across your body in real-time to respond to your opponent.

In - In is an advanced form of Zetsu that allows the user to conceal their aura while keeping it active. In addition to hiding aura used for other techniques like Ten and Ren, In can be used to hide constructs created through Hatsu.

En - En is a technique using principles of both Ten and Ren. Ren's explosive aura output is held by Ten in a sphere shape centered on the user which allows them to sense the movement and shape of anything within the sphere with precision depending on their proficiency.

Shu - Shu is an advanced application of Ten that allows the user to coat an object with their aura and reinforce it as if it were an extension of their own body.

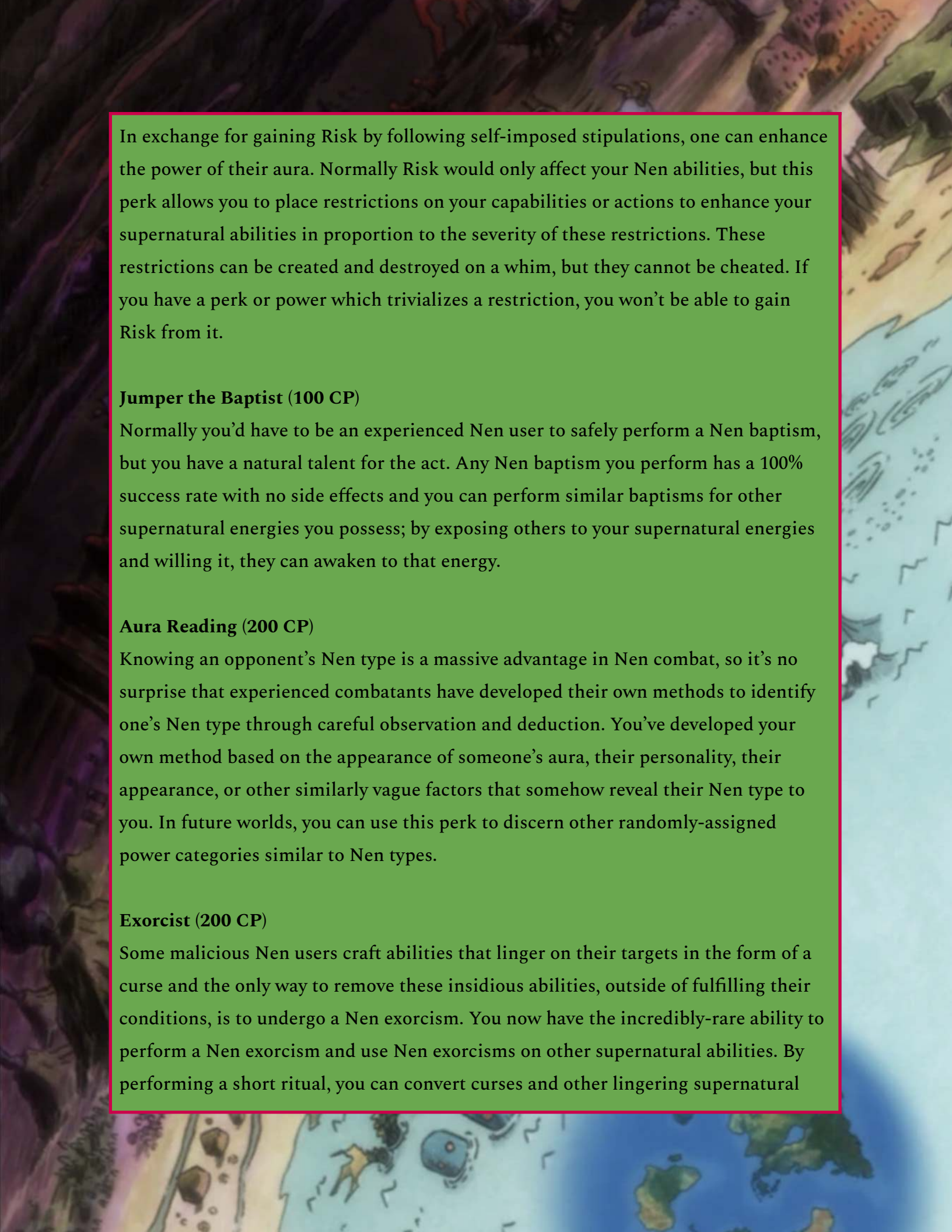
Ko - Gyo focuses one's aura in a single part of their body, Ten prevents the focused aura from dispersing, Zetsu stops aura flow in all other parts of the body, and Ren further enhances the focused aura. By using all those techniques in tandem, the user can briefly focus a truly terrifying amount of body into a single part of their body.

Ken - A mix of Ten and Ren similar to En, Ken instead focuses the user's aura around their body in a smaller bubble allowing them to enjoy the defensive benefits of Ten fueled by the output of Ren.

Nen Perks

You may discount one of the following perks from each price tier. Discounted 100 CP perks are free.

Risk (100 CP)



In exchange for gaining Risk by following self-imposed stipulations, one can enhance the power of their aura. Normally Risk would only affect your Nen abilities, but this perk allows you to place restrictions on your capabilities or actions to enhance your supernatural abilities in proportion to the severity of these restrictions. These restrictions can be created and destroyed on a whim, but they cannot be cheated. If you have a perk or power which trivializes a restriction, you won't be able to gain Risk from it.

Jumper the Baptist (100 CP)

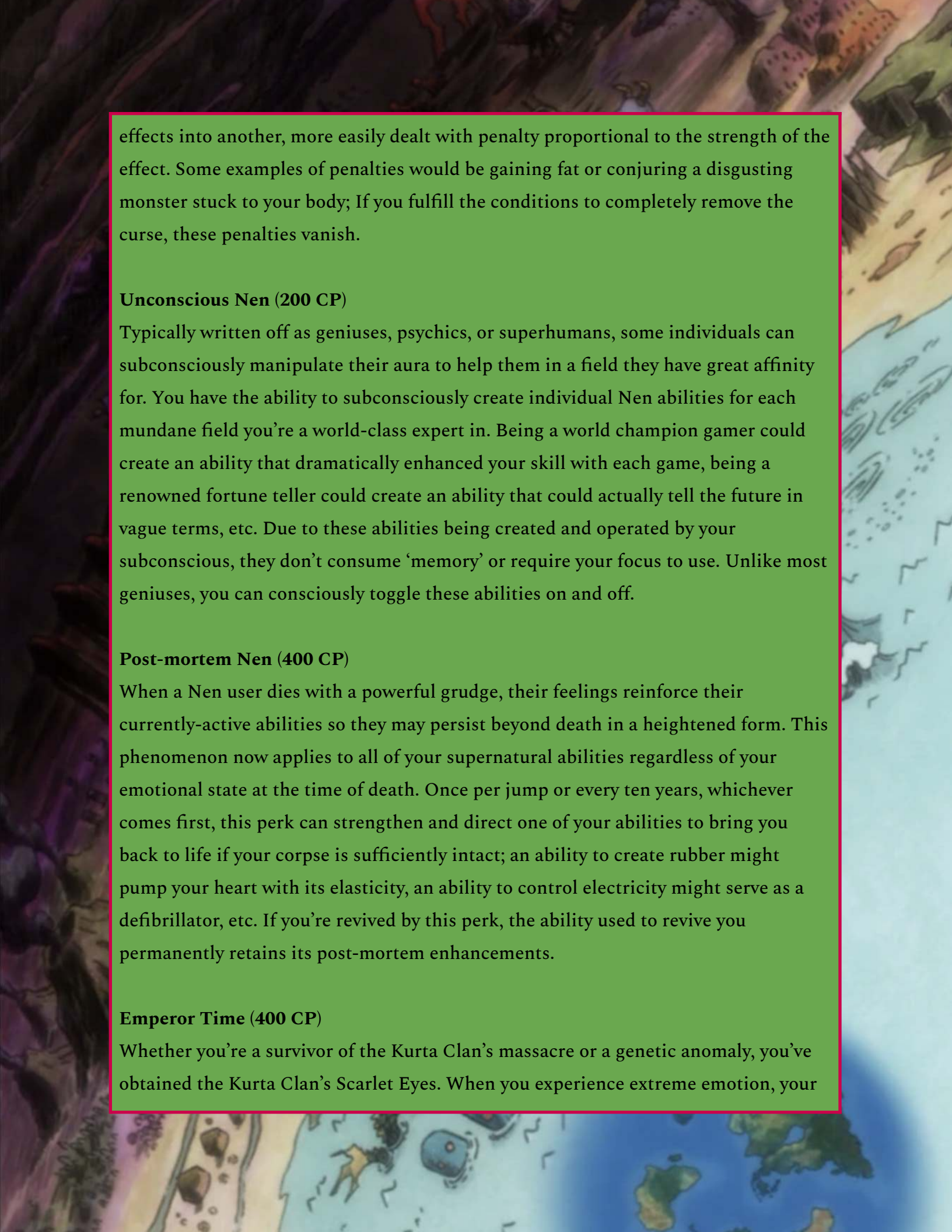
Normally you'd have to be an experienced Nen user to safely perform a Nen baptism, but you have a natural talent for the act. Any Nen baptism you perform has a 100% success rate with no side effects and you can perform similar baptisms for other supernatural energies you possess; by exposing others to your supernatural energies and willing it, they can awaken to that energy.

