

Monster Hunter Generations Ultimate 0.1
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Introduction:

Welcome, Jumper, and congratulations on being accepted into the esteemed Wycademy!

The Wycademy is a renowned organization dedicated to the research and study of the myriad monsters that inhabit our world. Originally founded to solve mysteries within local villages, the Wycademy has expanded its mission over time to encompass extensive research and comprehensive surveys of creatures across diverse regions. Due to the limitations of the Wycademy's jurisdiction, there are still many undiscovered or poorly understood monsters beyond our current knowledge. To bridge this gap, the Wycademy collaborates closely with other prominent organizations such as the Hunter's Guild and the Elder Dragon Observation Team, sharing valuable research and insights to deepen our collective understanding of these magnificent beings.

As a new member of the Wycademy, you will take on the vital role of a field agent. Your responsibilities may vary, ranging from actively hunting and tracking elusive monsters in their natural habitats to providing essential supplies and equipment to fellow hunters embarking on perilous quests. Regardless of your specific duties, your contribution is invaluable to our shared mission.

Our ultimate objective is to maintain and preserve the delicate balance between human advancement and the splendor of Mother Nature. We strive to respect and understand the creatures we study, recognizing their importance in the world's ecological tapestry. In particular, we urge you to be vigilant regarding a unique class of monsters known as "Deviants." These extraordinary creatures exhibit unusual and often more aggressive behaviors compared to their standard counterparts, posing significant challenges and offering unique opportunities for study. The Wycademy has been specifically tasked with monitoring and managing Deviant populations to ensure they do not disrupt the natural order or threaten human settlements.

To aid you in your upcoming adventures and endeavors, we are providing you with an initial grant of 1000 CP. These points can be utilized to acquire necessary gear, resources, and information crucial for your missions. Use them wisely to prepare yourself for the challenges ahead.

Starting Location:

Roll 1d6 to see where you start off in this world. You can pay 50 CP to choose one location if you see fit.

1. Bherna

You are now in Bherna, the bustling headquarters of the Wycademy. This vibrant village serves as the central hub for both newcomers and veteran hunters alike. It's a place where knowledge, experience, and camaraderie converge, making it the perfect base of operations for those dedicated to the study and management of the world's monsters.

Bherna is more than just a headquarters; it's a thriving community where the Wycademy's research, planning, and logistical operations are carried out. The village is alive with the activity of hunters preparing for their next expedition, blacksmiths forging and refining weapons and armor, and scholars poring over ancient texts and research findings. Here, you'll find everything you need to support your work in the field, from state-of-the-art equipment to the latest research reports.

2. Kokoto Village

You are now in Kokoto Village, a quaint and peaceful settlement nestled in a remote area, known for its vibrant marketplace where merchants from distant lands gather to sell their exotic goods. Despite its humble size, Kokoto Village holds a deep sense of history and pride, being home to many legendary figures. The village is led by the Kokoto Chief, a retired Wyverian hunter who has achieved legendary status for his extraordinary feats. Among his many accomplishments, he is renowned for slaying a Monoblos with the fabled Hero's Blade, taking down a massive Lao-Shan Lung single-handedly, and later slaying another Lao-Shan Lung alongside three other hunters after it tragically claimed the life of his fiancée. His heroic deeds have earned him the title of the "Hero of Kokoto," and he now leads the village with wisdom and strength.

3. Pokke Village

Pokke Village is a quaint and resourceful settlement that serves as a crucial hub for hunters embarking on quests in the surrounding mountainous regions. The village is equipped with essential facilities to support hunters in their endeavors,

including an Armory and Blacksmith, where weapons and armor can be forged and upgraded, and a General Store that provides necessary supplies. The village's farm is a vital resource for gathering food and materials, allowing hunters to stock up on provisions before setting out on their quests.

One of the most distinctive landmarks in Pokke Village is a massive boulder-like chunk of machalite ore, situated near the pathway out of the village. This ore serves not only as a symbol of the village's mining heritage but also as a meeting point for the villagers. Standing by a campfire next to this landmark are the Pokke Village Chief, an extremely short and elderly woman, and Nekoht, a wise and helpful Felyne who assists hunters with various tasks.

4. Yukumo Village

Yukumo Village is a picturesque mountain settlement nestled at the heart of a lush valley, renowned for its soothing hot springs that flow throughout the area. The village is structured in a distinctive three-tiered layout, each level offering unique amenities and facilities. On the first level, you'll find essential services including a Blacksmith and General Store, where hunters can procure and refine their equipment. This level also features the entrance to Yukumo Farm, a crucial resource for gathering food and materials to support your expeditions.

Ascending to the second level, the village reveals more specialized locations. Here, you'll encounter the Hunter's House, where hunters can rest and prepare for their adventures, as well as the residence of the Yukumo Village Chief, who oversees the village's operations and affairs. The entrance to the Training School is also located on this tier, providing a vital space for new hunters to practice and hone their skills. Additionally, a Wandering Salesman offers a variety of goods, and the path leading out of the village connects to the surrounding fields and wilderness. At the top of the village stands the Gathering Hall, the largest building in Yukumo, which serves as the central hub for social gatherings and quests. Beyond its functional facilities, Yukumo Village is distinguished by its active forestry, which exports high-quality lumber to neighboring cities, further enhancing its status as a vibrant and self-sustaining community.

5.Moga Village

Moga Village is a small fishing village attached to a deserted island which appears to be an archipelago in the middle of a great ocean. After many years of peace, unexplainable earthquakes begin to shake and rattle the islands. A great Leviathan, Lagiacrus, is thought to be responsible. The Guild, in response, sends a new, untested hunter to handle the situation.

After the village inhabitants and the hunter rebuild the once-destroyed base camp in Moga Woods, the Guild shows its confidence by sending quests for the hunter. After many quests, villager requests, one unintended encounter with the Lagiacrus itself, and a rescue of a young Shakalaka named Cha-Cha, the Lagiacrus finally reappeared. After first repelling, then slaying the great Sea-King, another massive earthquake shook the village. The cause, once attributed to the now-deceased Lagiacrus, was a mystery. Cha-Cha had also disappeared for a time immediately after the earthquake, and no one knew why. Shortly thereafter, Cha-Cha returned with a story of a great sea dragon dwelling below Moga Village inside a large tunnel network.

6.Soaratorium

The Wycademy's airship is a remarkable vessel designed for the purpose of traveling and surveying diverse lands across the world. This advanced airship is equipped with state-of-the-art technology that allows it to conduct aerial surveys of various regions. From its elevated vantage point, the airship provides a comprehensive view of the surrounding landscapes, enabling the Wycademy to study and document the ecology of monsters in their natural habitats from a safe distance.

By utilizing this aerial perspective, the airship's crew can identify and monitor the behaviors, populations, and environmental interactions of different monster species without disturbing their natural routines. This approach not only enhances the accuracy of their research but also ensures the preservation of the delicate balance between humans and the monsters they study. The airship plays a crucial role in expanding the Wycademy's understanding of the world's diverse ecosystems, contributing valuable insights that aid in conservation efforts and strategic planning.