Aura Reading (200 CP)

Knowing an opponent's Nen type is a massive advantage in Nen combat, so it's no surprise that experienced combatants have developed their own methods to identify one's Nen type through careful observation and deduction. You've developed your own method based on the appearance of someone's aura, their personality, their appearance, or other similarly vague factors that somehow reveal their Nen type to you. In future worlds, you can use this perk to discern other randomly-assigned power categories similar to Nen types.

Exorcist (200 CP)

Some malicious Nen users craft abilities that linger on their targets in the form of a curse and the only way to remove these insidious abilities, outside of fulfilling their conditions, is to undergo a Nen exorcism. You now have the incredibly-rare ability to perform a Nen exorcism and use Nen exorcisms on other supernatural abilities. By performing a short ritual, you can convert curses and other lingering supernatural



effects into another, more easily dealt with penalty proportional to the strength of the effect. Some examples of penalties would be gaining fat or conjuring a disgusting monster stuck to your body; If you fulfill the conditions to completely remove the curse, these penalties vanish.

Unconscious Nen (200 CP)

Typically written off as geniuses, psychics, or superhumans, some individuals can subconsciously manipulate their aura to help them in a field they have great affinity for. You have the ability to subconsciously create individual Nen abilities for each mundane field you're a world-class expert in. Being a world champion gamer could create an ability that dramatically enhanced your skill with each game, being a renowned fortune teller could create an ability that could actually tell the future in vague terms, etc. Due to these abilities being created and operated by your subconscious, they don't consume 'memory' or require your focus to use. Unlike most geniuses, you can consciously toggle these abilities on and off.

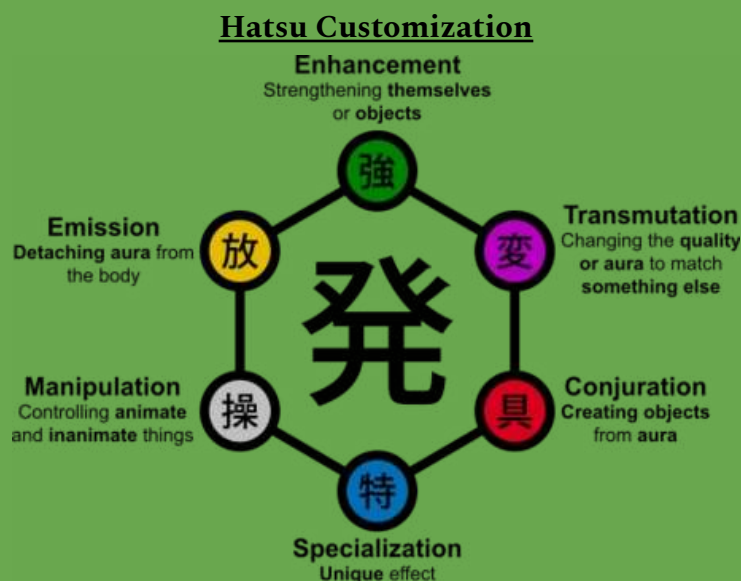
Post-mortem Nen (400 CP)

When a Nen user dies with a powerful grudge, their feelings reinforce their currently-active abilities so they may persist beyond death in a heightened form. This phenomenon now applies to all of your supernatural abilities regardless of your emotional state at the time of death. Once per jump or every ten years, whichever comes first, this perk can strengthen and direct one of your abilities to bring you back to life if your corpse is sufficiently intact; an ability to create rubber might pump your heart with its elasticity, an ability to control electricity might serve as a defibrillator, etc. If you're revived by this perk, the ability used to revive you permanently retains its post-mortem enhancements.

Emperor Time (400 CP)

Whether you're a survivor of the Kurta Clan's massacre or a genetic anomaly, you've obtained the Kurta Clan's Scarlet Eyes. When you experience extreme emotion, your

eyes shine a brilliant red and your physical abilities skyrocket; for reference, a child with his Scarlet Eyes active could defeat multiple adults with their bare hands. In addition to strengthening your body, these eyes are intertwined with your Nen and while they're active, you can use all six categories of Nen with 100% efficiency in terms of aura cost. In future worlds, this applies to similar categorized abilities like Chakra Natures in Naruto, Tao types in Jigokuraku, etc.



Hatsu

Once a certain level of skill in the basics of Nen is acquired, a practitioner may craft a Hatsu: one's personal expression of Nen in the form of a unique supernatural ability. The possibilities are endless, but the difference between a good Hatsu and a great one is how well the user considers their main Nen type, adjacent Nen types, and their personalities to craft a suitable ability.

You may determine the specifics of your Hatsu by purchasing effects listed in the Nen Types section below. You have a 600 NP stipend for the Nen Types section and you gain an additional 100 NP for each level of Nen Talent you've purchased (700 NP for level 1, 800 NP for level 2, 900 NP for level 3, 1000 NP for level 4)

You may freely choose your Nen type with the exception of Specialization which costs 100 NP to take. You have a 50% discount on all of your main Nen type's options, two 50% discounts to use on

adjacent Nen types' options, and one 50% discount to use on Nen types that are two spaces away from your main Nen type on the type chart.

Discounted 100 NP options are free, but 100 NP options that can be purchased multiple times can only be discounted on the first purchase. All >100 NP options that can be purchased multiple are discounted on each purchase. You cannot purchase Specialization options if you aren't a Specialist.

You may craft additional Hatsus by paying incrementally higher NP costs: 100 NP for your second Hatsu, 200 NP for your third Hatsu, and so on. It's up to you to decide if an ability is a facet of your first Hatsu or different enough to be its own Hatsu.

You may choose to not use the Hatsu Customization section and instead create one or more Hatsus in-jump which become fiat backed upon the jump's completion.

Nen Types

Enhancement

If one increases the volume of water when performing Water Divination, they're an Enhancer. Enhancers specialize in using their aura to enhance the natural abilities of their bodies or objects. Enhancement is the category with the best balance between offense and defense because it allows users to become very powerful just by relying on the reinforcement granted by basic aura manipulation.

Superior Enhancement (100/200/400 NP)

All Nen users can physically reinforce themselves with aura, but Enhancers are in a league of their own when it comes to strengthening themselves or objects. Enhancers rarely have complex Hatsus, instead choosing to attach Vows and Limitations to basic aura techniques or to use other Nen types to supplement their monstrous efficiency in melee combat.

100 NP - Your aura is 25% more effective when used to enhance the raw strength and durability of your body or an object coated in your aura; if you invested 4 units of aura into an Enhancement effect, it'd be as if you used 5 units of aura.

200 NP - Your aura is 50% more effective when used to enhance the raw strength and durability of

your body or an object coated in your aura; if you invested 4 units of aura into an Enhancement effect, it'd be as if you used 6 units of aura.

400 NP - Your aura is 100% more effective when used to enhance the raw strength and durability of your body or an object coated in your aura; if you invested 4 units of aura into an Enhancement effect, it'd be as if you used 8 units of aura.

Quality Enhancement (100/400 NP per Quality enhanced)

Enhancement is best known for its monstrous raw power, but it's capable of enhancing far more than just strength and durability. By invoking Enhancement, one can enhance things like their senses, recovery speed, or even more esoteric properties like skill.

100 NP - You can enhance a target's physical functions; a telescope's magnification, your body's recovery speed, a computer's processing speed, etc. As long as the quality being enhanced has a significant basis in the physical composition of the target, it's valid for this level of enhancement.

400 NP - You can now enhance immaterial qualities like skill, talent, or luck. Examples include Bill's Erigeron enhancing the target's Nen abilities or Komugi enhancing her Gungi skills.

Transmutation

Transmutation

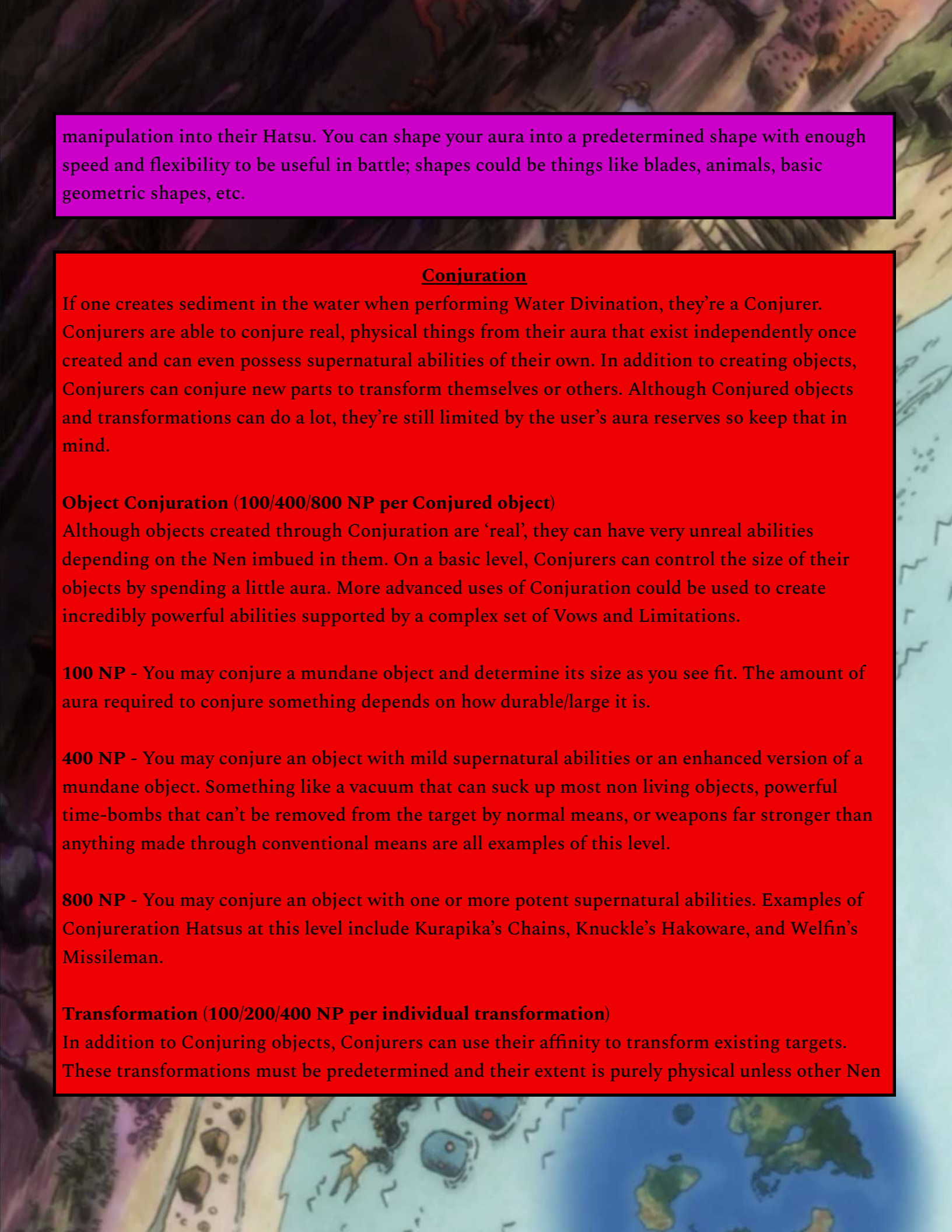
If one changes the taste of the water when performing Water Divination, they're a Transmuter. Transmuters are able to change the properties of their aura to mimic substances/physical phenomena, replicate certain properties, or shape their aura.

Property Imitation (200 NP per property)

Transmuters can have their aura fully mimic physical phenomena like electricity or impart specific properties like elasticity or adhesiveness to their aura. You may even give your aura contradictory qualities to have it mimic substances that can't exist in reality like burning ice or freezing fire..

Form Imitation (100 NP per shape)

All Nen users can somewhat shape their aura with varying precision depending on their proficiency, but Transmuters are particularly suited for incorporating shape changing aura



manipulation into their Hatsu. You can shape your aura into a predetermined shape with enough speed and flexibility to be useful in battle; shapes could be things like blades, animals, basic geometric shapes, etc.

Conjuration

If one creates sediment in the water when performing Water Divination, they're a Conjurer. Conjurers are able to conjure real, physical things from their aura that exist independently once created and can even possess supernatural abilities of their own. In addition to creating objects, Conjurers can conjure new parts to transform themselves or others. Although Conjured objects and transformations can do a lot, they're still limited by the user's aura reserves so keep that in mind.

Object Conjuration (100/400/800 NP per Conjured object)

Although objects created through Conjuration are 'real', they can have very unreal abilities depending on the Nen imbued in them. On a basic level, Conjurers can control the size of their objects by spending a little aura. More advanced uses of Conjuration could be used to create incredibly powerful abilities supported by a complex set of Vows and Limitations.

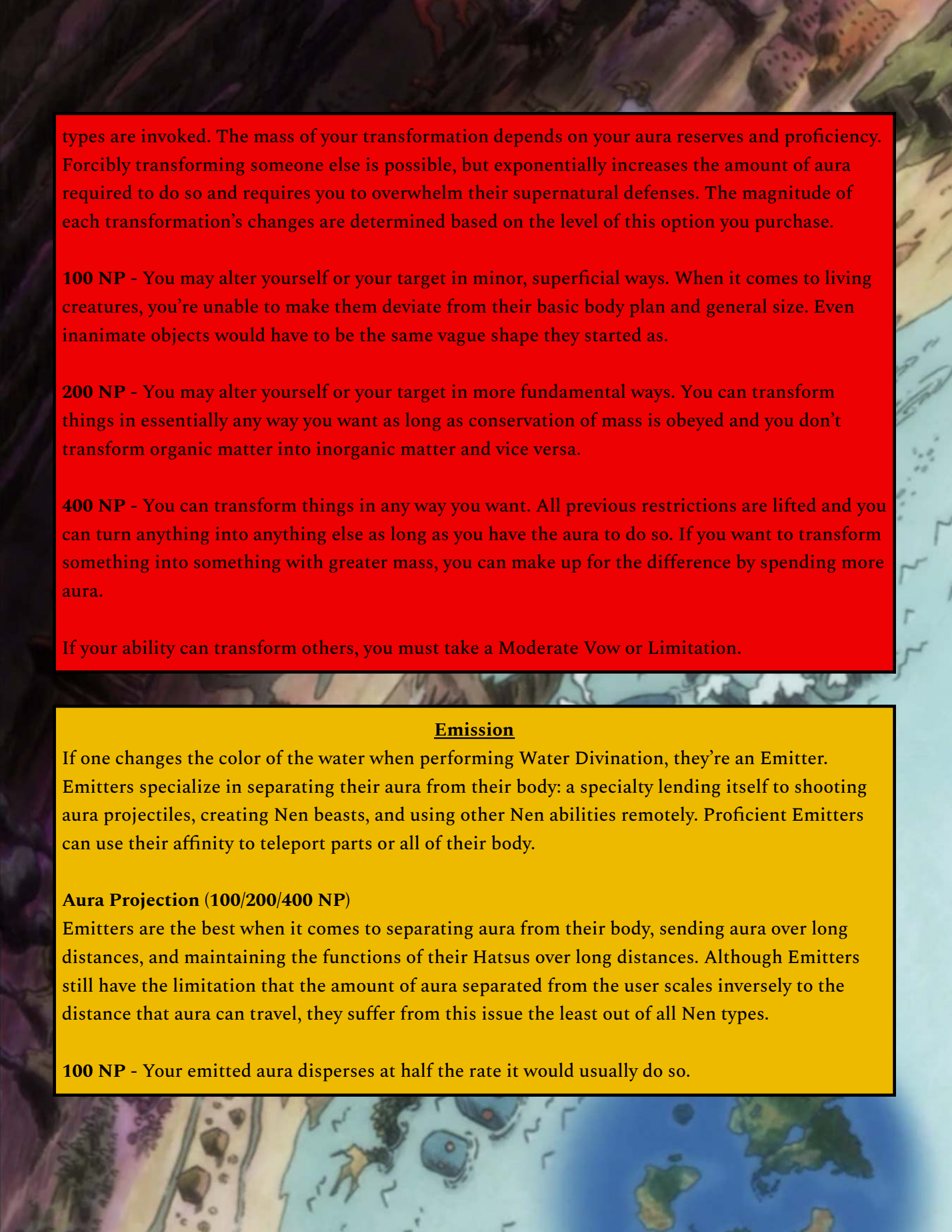
100 NP - You may conjure a mundane object and determine its size as you see fit. The amount of aura required to conjure something depends on how durable/large it is.