Origins:

Any of the origins can be considered a drop-in, you can choose your gender for free and your age depends on the race you choose. Choose one race. Humans and Palicoes typically have an age range of 20+1d12 years. Humans are versatile and adaptable, excelling in a wide variety of skills and professions, and are known for their ingenuity and resilience. Palicoes, on the other hand, are small, cat-like creatures that serve as loyal companions to hunters. They possess unique abilities such as enhanced agility, heightened senses, and specialized skills like item gathering and combat support.

Wyverians, an ancient and dragon-like race, range in age from 20+1d12 decades. They have a long lifespan and are known for their wisdom and physical prowess. Wyverians possess innate abilities such as flight, enhanced strength, and the capacity to harness elemental powers. Their deep connection to ancient traditions and their formidable combat skills make them respected and powerful figures in the world.

Troverians, a more mysterious and elusive race, have an age range of 12+d10 years. They are known for their unique abilities, including advanced stealth, heightened senses, and an affinity for the natural world. Troverians are often skilled in navigating difficult terrain and have a natural talent for blending into their surroundings, making them excellent scouts and survivalists.

Hunter [Forbidden for Palicoes]

As a hunter within the Wycademy organization, you hold a crucial role as one of their most important members. Recently certified by the Guild, you are now a trained professional tasked with the vital responsibility of managing and addressing monster-related issues. Your role involves capturing or eliminating problematic monsters in accordance with various contracts and organizational needs. This work is essential for maintaining balance and safety in the world, and it requires a combination of skill, bravery, and strategic expertise.

Prowler [Palicoes only]

As a prowler, you are a specialized hunter of your species, receiving advanced training in combat, reconnaissance, and research. Prowlers are renowned for their tireless dedication and exceptional skills, making them indispensable both in

the field and at the base. Their training equips them with a wide array of abilities, including combat prowess, stealth, and strategic acumen.

In addition to these core skills, most prowlers possess auxiliary talents that enhance their utility. These include expertise in cuisine, which allows them to prepare meals that provide significant buffs, resource gathering to ensure a steady supply of materials, and various healing abilities to aid themselves and allies. Prowlers also have a range of passive and attacking skills that contribute to their effectiveness in diverse situations, ensuring they play a pivotal role in both supporting their team and tackling challenging monsters.

Craftsman

As a blacksmith, you excel in the art of working with both earthly materials and those derived from the creatures that inhabit your world. Your expertise ensures that hunters are equipped with the weapons and armor they need to face monsters, researchers receive the specialized tools required for their studies, and the headquarters remains fortified and operational. With the rise of new fuel sources and the discovery of numerous new species, the demand for skilled smiths and engineers has surged, transforming traditional craftsmanship into a thriving industry.

Scholars

Without scholars to compile and analyze data, the pursuit of order and meaning in our world would be significantly hindered. Scholars play a crucial role in gathering and interpreting specimens and information across various fields such as biology, botany, endemic life, and materials analysis. While many scholars specialize in specific areas or regions, their collective efforts provide the essential knowledge that underpins understanding and progress. In addition to ecologists, scholars also include handlers and logistics workers, who are responsible for recording, managing, and disseminating information.

Perks

Each origin gains two discounts per tier, and 100CP ones are free.

General

Universal Language [Free/100CP]

In this world, there is a universal language that all four races speak and understand effortlessly. You are naturally fluent in this gibberish-like tongue, both in speaking and writing. This ability is granted for free while you are in this world. However, for 100 CP, you can take this universal language with you to future worlds, allowing you to communicate with others seamlessly across different realms.

No Fall Damage[Free/100CP]

In this world, there's a peculiar quirk where no matter how high you fall from, you won't take any falling damage, even if you plummet from above the clouds. This ability is granted for free while you're in this world, but if you wish to bring this perk to future worlds, it will cost you 100 CP.

Underwater Combat [200CP]

You are a great swimmer, able to dart around in the water with ease. You can easily draw your weapons and fight underwater, and while slightly hindered, you are still effective in battle. Your armor won't hinder you in the water at all. Additionally, you can use items and drink potions with ease while underwater, and any ammo or arrows fired won't be affected by water resistance. You can also hold your breath for an impressive 10 minutes. Lastly, when you leave the water, all the moisture on your body will dry off in just 5 minutes.



Rank[Free/400CP/600CP]

Here, you will gauge just how skilled and experienced you are within the Wycademy organization.

At the beginning of your journey, you are considered a low rank in your respective field. For Hunters and Prowlers, this means you are fresh out of the academy, starting with low-rank monsters like Velocidrome and Bullfango, and collecting basic materials. For Craftsmen, your skills are still developing, and you are authorized to build equipment for low-rank hunters only. As a Scholar, you are relatively new and focused primarily on the foundational work of data collection within your organization.

With 400 CP, you advance to high rank. As a Hunter or Prowler, you are now adept, having hunted several high-tier monsters like Astalos or Mizutsune, and collected more valuable materials. Craftsmen at this level have skills that are slightly above the standard, allowing you to build equipment for both high and low-rank hunters. As a Scholar, you have several years of experience and are working on specialized research in a field of your choice. Your work may significantly impact the understanding of monster ecology.

At 600 CP, you reach G Rank. For Hunters and Prowlers, you are considered a true veteran, having slain some of the most powerful monsters the Guild has ever known, such as Valstrax or Kushala Daora, and collected legendary materials. As a Craftsman, your skills are masterful, making you one of the best craftsmen in the organization, with authorization to build equipment for all hunters. For Scholars, you have published multiple studies on various monsters and their ecologies, earning respect as one of the most esteemed researchers within the organization.



Deviant Permit[400CP]

Deviant monsters are some of the rarest and most dangerous creatures that both the Guild and the Wycademy have identified. Due to their extreme threat level, it is illegal for anyone to approach or hunt these monsters unless they are authorized members of the Wycademy with a special Deviant Permit. This restriction is in place for very good reasons.

Hunters and Prowlers who engage these formidable beasts face a staggering 75% mortality rate due to their sheer danger. The parts obtained from Deviant monsters are notoriously unstable and challenging to process. When used by unauthorized blacksmiths, weapons and armor crafted from these materials may prematurely fail or even explode, potentially destroying furnaces and endangering the lives of blacksmiths and their apprentices. Scholars, too, must exercise extreme caution when dissecting Deviant monsters due to the unpredictable nature of their body parts, which poses significant risks during field research and data collection.

Having a Deviant Permit signifies that you possess the necessary skills and qualifications to safely interact with these perilous creatures. This permit not only authorizes you to handle Deviant monsters with the requisite caution but also allows you to equip yourself with the most advanced and powerful gear derived from these dangerous beasts, thus enhancing your ability to confront and study even the most hazardous entities in future worlds.



Hunter

Weapon Mastery[100CP]

As a hunter, you have dedicated yourself to mastering one type of weapon, as deemed acceptable by the Hunter's Guild. You can choose one weapon from the following list and become highly skilled in its use with the traditional Guild style:

Great Sword: A massive sword with high damage output and powerful charged attacks, ideal for heavy hits and breaking monster parts.