400 NP - You may conjure an object with mild supernatural abilities or an enhanced version of a mundane object. Something like a vacuum that can suck up most non living objects, powerful time-bombs that can't be removed from the target by normal means, or weapons far stronger than anything made through conventional means are all examples of this level.

800 NP - You may conjure an object with one or more potent supernatural abilities. Examples of Conjureraion Hatus at this level include Kurapika's Chains, Knuckle's Hakoware, and Welfin's Missileman.

Transformation (100/200/400 NP per individual transformation)

In addition to Conjuring objects, Conjurers can use their affinity to transform existing targets. These transformations must be predetermined and their extent is purely physical unless other Nen



types are invoked. The mass of your transformation depends on your aura reserves and proficiency. Forcibly transforming someone else is possible, but exponentially increases the amount of aura required to do so and requires you to overwhelm their supernatural defenses. The magnitude of each transformation's changes are determined based on the level of this option you purchase.

100 NP - You may alter yourself or your target in minor, superficial ways. When it comes to living creatures, you're unable to make them deviate from their basic body plan and general size. Even inanimate objects would have to be the same vague shape they started as.

200 NP - You may alter yourself or your target in more fundamental ways. You can transform things in essentially any way you want as long as conservation of mass is obeyed and you don't transform organic matter into inorganic matter and vice versa.

400 NP - You can transform things in any way you want. All previous restrictions are lifted and you can turn anything into anything else as long as you have the aura to do so. If you want to transform something into something with greater mass, you can make up for the difference by spending more aura.

If your ability can transform others, you must take a Moderate Vow or Limitation.

Emission

If one changes the color of the water when performing Water Divination, they're an Emitter. Emitters specialize in separating their aura from their body: a specialty lending itself to shooting aura projectiles, creating Nen beasts, and using other Nen abilities remotely. Proficient Emitters can use their affinity to teleport parts or all of their body.

Aura Projection (100/200/400 NP)

Emitters are the best when it comes to separating aura from their body, sending aura over long distances, and maintaining the functions of their Hatsus over long distances. Although Emitters still have the limitation that the amount of aura separated from the user scales inversely to the distance that aura can travel, they suffer from this issue the least out of all Nen types.

100 NP - Your emitted aura disperses at half the rate it would usually do so.

200 NP - Your emitted aura disperses at a quarter of the rate it would usually do so.

400 NP - Your emitted aura disperses at an eighth of the rate it would usually do so.

For reference, a skilled human Emitter has an effective attack range of a few hundred meters. A Royal Guard or King Chimera Ant would be able to cover kilometers with their aura. The maximum range of your aura scales according to your aura reserves and proficiency.

Teleportation (100/400/800 NP)

Certain proficient Emitters can use their affinity to teleport things as far as their aura can be emitted effectively.

100 NP - You may only teleport yourself, your clothes, and your handheld equipment.

400 NP - You may only teleport yourself and anything you're touching.

800 NP - You may teleport anything touching your aura.

You may teleport parts of a target to kill it, but being able to do this requires you to pay full price for this option and take a Moderate Vow or Limitation.

Space Emission (100 NP per level)

Emitters can use their affinity to create artificial pocket dimensions constructed from emitted aura. Now you may create a pocket dimension with a custom environment. Each level of this option expands your pocket dimension by ten thousand feet cubed. You can also split the total volume granted by this option between multiple pocket dimensions.

You and/or your targets may enter this pocket dimension through the teleportation option above. If you don't purchase the teleportation option, you have access to the first level of the teleportation option but you may only use it to enter your pocket dimension.

Nen Beasts (100 NP per Nen Beast)

Aura blasts and beams are cool, but that's just the start of what Emission can do. By emitting one's aura and shaping it, Nen users can create constructs of aura with varying abilities and

independence depending on what other effects they incorporate into their Hatsu.

The intelligence of the Nen Beasts you conjure depends on your Matter Manipulation purchases in the Manipulation section below, but you may manually control them for free. Although Nen Beasts have some level of independence, they're still projections of your aura and their ability to function at a distance depends on how far your aura can be emitted while maintaining its potency.

Manipulation

If one moves the leaf in the glass while performing Water Divination, they're a Manipulator. Manipulators affix their aura to a medium which they then control; this medium can be anything ranging from smoke to people. Regardless of a Manipulator's strength, they cannot manipulate anything already under the control of another Manipulator's ability.

Matter Manipulation (100/200/400 NP per medium)

Manipulators are the Nen users capable of putting the most aura into an object: a specialty that allows them to manipulate and empower a specific non sentient medium. These mediums can be anything, but things that you've worked with for a long time or things you have a high affinity for are preferred. Mediums can be things like smoke, puppets, tops, etc. The total mass you can manipulate depends on your aura reserves and the precision of your medium's movements is dependent on the precision of your aura flow.

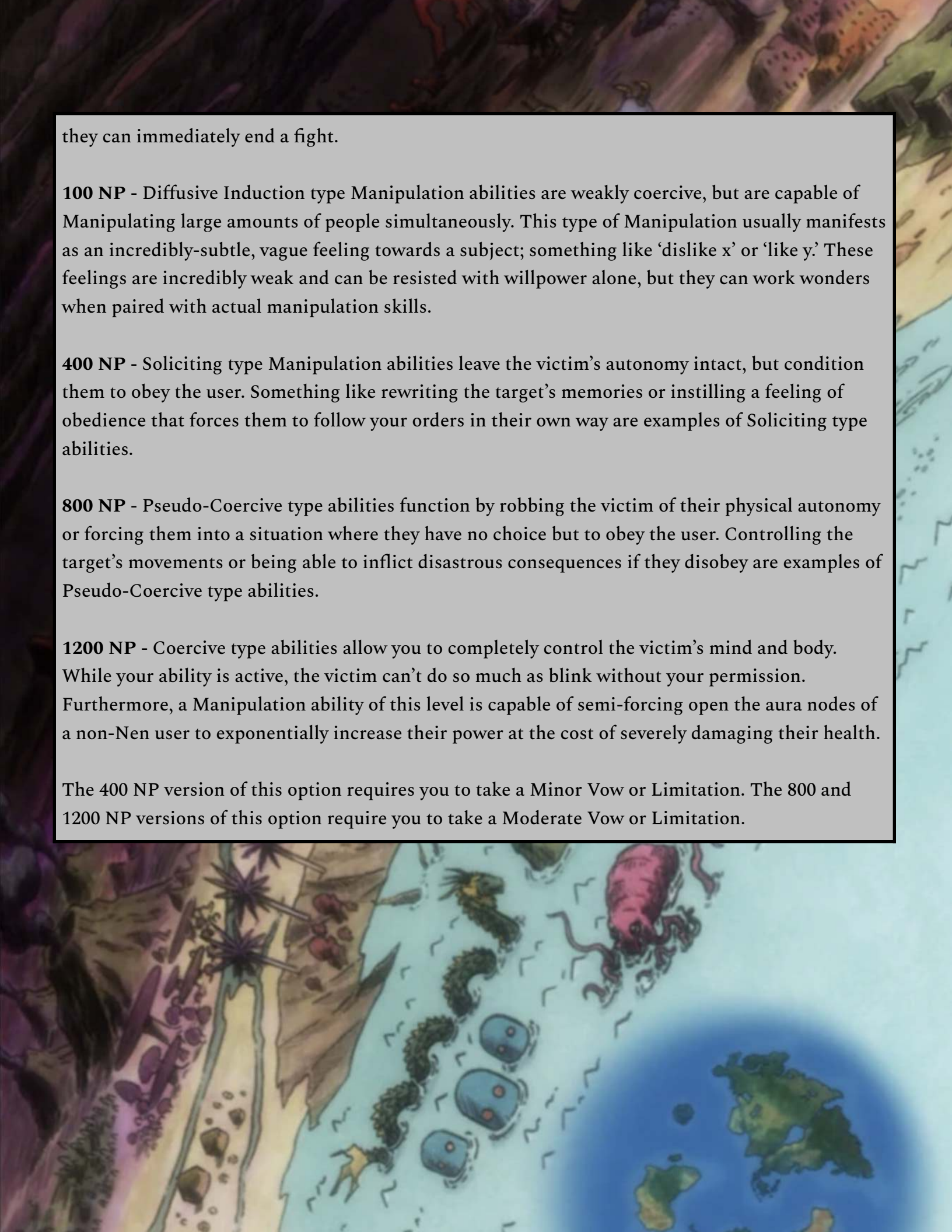
100 NP - After you've poured your aura into a medium, you can telekinetically manipulate it by manually directing its every movement.