Long Sword: A sleek, elongated sword that excels in fluid, high-damage combos and has a unique Spirit Gauge mechanic for enhanced attacks.

Sword and Shield: A versatile weapon combination allowing for quick attacks, defensive capabilities with the shield, and the use of items while fighting.

Dual Blades: Two one-handed swords that enable rapid, multi-hit attacks and the ability to enter a Demon Mode for increased damage and speed.

Hammer: A large, blunt weapon designed for high-impact attacks and stunning monsters, with a focus on breaking parts and causing heavy damage.

Hunting Horn: A musical weapon that plays various melodies to provide buffs and support to allies while delivering strong blunt attacks.

Lance: A long, spear-like weapon offering excellent defensive capabilities with its shield and thrusting attacks for consistent damage.

Gunlance: A hybrid weapon combining lance and gun capabilities, featuring explosive shell attacks and a defensive shield.

Switch Axe: A weapon that can transform between an axe and a sword, allowing for versatile combat with powerful, explosive attacks in both forms.

Charge Blade: A complex weapon that can switch between a sword-and-shield mode and an axe mode, utilizing charged energy for devastating attacks.

Bow: A ranged weapon that fires arrows with various coatings and can charge shots for increased damage and effects.

Light Bowgun: A lightweight ranged weapon that fires rapid shots and various types of ammunition, offering mobility and versatility in combat.

Heavy Bowgun: A more powerful, slower ranged weapon that fires high-damage shots and can use a wide array of ammunition, including explosive and status-inflicting types.

If you have achieved high rank and have a hunter origin, you receive mastery in three weapons for free. For G Rank, you receive mastery in five weapons for free. This perk can be bought multiple times.

Hunter Arts[100CP]

In the Wycademy, you have been trained to use special moves known as Hunter Arts, which are dramatic abilities that can significantly impact hunts. Hunter Arts include powerful attacks, devastating counter-attacks, and various ways to heal yourself or other Hunters. To use these skills, you need to fill the Arts Gauge that appears in your mind. This gauge fills up as you successfully land attacks on monsters. Once the gauge is full, you can activate the Hunter Art by concentrating on the skill you want to use.

Initially, you will be given the Hunter Art Absolute Evade, which allows you to evade an attack without fail. Additionally, you can choose one weapon-specific art from the following list here

[https://monsterhunter.fandom.com/wiki/MHGU: Hunter Arts](https://monsterhunter.fandom.com/wiki/MHGU:_Hunter_Arts) . You will receive the lowest level variant of that skill.

Low Rank: You receive one general art (Absolute Evade) and one weapon-specific art at its lowest level.

High Rank: You gain two additional general arts and three more weapon-specific arts at level two variants.

G Rank: You receive five general arts and five weapon-specific arts at their highest level three variants.

This perk can be purchased multiple times. Each additional purchase grants one general art or one weapon-specific art, with the level of the art depending on your rank (low rank for level one, high rank for level two, and G Rank for level three).

Pack Rat[100CP]

You are now skilled at packing and organizing items efficiently, enhancing your carrying capacity. Typically, a hunter can bring up to 30 different types of items, each with a set number of slots. However, you have mastered the art of efficient packing and can now carry up to 40 different types of items in your backpack without hindering yourself. This improvement allows you to bring a wider variety of tools and resources into each hunt, increasing your preparedness and versatility in the field.

Styles [200CP]

You've now mastered additional fighting styles used by the Wycademy. With each weapon you've mastered through the Weapon Mastery perk, you can choose one of these styles to employ at the start of each hunt or battle. Here are the styles available:

Striker: Focuses on quickly filling the Arts Gauge. Your attacks are simpler but gain significant power from the Hunter Arts you use. This style emphasizes speed in generating and utilizing Arts.

Aerial: Allows you to jump and attack monsters from above, aiming for mounted attacks to trip them. This style also provides faster stamina recovery, making it ideal for high mobility and tactical positioning.

Adept: Centers on evading monster attacks and countering with powerful strikes. This style has a lenient evasion window, but you rely on the monster's actions to time your most effective counters.

Valor: The most aggressive style, enabling you to either evade or unleash devastating attacks when you sheath your weapon. As you deal damage, your attacks gain increased power, flexibility, and agility.

Alchemy: A support-heavy style focused on creating items during the hunt by shaking a barrel during combat. You can craft healing items, buffs, debuffs, and traps to aid your allies and capture monsters effectively.

You can choose one style to use in each battle. If desired, you can pay an additional 200 CP to gain another style.

Mounting Expert[200CP]

You've developed a keen understanding of where and when to mount monsters effectively during a hunt. This expertise allows you to identify the optimal points on a monster's body for mounting, increasing your chances of a successful and prolonged mount. Additionally, this skill enhances your damage output when attacking monster parts, making it easier to break them.

Furthermore, when assisting allies who are mounted on a monster, your attacks target the monster's weak points more efficiently, helping to keep the monster down for an extended period.

Quest Magnet[200CP]

As a hunter, your reputation and abilities have turned you into a kind of celebrity. Depending on your rank, you'll start receiving quests from random strangers more frequently. The higher your rank, the more complex and rewarding these quests become. These assignments often come with increased rewards, including higher amounts of zenny and a greater chance of rare material drops. This elevated status not only reflects your skill and accomplishments but also provides you with more opportunities to gather valuable resources and further enhance your gear and abilities.

Peak Physique [400CP]

Your body is now in peak physical condition. You are immune to the ill effects of poison, paralysis, and wounds that might be sustained during hunts or battles. After a good night's rest, you will fully recover and be at 100% for your next mission, ensuring that you are always in optimal shape for the challenges ahead.

Palico Insurance[400CP]

As a hunter, you are supported by a group of Palicoes who will come to your aid when your HP reaches zero. They will rescue you from monster attacks and bring you back to your base. In this world, you can be saved three times per hunt; if you are downed for a third time, you will automatically fail the quest. In future worlds, the assistance from these Palicoes will be limited to three rescues every ten years or at the end of your jumps, whichever comes first.

Part Breaker[400CP]

As a hunter, breaking monster parts can be crucial to the success or failure of a quest. For instance, dismantling the back and front plates of a Gravios will prevent the steam it exudes from its fire laser from reaching the ground, reducing the risk of being burned by its flames. This strategic approach to targeting and breaking specific parts of a monster not only improves your chances of success in the hunt but also offers tactical advantages in future battles.

Your skill in targeting and destroying monster parts has significantly improved. In future worlds, you will be even more adept at exploiting these weaknesses, making the broken parts of monsters a consistent advantage in your hunts.

Understanding Your Enemy[600CP]

You have become one with nature and mastered the art of hunting through experience. The more you fight the same species of monster, the more you understand its behavior, attack patterns, and weaknesses. Over time, you'll learn how to hunt these monsters with the least amount of time and pain inflicted upon them. With repeated encounters, you'll be able to effortlessly predict their attacks, making it easier to dodge and strike at the most opportune moments. You'll also know where the monster will appear on the map and where it will retreat when wounded.