200 NP - Your manipulated medium now acts like a simple artificial intelligence and can improvise slightly to carry out your orders. Instead of having to control each of its movements like in the previous level, you could set a simple order like 'attack that enemy' or 'protect me' and the medium will automatically do its best to fulfill it.

400 NP - Your manipulated medium is unfailingly-loyal and shares your intelligence.

Entity Manipulation (100/400/800/1200 NP)

The most terrifying Manipulators are those who can control people; once their conditions are met,



they can immediately end a fight.

100 NP - Diffusive Induction type Manipulation abilities are weakly coercive, but are capable of Manipulating large amounts of people simultaneously. This type of Manipulation usually manifests as an incredibly-subtle, vague feeling towards a subject; something like 'dislike x' or 'like y.' These feelings are incredibly weak and can be resisted with willpower alone, but they can work wonders when paired with actual manipulation skills.

400 NP - Soliciting type Manipulation abilities leave the victim's autonomy intact, but condition them to obey the user. Something like rewriting the target's memories or instilling a feeling of obedience that forces them to follow your orders in their own way are examples of Soliciting type abilities.

800 NP - Pseudo-Coercive type abilities function by robbing the victim of their physical autonomy or forcing them into a situation where they have no choice but to obey the user. Controlling the target's movements or being able to inflict disastrous consequences if they disobey are examples of Pseudo-Coercive type abilities.

1200 NP - Coercive type abilities allow you to completely control the victim's mind and body. While your ability is active, the victim can't do so much as blink without your permission. Furthermore, a Manipulation ability of this level is capable of semi-forcing open the aura nodes of a non-Nen user to exponentially increase their power at the cost of severely damaging their health.

The 400 NP version of this option requires you to take a Minor Vow or Limitation. The 800 and 1200 NP versions of this option require you to take a Moderate Vow or Limitation.

Specialization (100 NP)

If one creates a phenomena out of line with the previous categories, they're a Specialist. Specialists are the rarest and most unique Nen type due to their ability to do anything that doesn't fit into the other five categories. Because of this unmatched versatility, a Specialist having their Nen type revealed isn't as bad of a disadvantage when compared to other Nen types.

Ability Theft (Bandit's Secret) (1400 NP)

Your Hatsu is capable of taking the Nen abilities of others and using them as your own. You're subject to all of the ability's conditions and limitations, but the raw potency of the stolen ability is scaled to match your aura reserves. In future worlds, you may use your Hatsu to steal other abilities from power systems you have access to.

This option requires you to take a Heavy Vow or Limitation.

Miscellaneous Effect (Psychometry/Perfect Plan) (100/200/400/600/800/1400 NP)

The sky's the limit for Specialists. You may purchase effects like near-perfect imperceptibility, telepathy, prophecy, future sight, absorbing the aura reserves of others, and more.

100 NP - An example of an ability on this level would be Binolt's Scissor Hands: a Hatsu that allowed him to measure a target on countless physical metrics just by eating a lock of their hair.

200 - Meleoron's Perfect Plan could be a Hatsu on this level: an ability that renders the user imperceptible so long as they're holding their breath.

400 NP - For 400 NP, you could mimic Pakunoda's Psychometry and read the minds of those you're in physical contact with by extracting the essence of their memories.

600 NP - An example of an ability on this level would be Neon Nostrade's Lonely Ghostwriter: a Hatsu that allowed her to create accurate prophecies about the future up to a month in advance.

800 NP - Tserriednich's Parallel Future could be a Hatsu on this level: an ability that allows the user to see the future and manipulate the perceptions of others. Honestly, I'd recommend looking at Tserriednich's wiki page to get a better idea of what an ability of this level could do.

1200 NP - Any ability with an absolute effect or infinite growth potential would be on this level. Something like Meruem's Aura Synthesis, an ability allowing him to absorb the aura reserves of anyone he consumed, would fit this level.

The 100 and 200 NP versions of this option require you to take a Minor Vow or Limitation.

The 400 and 600 NP versions of this option require you to take a Moderate Vow or Limitation.

The 800 and 1400 NP versions of this option require you to take a Heavy Vow or Limitation.

Vows and Limitations

One's Hatsu's base performance is determined by their aura capacity, but this performance can be further enhanced by the addition of Vows and Limitations. By placing a restrictive condition on your Hatsu, your ability will be strengthened by a degree depending on how restrictive the condition is and how severe the consequences for breaking it are.

None (+0 NP)

Your ability has no Vows or Limitations placed upon it, making its performance a direct result of your aura capacity. What you lose in raw power, you make up for with convenience. Hisoka's Bungee Gum or Zeno's Dragon Head are examples of this type of ability.

Minor (+100 NP)

Your ability has a minor restriction on it that you can satisfy pretty easily even while in combat. Jajanken's charge time, Hakoware needing the user to hit the target, and Ripper Cyclotron needing the user to turn their arm repeatedly are examples of this level of limitation.

Moderate (+200 NP)

At this level, your ability is either incredibly difficult to use without some solid preparation or has a heavy penalty; something like Lovely Ghostwriter needing the target's willingly-provided personal information or Emperor Time rapidly consuming the user's lifespan would fit this level of limitation.

Heavy (+300 NP)

You'd have to be some kind of genius to use a Nen ability this unwieldy. A good example would be Bandit's Secret requiring the user to witness the target's ability, get an answer to a question about the target's ability, have the target touch Bandit's Secret, and accomplish the previous conditions within an hour. Another example would be Zero Hand requiring the user to sincerely pray with all their heart.

Extreme (+500 NP)

These limitations enact terrifying consequences if they're ever broken. Losing your life, ability, or Nen as a whole could happen if you broke a limitation of this level. Chain Jail killing the user if used on a non-spider or Cheetu's Tag being unable to be used again if the user is tagged are examples of this level.

Companions



Import Companions (50/100 CP)

You can import a companion with the chosen companion getting an origin, a 200 CP item stipend, and 600 CP to freely spend. For 100 CP you can import up to eight companions with the same stipulations. Imported companions can take drawbacks, but will not receive CP for doing so.

Custom Companion

Instead of importing a companion, you can create a build using an origin, a 200 CP item stipend, and 600 CP. A character will be inserted into this world with that build and will have the appearance and personality you're looking for in a companion.

Canon Companion (Free/50/200)

The free version of this option allows you to recruit as many characters as you want as companions as long as you explain Jumpchain to them and obtain their freely-given consent afterwards. Your character(s) must be alive at the end of the jump to be recruited.

The 50 CP version of this option guarantees that you meet a chosen character in favorable enough conditions to make a good first impression leading into a strong friendship. Your character(s) must be alive at the end of the jump to be recruited.