Your attacks will become more deadly as you learn which parts of the monster are most vulnerable, making it easier to break or damage these areas to facilitate your hunt. You'll also instinctively know when a monster is weak enough to be captured just by observing its behavior. After at least 20 hunts of the same creature, you will gain all these benefits, from smaller monsters like the Velocidrome to colossal creatures like Lao-Shan Lung.

Master Combining[600CP]

You are a master at combining items in the field, with a zero chance of failure as long as you have the necessary materials and know the recipe. Every combination you attempt will always succeed. Additionally, if you have chosen the Alchemy style, the number of items you create with this style is doubled, and they are of significantly higher quality.

Mind Eye[600CP]

You've mastered inner focus, ensuring that your attacks, whether melee or ranged, never bounce off a monster's hard body parts. This means you can strike through even the toughest scales, like those of a Ruby Basarios, without losing effectiveness. Your attacks will consistently land, making it easier to deal damage regardless of the monster's natural defenses.



Prowler

Prowler weapons[100CP]

You are now a master at using Prowler weapons, which include blades, hammers, maces, boomerangs, canes, lanterns, flowers, cannons, claws, and even spinning tops of doom. Regardless of the weapon, these skills will be crucial when you start hunting monsters in the field.

Time To Dig[100CP]

As a Prowler, sometimes you will need to dodge powerful monster attacks but may not find a good spot to do so. That's why you can now dig underground without any issues to dodge those attacks. Your digging isn't limited to dirt; you can dig through even the hardest rock, ice, and even some hot earth near lava—though not through the lava itself.

Collecting Without Tools[100CP]

As a Prowler, you have learned the skills necessary to collect materials without needing specific tools that take up space in your item pouch. Now, at will, you can conjure from thin air nets, fish baits, and pickaxes, allowing you to collect bugs, fish, and ores without any issues.

Pelico Type[200CP]

As a Pelico, you are categorized into three distinct types based on your inherent skills and training. The first type is Attack Pelico, where your skills enhance your offensive capabilities, including increased attack power, elemental attacks, status ailments, and bomb attacks. The second type is Defensive Pelico, which focuses on improving your resilience with boosts to raw damage defense, elemental resistance, status ailment resistance, shield guard, and health recovery. The third type is Technical Pelico, where your skills support allies by providing buffs, debuffs, and healing during battles.

Your rank determines which Pelico type you can access. At low rank, you can only be one type. At high rank, you can master one type and gain access to a second type at no additional cost. As a G-rank Pelico, you have mastered all three types, leveraging your experience to balance and utilize a comprehensive skill set effectively.

Healing Maestro[200CP]

As a Prowler, you have acquired essential healing skills for the battlefield. These include the Health Horn, which plays melodies to heal yourself and your allies for a small margin; the Vase of Vitality, which heals status ailments affecting everyone in your party; and Magic Gift, where you leave behind magic hairballs when resting by digging, healing anyone who consumes them.

If you are a Technical Pelico, you gain access to Big Heal Juice, which automatically revives allies who have completely lost their HP on the spot. As a Defensive Pelico, the healing effects of your skills are enhanced, providing additional small defensive buffs or elemental resistances along with the healing.

Boomerang King[200CP]

As a Pelico, your boomerang skills have significantly improved. You now have Piercing Boomerangs, which can penetrate the hides of any monster, and the Big Boomerang, allowing you to summon a large boomerang that deals substantial physical damage.

If you are an Attack Pelico, your boomerangs are upgraded to Mega Boomerangs, enhancing their power even further, and you can choose to imbue them with any element at the start of each hunt. As a Technical Pelico, you gain the ability to throw and maintain up to three boomerangs simultaneously during a hunt, greatly increasing your overall damage output.

Music Maniac[400CP]

As a Pelico, your proficiency with musical instruments has greatly enhanced. Whenever you use any musical instrument like horns, your abilities to boost attacks, defense, and health of allies are more effective and last longer.

If you are an Attack Pelico, your songs now significantly boost attack power, with even greater effectiveness and an added random elemental attack increase. As a Defensive Pelico, your songs enhance defensive power, providing a larger boost along with a random elemental defense increase. For Technical Pelicos, your songs have become intricate, adding offensive effects like poison, paralysis, and stun to enemies, or applying specific elemental blights, such as fire blight, which causes additional chip damage.

Capture Master[400CP]

You are now a master of capturing monsters, adept at creating shock and pitfall traps with the necessary tranquil darts, using materials either prepared beforehand or gathered from the field.

As a Technical Pelico, your traps have become more sophisticated, incorporating offensive effects like poison, paralysis, sleep, and stun. These enhancements make it easier to capture or even defeat monsters by incapacitating them more effectively.

Bombs Specialization [400CP]

As a Pelico, you are now an expert in creating various fun bombs with unique effects. Small and large bombs deal fixed damage to monsters, bounce bombs target monsters in the air, and gas bombs make monsters flee from designated areas.

If you are an Attack Pelico, your bombs now inflict significantly more damage and can be altered to deliver elemental damage of fire, ice, water, or lightning.

Nine Lives[600CP]

As a Pelico, you embody the myth of having nine lives, making you exceptionally difficult to defeat. You can now faint a total of nine times before a quest is considered a failure. In future worlds, this assistance is limited to nine revives every ten years or at the end of your jumps, whichever comes first.

If you are a Defensive Pelico, each time you faint, your total health pool increases significantly, and you gain a substantial resistance to the type of damage that caused the faint. This resistance stacks until the end of a hunt or every ten years, or at the end of your jumps.

Berserker of the Small[600CP]

As a Pelico, your small size often leads others to underestimate your strength and power compared to a hunter. However, as a Prowler, you have learned to tap into a deep rage that significantly enhances all of your physical abilities. In this state, your strength becomes so immense that you can cut through boulders with a mere paw swipe, and your speed rivals even the fastest of monsters, like the Tigrex, on the ground. This powerful boost lasts for 5 minutes, after which it requires a 15-minute cooldown before you can access it again.

If you are an Attack Pelico, these physical enhancements are even more pronounced. Your strength reaches a level where you can knock out most Brute Wyverns with a single powerful hit, and your speed is further improved, making you an even more formidable opponent. Additionally, all of your attacks—whether with claws, weapons, or boomerangs—are now imbued with an elemental effect of your choice, such as fire, ice, water, lightning, or dragon, each time you enter this enraged state. This elemental enhancement allows you to deal even more devastating damage to your enemies during this temporary surge of power.

Vehicle Mastery[600CP]

Your ability to steer and maintain vehicles in the Monster Hunter universe has reached a new level. Now, as a Prowler, you can effortlessly drive and manage any ship, cart, or airship, regardless of its size or intended species. This includes vehicles built for creatures four times your size, which you can now handle with ease.

For Technical Pelicos, you've mastered the creation and operation of small Pelico cat tanks. These tanks, despite their compact size, possess the same endurance as large ships used to hunt colossal monsters like Jhen Mohran. These cat tanks are equipped to fire cannons and ballistae with ease, making them a valuable asset in any monster hunt.



Craftsman

Blacksmith [100CP]

You've honed your blacksmithing skills, allowing you to forge weapons and armor using materials from the monsters you've encountered. This advanced craftsmanship enables you to incorporate the unique properties of these creatures into your creations. For example, crafting a sword or armor from Rathalos parts will imbue them with resistance to fire damage and grant an elemental boost to fire-based attacks, mimicking the monster's natural abilities.

The quality of your craftsmanship is determined by your rank. At Low Rank, you're only able to create basic armor and weapons that bring out the bare minimum potential of the materials. These items may have some elemental resistance or attack boosts but lack the full power of the materials used.

At High Rank, your creations become more potent, drawing out additional abilities based on the materials. For instance, armor made from Rathalos parts would not only provide fire resistance and enhanced fire attacks but also grant immunity to poison, reflecting the monster's own resistances.

Finally, at G Rank, you can forge the most powerful versions of armor and weapons. Rathalos armor at this level would make you immune to fire damage, significantly boost your fire elemental attacks, slow down stamina depletion, and provide full immunity to poison. However, just like in reality, this armor would also inherit the weaknesses of the monster it's made from, such as a vulnerability to lightning and dragon elements in the case of Rathalos armor.

To Fix[100CP]

You are a master at fixing things within the Wycademy organization, whether it's weapons, complex industrial equipment, or even entire houses. Your repairs go beyond just restoring functionality; they actually improve the quality and performance of whatever you work on. When you repair something, it doesn't just get fixed—it becomes better than it was before.

Cosmetic Change [100CP]

You have a unique skill that allows you to change the appearance of any item, weapon, or armor without altering its functionality or defensive capabilities, no matter how absurd or ridiculous the transformation may be. With this ability, you can turn a pair of twin blades into something as whimsical as sock puppets or transform heavy plate armor into a maid's dress, all while maintaining their original effectiveness.

Absolute Concentration [200CP]

Your focus and precision in crafting armor and weapons have reached an exceptional level. Now, not only does it take you half the time to create these items, but your concentration ensures that defects are reduced to less than 0.001%. This mastery allows you to produce high-quality gear with remarkable efficiency, ensuring that every piece you create is nearly flawless.

Material Reduction [200CP]

As a blacksmith, you've now mastered your craft to one of the highest levels. Whenever you create equipment based on monster parts, you now only need around $\frac{3}{4}$ of the materials typically required. This means that when you want to forge that impressive Bulldrome headgear, instead of needing 4 Bulldrome tusks, you'll only need 3. This efficiency allows you to conserve resources while still crafting powerful and high-quality gear.

Enjoy The Piece [200CP]

It's not every day that you get to work on crafting masterpieces with your skills, and that's why it's perfectly fine for you to enjoy life and laze around while waiting for work. Don't worry—while you relax, your skills and knowledge won't fade in the slightest. You can take your time, knowing that when the moment comes, you'll be ready to create something extraordinary.

Weapon Skill Tree [400CP]

You now have a complete mental map for upgrading weapons with monster parts, ores, and any other materials you can acquire. This innovative ability not only preserves the original abilities of the weapon but also allows you to transform it into something spectacular.

The lowest weapon you can upgrade starts as a simple iron sword. After several hours of work, material consumption, and the payment of zenny for your time, you can enhance that sword to a level comparable to a holy sword. While the process is lengthy, it's also much more cost-effective than crafting a holy sword from scratch.

Siege Weapons Expert [400CP]

You now possess the capability to create the diverse range of weaponry and defensive architecture famously known in the Monster Hunter series. This includes constructing balistae, cannons, dragon busters, airships, sand ships, and regular ships.

Jumper Armour[400CP]

You now have the ability to create unique variants of armor, such as a "Jumper Tigrex Plate," where you can replace "Jumper" with any name you choose. This armor not only retains the physical capabilities of the base armor but also integrates the more outlandish abilities of the monster it's based on. For example, your custom Tigrex armor might enhance agility and raw strength while also granting the wearer the ability to emit a roar that mimics the Tigrex's scream, stunning nearby monsters. This makes your creations not only functional but also impressively thematic and effective.

Forbidden Weapon [600CP]

You now have the capability to craft a Forbidden Weapon once every two years. This weapon grants its wielder the power to destroy any monster in sight with such devastating speed that it could lead to the extinction of entire species. Due to its immense power, the Guild has imposed special rules: any hunter wielding this weapon cannot accept any quests under the Wycedemia or the Hunters Guild, except for hunting Deviants or slaying dangerous Elder Dragons, as these formidable challenges remain despite the weapon's destructive potential.

The Perfect Armour [600CP]

You now have the capability to craft Divine-class armor. This exceptional armor provides perfect affinity with its wearer, creating a sensation of floating in the air during battle. Attacks that land on the wearer inflict significantly less damage, rare material drops are greatly increased, and the wearer's growth is substantially accelerated. A low-rank hunter equipped with this armor can advance to G-rank in just 3 to 4 years, although by that time, the armor's defensive capabilities may be surpassed by newer armor found in both G and High Rank.

Armour Upgrade [600CP]

Normally, armor in this universe becomes obsolete when newer, stronger variants are available, as low-rank armor in high-rank scenarios is considered a death sentence. However, you have discovered the ability to endlessly upgrade armor, ensuring its continued viability even when a hunter reaches G-rank. This is achieved by crafting and imbuing armor with materials known as Armor Spheres. Typically, there is a limit to how many Armor Spheres can be applied to a piece of equipment before further upgrades become ineffective.

You have developed a technique that allows you to bind Armor Spheres endlessly into a piece of armor. Be warned, though—while this technique allows for continuous upgrades, each upgrade requires an increasing number of Armor Spheres, eventually reaching a level where the spheres must be mined from the elusive Zorah Magdaros. The quality of these Armor Spheres will become increasingly absurd, reflecting the immense power and durability of the upgraded armor.



Scholars

Field of Study [100CP]

You are now an accredited professional with several years of experience in a single academic field from this world. You may choose one field of study, such as a specific classification of monster biology (e.g., Brute Wyverns or Amphibians), botany (e.g., medicinal plants), or endemic life within a particular biome.

At low rank, you will receive expertise in one field of study. At high rank, your expertise expands to three fields of study. At G-rank, you achieve mastery in four fields of study. The narrower your chosen field, the more in-depth your knowledge will be, enhancing your proficiency and insights within that specialized area.

Notes Taking [100CP]

You now have the capability to take clear and concise notes on any subjects you decide to focus on. These notes are well-organized and easy to read, ensuring that anyone who reads them can understand the content without difficulty.

Quest Giver [100CP]

You now have the authorization to approve and post hunts for hunters once a month. This includes missions to capture or slay monsters, collect specific materials, gather monster eggs, or even simple tasks like repelling monsters. The reasons for these missions can vary widely, from mundane tasks such as retrieving rare berries during a hot summer to addressing critical threats like a Lunastar attacking a small village. When you post these quests, the monsters and materials will appear in the locations specified in the quest description. Your ability to post quests is determined by your rank: low rank allows for low-level quests, high rank for high-level quests, and G-rank for the most challenging assignments. Also the rewards are paid by the organization.