For 200 CP, you can 'kidnap' a character of your choice and recruit them as a companion no matter what. If your chosen character is deceased, they will be revived once the jump ends to join you as a companion.

Drawbacks

Supplement Mode (+0 CP)

You can use this jump as a supplement for another jump.

Fanfic Mode (+0 CP)

You can enter the world of a Hunter x Hunter fanfiction rather than the canon world.

Stay Extender (+100 CP. Max 1000 CP)

Each time you take this drawback, the duration of this jump is extended by ten years.

You may take this drawback as many times as you want, but you only gain CP from the first ten times you take it.



Heard the Sonata (+100 CP)

You've heard part of the Devil's Sonata and, although you escaped with your life, you've been cursed to assume an incredibly grotesque appearance. You'll still remain vaguely humanoid with a few traits carrying over from your previous appearance, but you're so ugly that the sight of your bare flesh could make a veteran Hunter shiver. If you cover up you could pass for your average ugly bastard. Unfortunately, this drawback prevents you from obscuring your looks using anything other than mundane clothing/accessories.

Age Discrimination (+100 CP)

You now have the appearance of an 8 or 100 year old human. Although your actual abilities aren't affected, people treat you as a child or senior citizen and tend to coddle you, treat you as slow, and otherwise look down on you for your age. Worst of all, when traveling in public without supervision, people will assume that you're a lost child or a senile elder and intervene as they see fit. Regardless of your actions, this treatment will persist for your time here. Acquiring a Hunter's License will stop you from getting in legal issues due to age requirements.

Flesh Collector (+100 CP)

You share Neon Nostrade's macabre tastes and spoiled attitude; when it comes to rare body parts, your obsession is second to none. Besides staying alive, hunting down rare body parts for your collection is your greatest priority. If you're unable to collect a part you've had your eyes on, you'll descend into a bratty, sulking rage that can last for days on end.

Boar Bastard (+100 CP)

You seem to have the same lack of commitment and general abrasiveness that made Ging one of the most hated men in the Hunter's Association. Your interest rapidly flits between countless subjects on a daily basis, causing you to start and abandon projects (like your son) without a second thought. This capriciousness is made worse by your

near-total lack of empathy that makes it almost impossible to consider the thoughts of others.

Crippled (+100/200/300 CP)

Whether through a genetic abnormality or some sort of freak accident, your body has been crippled. Nothing will be able to cure your disability during your time here whether it be advanced prosthetics, Nen, otherworldly sorcery, or something stranger.

For 100 CP you can choose to either be paralyzed from the waist down, lose your sense of hearing, or lose your sense of sight.

For 300 CP you can choose to either be paralyzed from the neck down or be blind AND deaf.

Rabid Dog (+200 CP)

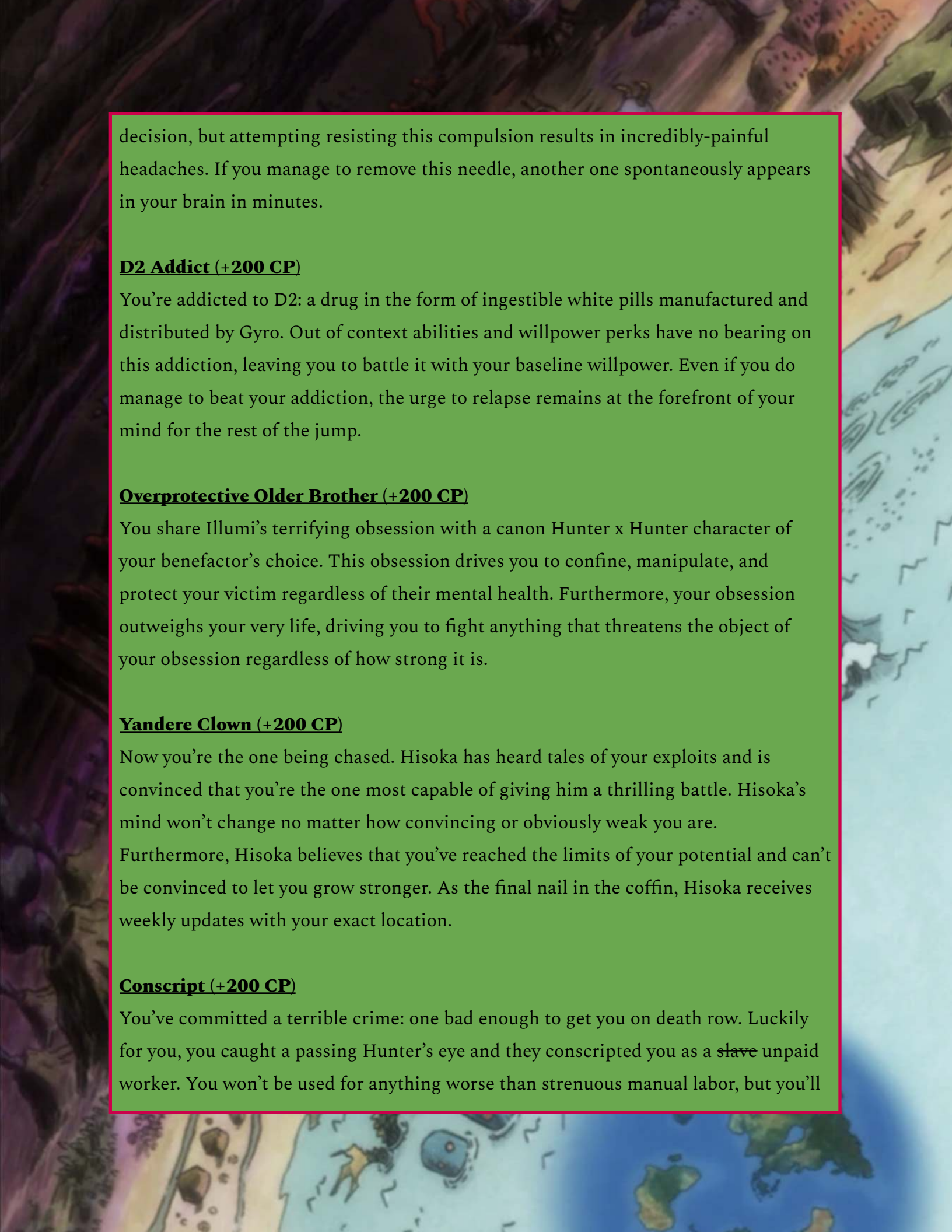
If Rabid Dog used lethal poison, he might've given Uvogin a little trouble. But would Rabid Dog win? Nah, he'd job. You now have Rabid Dog's sadism exaggerated to a cartoonish degree. You'll never be able to just kill someone, as you're compelled to enjoy yourself and slowly inflict pain on them while giving them ample opportunities to make a comeback. If you manage to beat someone, it'll only be because they were far weaker or far dumber than you.

Item Lockout (+200 CP)

You may not use items from outside this jump and you lose access to your warehouse.

Needle Hypnosis (+200 CP)

Somehow, someway, Illumi has implanted a needle in your brain carrying the same hypnotic suggestion as the one in Killua's brain. This needle compels you to immediately retreat when facing an unknown threat or a foe even slightly stronger than you. This compulsion is incredibly subtle and easy to mistake as your own



decision, but attempting resisting this compulsion results in incredibly-painful headaches. If you manage to remove this needle, another one spontaneously appears in your brain in minutes.

D2 Addict (+200 CP)

You're addicted to D2: a drug in the form of ingestible white pills manufactured and distributed by Gyro. Out of context abilities and willpower perks have no bearing on this addiction, leaving you to battle it with your baseline willpower. Even if you do manage to beat your addiction, the urge to relapse remains at the forefront of your mind for the rest of the jump.