Data Crunching [200CP]

Whenever you make a discovery in or outside your field, you are given time to step back, reorganize your notes, and compile a scientific journal that is consistent and thorough. This ensures that your findings are presented in a format acceptable to the scientific community. Whether your work holds up to scientific scrutiny depends on the validity of your testing and observations, but your process provides a solid foundation for review and acceptance.

Don't Mind Me [200CP]

While collecting data on the endemic dung beetles in the desert, being targeted by hungry Seregios would indeed be troublesome. Thankfully, you are invisible to most hostile monsters, including the Seregios, as long as you don't provoke them. This invisibility allows you to conduct your research without interference, as long as you remain non-threatening and avoid any actions that would alert or antagonize the creatures around you.

Surveyor [200CP]

Your observation skills have improved significantly, allowing you to take precise mental notes of key details in any environment you're surveying. You can now easily identify anomalies, such as a plant or animal that seems out of place or a Chameleos lurking in the corner, ready to ambush. This heightened awareness helps you spot potential threats and irregularities, ensuring you're always one step ahead. Just be cautious—if you sense danger, like the Chameleos preparing to strike, act quickly to avoid falling into its trap!

Well Protected [400CP]

As long as you are accompanied by a bodyguard hunter or protected by a hunter caravan, any monsters or threats will prioritize attacking your bodyguards first. You will remain safe from immediate danger until your bodyguards are neutralized, at which point the threats will shift their focus to you. This ensures that you can conduct your research or tasks with a higher level of safety and security, as long as your protectors are actively engaged with the threats.

No Sleep Needed [400CP]

As a scholar, you now possess the ability to endure sleepless nights without suffering from the effects of sleep deprivation. This means that you can continue your research and work tirelessly without experiencing fatigue or exhaustion. Additionally, your mind is shielded from any negative side effects that might arise from extended periods of wakefulness and is also protected from any form of mind control, ensuring that you maintain clarity and focus even under the most demanding circumstances.

Efficient Sample Collection [400CP]

You've honed your skills in gathering samples from monsters and the environment. When collecting materials, whether from a monster carcass, rare plants, or minerals, you gather twice as much as a normal researcher would. Additionally, your tools are more durable and precise, reducing the chances of damaging or losing valuable samples during collection.

Field Researcher's Boon[600CP]

While conducting fieldwork, you gain a significant boost to your physical endurance, agility, and stealth, allowing you to navigate dangerous terrains, avoid hostile creatures, and endure the harsh conditions of various environments. Additionally, any samples you collect in the field, whether they be monster parts, plants, or minerals, have an increased chance of being of higher quality or rarity. This perk also enhances your ability to set up research outposts or camps in the field, providing safe havens and supply stations for extended expeditions.

Artifact Restoration Expert[600CP]

Your expertise in ancient technologies and materials has reached a level where you can restore and enhance lost or damaged artifacts from bygone eras. This includes the ability to reverse-engineer and improve relics that incorporate forgotten techniques, turning them into powerful tools or weapons for modern use. When you restore these artifacts, they regain their full potential, sometimes even surpassing their original capabilities. Your work often leads to groundbreaking discoveries, earning you recognition and respect among scholars and hunters alike.

Elemental Resonance [600CP]

You have developed a deep connection with the elemental forces that permeate the Monster Hunter world. This perk allows you to study and manipulate elemental energies with extraordinary precision, whether they come from monsters, plants, or minerals. You can create new materials or enhance existing ones by imbuing them with elemental properties, crafting specialized gear with heightened resistances or powerful elemental attacks. Furthermore, your understanding of elemental interactions enables you to develop strategies that exploit environmental factors during hunts, giving your team a significant advantage against elemental monsters.



Items

Each origin gains discounts based on origin , and 100CP ones are free.

General

Monster Hunter BGM[Free]

You now have the complete list of every Monster Hunter BGM stored inside your head, and at will, you can play any song you wish based on the situation and your mood. The songs included are from all four generations of games.

Starting Equipment[Free]

No matter who you are, being naked in this world is not a good idea. That's why you are now given a full set of leather armor plus one of every weapon type that both hunters and prowlers may use. These weapons are at their lowest level.

Starting Money [Free/100CP]

At the beginning of this world, being without money will be a problem. Because of this, you will be given around 50,000 Zenny to start out with. For every additional 100 CP you gain, you'll receive another 50,000 Zenny.

Travel Permit[Free/200CP]

As part of the Wycedemia organization, your job requires frequent travel between regions. Normally, there's a strict rule in this world prohibiting the transportation of any monster parts that aren't native to the region you're traveling to, including monster weapons and armor. However, you've been granted a special permit that allows you to bring and hoard everything you collect without issue. This permit also allows you to bring any equipment and items to the New World, which is otherwise highly forbidden to other hunters. This privilege is free while you're in this world, but in future worlds, if you wish to have the legal freedom to transport any forbidden goods between countries, continents, or worlds, it will cost you 200 CP.

Soaratorium 2 [600CP]

You now have access to the Soaratorium 2, a remarkable vessel designed for the purpose of traveling and surveying diverse lands across the world. This advanced airship is equipped with state-of-the-art technology that allows it to conduct aerial surveys of various regions. From its elevated vantage point, the airship provides a comprehensive view of the surrounding landscapes, making it an invaluable tool for research, exploration, and strategic planning.

The Soaratorium 2 is maintained by a skeleton crew that ensures the smooth operation and upkeep of the vessel, allowing you to run and maintain it with ease. The ship features a luxurious captain's room, specially designed for your comfort and convenience. In addition to your personal quarters, the airship houses a shop where you can buy and sell goods, catering to the needs of both yourself and any accompanying hunters.

The airship also boasts its own forge, where skilled blacksmiths can craft and maintain hunters' weapons and armor, ensuring that you and your team are always well-equipped for any challenges that lie ahead. Additionally, the Soaratorium 2 includes a guild hall where your fellow Wyverian hunters can gather, accept quests, and prepare for their monster-hunting missions.

One of the most impressive features of the Soaratorium 2 is its capability to travel to the New World, should you so desire. However, embarking on such a journey would require a full crew and months' worth of supplies to survive the long voyage.



Hunter

Stock of Potions[100CP]

You now have an abundant stockpile of potions, including standard potions, mega potions, elixirs, demon drugs, defense drugs, and any other consumable that a hunter might need. This extensive supply ensures that you and your fellow hunters are always well-prepared for any situation, whether it's healing wounds, boosting strength, or fortifying defenses.

Even better, this stockpile automatically restocks on a weekly basis, so you never have to worry about running out of these essential items. With this continuous supply, you'll always be ready for the challenges that lie ahead, no matter how intense the hunt becomes.

Advance Equipment [200CP]

As a hunter, your equipment becomes significantly stronger based on your rank, ensuring that you are always prepared for the challenges ahead. If you are a Low Rank hunter, you will start with one weapon and a full armor set made from an early monster that most hunters begin with. These monsters are typically at the power level of a Great Jagras or a Khezu. This equipment provides a solid foundation, offering decent protection and offensive capabilities suitable for the early stages of your journey.

If you advance to High Rank, your equipment upgrades accordingly. You will receive a weapon and a full armor set crafted from much more powerful monsters, typically at the power levels of Rathalos or Zinogre. This equipment significantly boosts your combat effectiveness, granting you the strength and durability needed to face the more formidable challenges that lie ahead in your hunting career.

For those who reach the prestigious G Rank, the rewards are even greater. You will gain some of the most powerful armor and weapons available, typically made from monsters such as Kushala Daora or Teostra. This high-end equipment offers exceptional defense and offensive power, allowing you to take on the toughest monsters in the world with confidence. At this level, your gear is not only a testament to your skills and experience but also a crucial factor in your survival against the most dangerous creatures in the Monster Hunter universe. No deviant armor set can be chosen.

Hunters Room[400CP]

You now have a small hut given to you by the Wycademy. This cozy room is yours to decorate in any way you please, allowing you to create a personal space that reflects your style and preferences. In one corner of the hut, there is a chest with an extraordinary feature—it can hold an infinite amount of materials and equipment, perfect for storing all the items you'll undoubtedly collect throughout your adventures.

Your hut also comes equipped with a comfortable bed. When you sleep in it, all of your fatigue will disappear after a good night's rest, and you'll wake up fully energized, ready to take on whatever challenges the day brings. Additionally, you can rest easy knowing that no monsters or hostile creatures can enter your hut, ensuring your safety and peace of mind while you sleep. This hut serves as a perfect sanctuary for you to relax, recover, and prepare for the next phase of your journey.

Monster Arena[600CP]

You now have been granted a massive colosseum, a vast and formidable structure designed to house and manage all the monsters you capture in the wild. Whether you need to keep them alive for future relocation, to be studied by your fellow scholars, or to engage in intense battles for training purposes, this colosseum is equipped for all these tasks.

The monsters stored here will have their strength preserved, ensuring they remain in peak condition. They won't fall ill or suffer any decline in their abilities, thanks to the diligent care provided by your fellow scholars. The colosseum also features a well-maintained arena above, where you can challenge these monsters to combat, either to harvest their materials after a victorious battle or to hone your skills against them. This arena offers a safe yet intense environment where you can push your limits without risking your life in the wild.

In addition to its primary function, the colosseum can be transformed into a training ground filled with various dummies, targets, and other tools designed to help you master new fighting styles or learn how to wield different weapons effectively. Training in this environment will significantly accelerate your learning process, allowing you to improve your combat skills and strategies at a much faster pace. This colosseum stands as a critical asset in your journey, providing a controlled and efficient space for both research and personal growth.

Prowler

Catnip[100CP]

You now possess an unlimited supply of catnip, a valuable resource for crafting delightful and relaxing tea. This endless stock allows you to create as much catnip tea as you and your fellow Palicoes desire, ensuring that you always have a soothing drink on hand. The catnip can be used to brew tea that provides comfort and relaxation, perfect for winding down after a long day of hunting or studying. This supply is always fresh, guaranteeing that every cup you brew will be of the highest quality, keeping you and your Palicoes content and ready for the challenges ahead.

Expedition Routes[200CP]

You now possess an ancient map once used by Palicoes of old, detailing secret expedition routes that you and up to three other Palicoes can embark upon. These routes are treacherous, filled with perilous challenges and formidable dangers, and will take weeks to complete. However, the rewards for successfully navigating these paths are immense. You'll uncover rare materials and items, perfect for crafting unique gear or selling for a significant amount of Zenny. The map is comprehensive, covering routes in all biomes, not only in this world but in future worlds as well, ensuring that wherever you go, there are always valuable treasures waiting to be discovered.

Pelico Farm[400CP]

You have now been granted a vast and thriving farm, entirely run by your loyal Palicoes. This farm is a haven of productivity, where you can cultivate a wide variety of herbs and mushrooms essential for creating potions and other useful concoctions. Honey production is in full swing, providing both a valuable food source and a commodity to sell. Your farm also features several insect cages, allowing you to collect and breed various insect species found throughout the world.

In addition, there is a mining shaft where you can extract different types of ores, crucial for crafting weapons and armor. Adjacent to the farm is a dock by the river, where you can easily capture fish or hunt down aquatic monsters like Plesioth, providing you with delicious fish or valuable monster parts. This farm is a self-sustaining resource hub, ensuring you always have access to the materials you need for your adventures.

Pelico Clan[600CP]

You are now the leader of a group of Palicoes who view you as their boss and will follow your commands to the best of their abilities. The number of Palicoes that follow you depends on your rank. At low rank, you will have 20 Palicoes who are eager to assist you in your endeavors. They are small in number but highly enthusiastic, ready to take on any task you set for them.

As you advance to high rank, your following grows into a clan of 55 Palicoes. These Palicoes are more experienced and capable, each one bringing their unique skills to support you in a variety of missions, from gathering resources to assisting in combat. Their loyalty is unwavering, and they work together seamlessly under your leadership.

Upon reaching G rank, your clan expands to a formidable force of around 100 Palicoes. This large and devoted group is fully equipped and prepared to handle the most dangerous challenges in the world. Whether it's building fortifications, assisting in hunts, or maintaining your base, your Palicoes are always by your side, ready to follow your orders without hesitation. Their loyalty and dedication are unmatched, making your leadership both powerful and respected among all who know of your clan.



Craftsman

Hammer[100CP]

You now possess a very powerful and finely crafted hammer. This hammer is not just any tool—it's imbued with the ability to forge weapons and armor that resist the wear and tear of time. Any weapon or armor you craft using this hammer will be exceptionally durable, maintaining its strength and sharpness far longer than ordinary gear. The materials you work with will be perfectly bonded, ensuring that the items you create are not only powerful but also long-lasting. This hammer will become an invaluable asset in your craft, enabling you to produce gear that stands the test of time, whether in battle or in the harshest environments.

Quality Fuel[200CP]

You now possess the perfect fuel source, which burns at a constant temperature, ideal for crafting the finest weapons and armor. This fuel ensures that the forging process is precise, allowing you to create items that are more durable and resilient than any weapons or armor made without this secret resource.

Monster Stock Parts [400 CP]

You now have access to a vast and ever-replenishing inventory of monster parts, perfect for your crafting needs. This stockpile includes scales, claws, fangs, hides, and other materials from a wide variety of monsters. Depending on your rank, you'll receive parts accordingly: at Low Rank, you'll have parts from common monsters like Great Jagras, Velocidrome, or Great Maccao; at High Rank, you'll receive parts from more powerful monsters like Lagiacrus, Duramboros, or Gammoth; and at G Rank, you'll have access to parts from monsters considered Elder Dragon-level in power, such as Kirin. These parts are automatically restocked weekly, ensuring you never run out of the essential materials needed for crafting armor, weapons, or other tools. With this resource, you can focus on your creative and tactical pursuits without worrying about running out of supplies.

Mobile Forge [600 CP]

You are now equipped with a state-of-the-art mobile forge, allowing you to craft, repair, and upgrade your weapons and armor on the go. This forge is mounted on a sturdy, mobile platform that can be easily transported to any location, whether in the heart of a dense forest or on the edge of a fiery volcano. It includes all the tools and equipment necessary to work with a wide range of materials, from simple ores to the most exotic monster parts. The forge is powered by a reliable and powerful energy source, ensuring consistent heat and power wherever you are. This mobile forge allows you to maintain peak performance in the field, adapting to any situation with the right equipment at your fingertips.