Overprotective Older Brother (+200 CP)

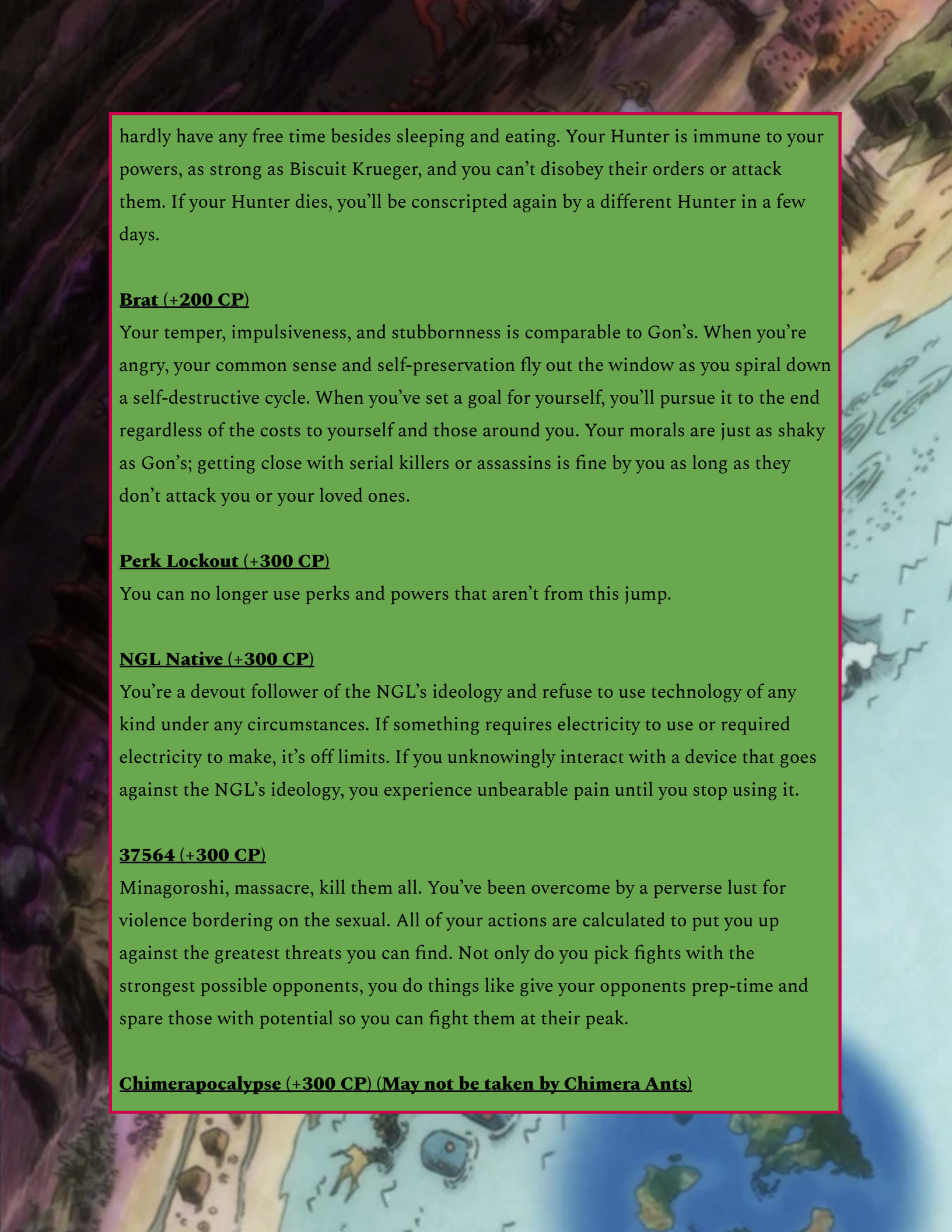
You share Illumi's terrifying obsession with a canon Hunter x Hunter character of your benefactor's choice. This obsession drives you to confine, manipulate, and protect your victim regardless of their mental health. Furthermore, your obsession outweighs your very life, driving you to fight anything that threatens the object of your obsession regardless of how strong it is.

Yandere Clown (+200 CP)

Now you're the one being chased. Hisoka has heard tales of your exploits and is convinced that you're the one most capable of giving him a thrilling battle. Hisoka's mind won't change no matter how convincing or obviously weak you are. Furthermore, Hisoka believes that you've reached the limits of your potential and can't be convinced to let you grow stronger. As the final nail in the coffin, Hisoka receives weekly updates with your exact location.

Conscript (+200 CP)

You've committed a terrible crime: one bad enough to get you on death row. Luckily for you, you caught a passing Hunter's eye and they conscripted you as a ~~slave~~ unpaid worker. You won't be used for anything worse than strenuous manual labor, but you'll



hardly have any free time besides sleeping and eating. Your Hunter is immune to your powers, as strong as Biscuit Krueger, and you can't disobey their orders or attack them. If your Hunter dies, you'll be conscripted again by a different Hunter in a few days.

Brat (+200 CP)

Your temper, impulsiveness, and stubbornness is comparable to Gon's. When you're angry, your common sense and self-preservation fly out the window as you spiral down a self-destructive cycle. When you've set a goal for yourself, you'll pursue it to the end regardless of the costs to yourself and those around you. Your morals are just as shaky as Gon's; getting close with serial killers or assassins is fine by you as long as they don't attack you or your loved ones.

Perk Lockout (+300 CP)

You can no longer use perks and powers that aren't from this jump.

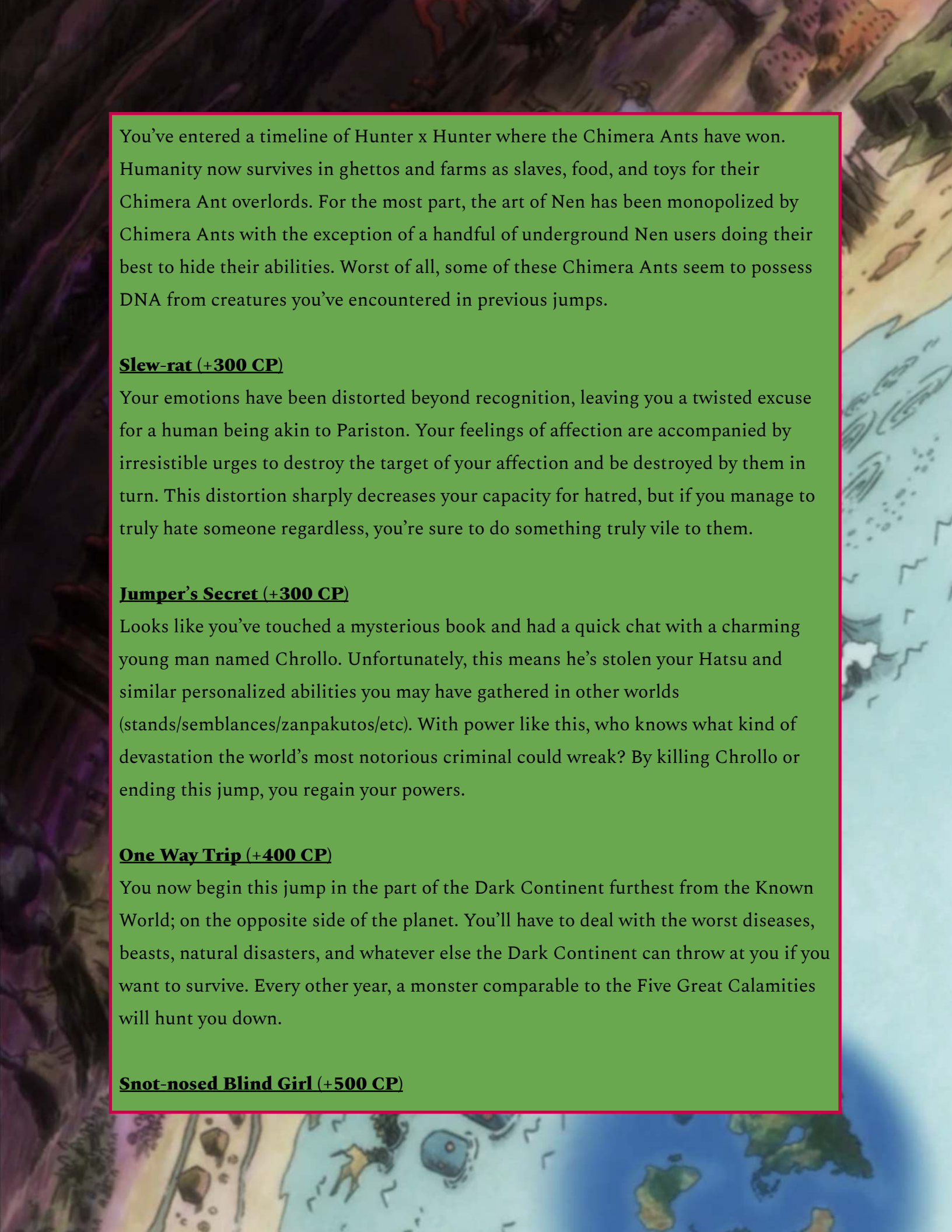
NGL Native (+300 CP)

You're a devout follower of the NGL's ideology and refuse to use technology of any kind under any circumstances. If something requires electricity to use or required electricity to make, it's off limits. If you unknowingly interact with a device that goes against the NGL's ideology, you experience unbearable pain until you stop using it.

37564 (+300 CP)

Minagoroshi, massacre, kill them all. You've been overcome by a perverse lust for violence bordering on the sexual. All of your actions are calculated to put you up against the greatest threats you can find. Not only do you pick fights with the strongest possible opponents, you do things like give your opponents prep-time and spare those with potential so you can fight them at their peak.

Chimerapocalypse (+300 CP) (May not be taken by Chimera Ants)



You've entered a timeline of Hunter x Hunter where the Chimera Ants have won. Humanity now survives in ghettos and farms as slaves, food, and toys for their Chimera Ant overlords. For the most part, the art of Nen has been monopolized by Chimera Ants with the exception of a handful of underground Nen users doing their best to hide their abilities. Worst of all, some of these Chimera Ants seem to possess DNA from creatures you've encountered in previous jumps.

Slew-rat (+300 CP)

Your emotions have been distorted beyond recognition, leaving you a twisted excuse for a human being akin to Pariston. Your feelings of affection are accompanied by irresistible urges to destroy the target of your affection and be destroyed by them in turn. This distortion sharply decreases your capacity for hatred, but if you manage to truly hate someone regardless, you're sure to do something truly vile to them.

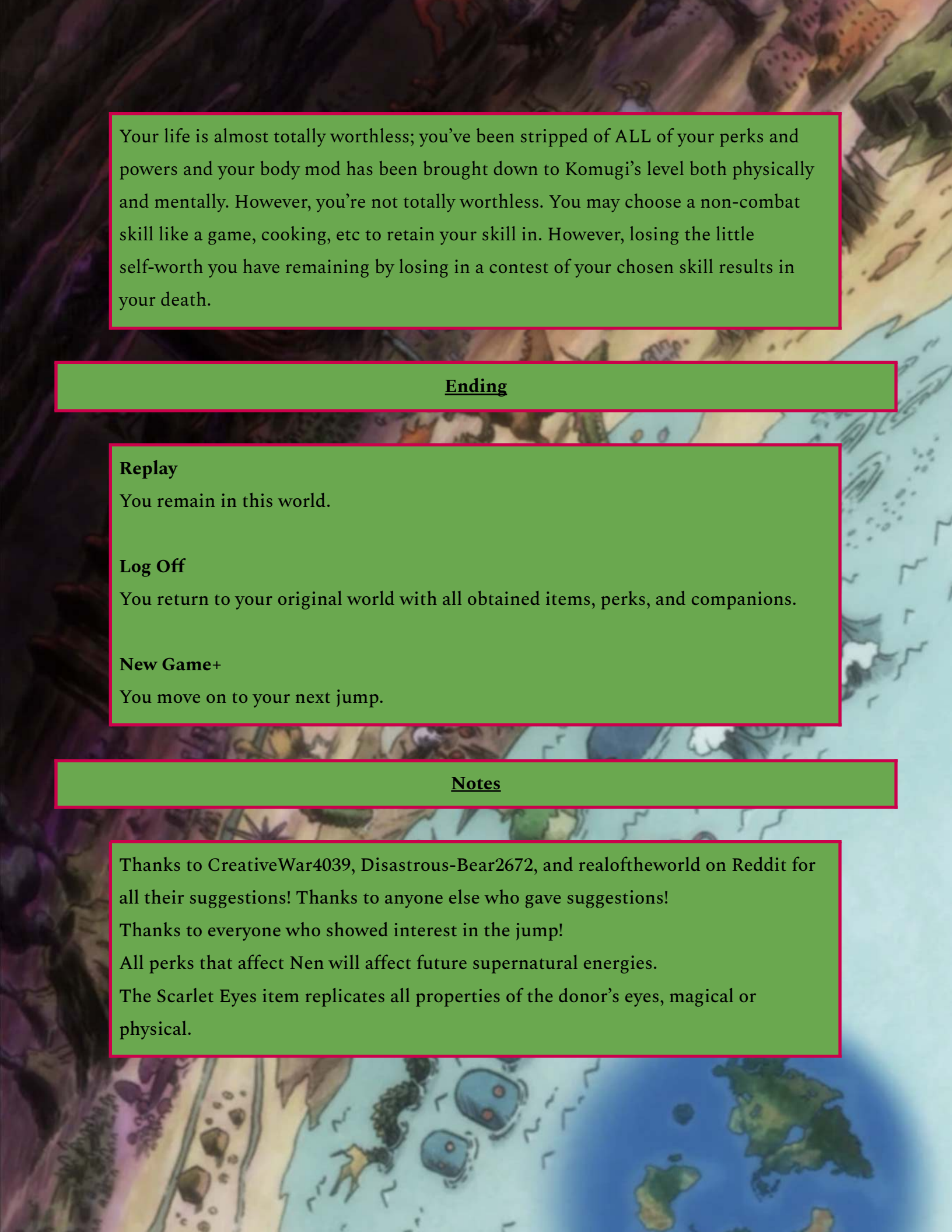
Jumper's Secret (+300 CP)

Looks like you've touched a mysterious book and had a quick chat with a charming young man named Chrollo. Unfortunately, this means he's stolen your Hatsu and similar personalized abilities you may have gathered in other worlds (stands/semblances/zanpakutos/etc). With power like this, who knows what kind of devastation the world's most notorious criminal could wreak? By killing Chrollo or ending this jump, you regain your powers.

One Way Trip (+400 CP)

You now begin this jump in the part of the Dark Continent furthest from the Known World; on the opposite side of the planet. You'll have to deal with the worst diseases, beasts, natural disasters, and whatever else the Dark Continent can throw at you if you want to survive. Every other year, a monster comparable to the Five Great Calamities will hunt you down.

Snot-nosed Blind Girl (+500 CP)



Your life is almost totally worthless; you've been stripped of ALL of your perks and powers and your body mod has been brought down to Komugi's level both physically and mentally. However, you're not totally worthless. You may choose a non-combat skill like a game, cooking, etc to retain your skill in. However, losing the little self-worth you have remaining by losing in a contest of your chosen skill results in your death.

Ending

Replay

You remain in this world.

Log Off

You return to your original world with all obtained items, perks, and companions.

New Game+

You move on to your next jump.

Notes

Thanks to CreativeWar4039, Disastrous-Bear2672, and realoftheworld on Reddit for all their suggestions! Thanks to anyone else who gave suggestions!

Thanks to everyone who showed interest in the jump!

All perks that affect Nen will affect future supernatural energies.

The Scarlet Eyes item replicates all properties of the donor's eyes, magical or physical.

Changelog

Version 1:

Jump Finished

Few minor edits made after people pointed out issues in the first post.

Version 2:

Specified that Level 2 of Nen Experience included the benefits of Level 1.

MASSIVE overhaul to the Hatsu Customization/Nen Types sections.

Added level 3 of nen talent and discounts for levels 3/4 of nen talent depending on other purchases.

Edited Chimera Ant capstone to have two price tiers.

Made Nen section options cost CP instead of NP

Added Zoldyck Curriculum perk

Added Combat Proficiency perk

Increased the price of the Chimera Ant origin from 400 to 500 CP

Edited the companion section

Version 3:

Made levels 3 and 4 of nen talent allow you to take minor vows/limitations in place of higher level mandatory restrictions

Clarified Nen type choice

Made the Hatsu Customization section optional

Reduced the Item Stipend

Clarified the Nen Perk discounts and removed the Nen Perk stipend

Removed the reward for rolling your starting location

Removed the companion lockout drawback

Added new drawbacks

Altered existing drawbacks