Scholar

Notebook [100CP]

A reliable and durable notebook that never runs out of pages. This notebook is perfect for documenting your research, discoveries, and observations. It's resistant to weather and damage, ensuring that your notes are safe even in the most hazardous environments. It also has the ability to sort and organize your notes automatically, making it easy to reference past work.

Cloak of Invisibility [200CP]

A special cloak that renders the wearer invisible to most creatures and monsters. This cloak is ideal for sneaking past dangerous monsters, conducting stealthy research, or observing wildlife without disturbing it. The cloak's invisibility lasts as long as you remain non-hostile, ensuring you can explore and gather data without fear of being attacked.

Green and Specimens House [400CP]

A large, well-maintained greenhouse with a spacious pond designed for studying all the endemic small life forms you discover in the world's ecosystems. This specimen house is divided into distinct sections, each replicating a different environment—savannah, ice, rainforest, and swamp—allowing you to house and observe a variety of insects, fish, and other small, adorable fauna. Whether you're keeping them as pets or using them for study, this facility provides the perfect conditions for your research, offering a controlled environment where these creatures can thrive and be closely monitored.

Wycedemia Branch [600CP]

A fully equipped branch of the Wycedemia organization, complete with research labs, living quarters, a library, and a small team of researchers and assistants. This branch allows you to conduct extensive research and experiments in a dedicated facility. It also provides access to advanced tools and equipment, making your work more efficient and effective. The branch can be located in a region of your choice and is self-sustaining, allowing for long-term research projects without the need to frequently resupply.

Companions:

My Old Team 50

You may import companions you have brought with you, 50 CP each, or 8 for 300CP. Each one gains a free background. and 600 CP to spend. They may not take drawbacks, but you may give them CP, spending 100 each time to give them each an additional 200.

My New Team 100

Sometimes having friends would be nice. Buying this once will allow you to add any allies you've made here as companions. You may buy this multiple times.



Drawbacks:

You are limited to +800 Cp from drawbacks.

Time Extender [+100]:

Want to stay longer ? Or just continue your adventure ? Or maybe even fight against elder dragons . No matter the reason, you stay for an extra 10 years each time you choose this. You can stay as long as you like, but are still going to gain a maximum of 800 CP.

Eighth Grade syndrome [+100CP]:

You now have the tendency to speak and act like a chuunibyou, complete with exaggerated poses and long-winded explanations. This often annoys everyone around you, but it also adds a unique flair to your character.

Forgot My Supplies [+100CP]

You tend to be a bit forgetful, and every 10 hunts, you'll realize you left behind key supplies. Maybe you forgot your hot drinks on an icy mountain or your cold drinks in the desert. Whatever it is, you'll be facing the hunt with a significant disadvantage.

Blights [+200CP]

You are now permanently blighted by one element of your choice while in this world. This blight will constantly affect you:

- Fire: Continuously damages you over time.
- Water: Reduces your stamina recovery.
- Ice: Increases your stamina drain.
- Lightning: Makes it easier for you to be stunned.
- Dragon: Negates all your elemental attacks.

You can choose to have multiple blights, gaining up to a maximum of 800CP.

Cat Thieves [+200CP]

During your hunts, rogue Palicoes will always find a way to steal your rewards and supplies. While you can eventually get these items back, it will take you up to 9 years to recover them.

Dull Weapons [+200CP]

Most of the weapons you wield will have their sharpness and effectiveness severely reduced. This makes cutting monster parts and crafting items extra difficult, adding a frustrating layer of challenge to every hunt.

Watch Out for the Pickle [+300CP]

You've caught the attention of one of the Old World's most dangerous monsters—the Savage Deviljho. This beast will relentlessly hunt you across the land, and if you manage to kill it, a new, more powerful Deviljho or a Bazelgeuse will appear the following week to take its place. There's no escape from this nightmare.

No Rare Drops [+300CP]

Say goodbye to crafting the most powerful weapons and armor. For some reason, monsters you hunt will never drop their rarest materials, like plates, gems, or mantles. The Desire Sensor is ruthless during your stay in this world.

Lost [+300CP]

You have an abysmal sense of direction, and now it will take you at least 3 times longer than usual to reach your destination.

I Hate Being Poor [+400CP]

The gods of fortune have turned against you. No matter how much money you earn, you'll lose most of it through scams, careless spending, or sheer bad luck. At best, you'll have enough to rent a shabby apartment and eat one meat bun per day.

I Don't Need My Brains [+400CP]

To put it bluntly, you're an idiot. Using your head for anything other than headbutting is impossible. Even simple math, like division and multiplication, would be considered a college-level skill for you, and that's far beyond your reach.

No Powers [+400CP]

You find yourself in a world where your external powers and warehouse are off-limits. You must rely solely on your own abilities and resources within this world, facing its challenges and trials without the aid of your usual outside assistance.

Deviant Obsession [+1000CP] (Removes CP limiter to 1600CP)

You've developed an obsession with hunting the Deviant monsters that inhabit this world. So much so, that you've decided to stay here and hunt down all 18 Deviant variants. Your goal is to fully upgrade every piece of armor and every weapon crafted from their parts to their maximum capabilities. As a true Monster Hunter of the Wycedemia, your outside powers and items are sealed, and you cannot faint more than once when fighting these Deviants. Each Deviant has 15 quests you must complete, increasing in difficulty as you progress, with the final goal of earning the necessary materials to fully upgrade their armor and weapons. Be prepared—this journey may take you decades to complete, but in the end, you'll possess the most powerful collection of gear to take to future worlds.



Ten Years Later:

Go Home: What, you finished? Here? Well, we won't ask. Whatever it is you gained here, we hope you enjoy it. You return home with all that you have accrued over your chain, and time resumes in all the worlds you visited.

Stay Here: This world does have a certain... allure, hmm? Don't worry, we won't judge. Add 1000CP as a bonus

Move On: Ah, but of course. The journey never ends, does it? Go forth and have fun. Make some new friends.

Notes:

- 1. This was a hard jump to make as i wasn't sure if anyone would have fun here as ore world monster hunters is a totally different game so this jump will follow the system found in pre world.**
- 2. In pre-World Monster Hunter games, armor was indeed divided into two types: Melee and Ranged. Here's how it worked:**

Melee Armor: Designed for close-combat weapon users like Great Sword, Long Sword, Sword and Shield, Dual Blades, Hammer, Hunting Horn, Lance, Gunlance, Switch Axe, Charge Blade, and Insect Glaive. Melee armor generally offered higher defense and skills tailored to physical combat, such as increased attack power, guard abilities, and resistance to knockbacks.

Ranged Armor: Tailored for Bowguns (Light and Heavy) and Bows. This armor type typically had lower defense compared to melee armor but provided skills beneficial for ranged combat, such as reduced recoil, faster reloading, increased affinity (critical hit rate), and improved stamina management. Ranged armor also usually included more elemental resistances, considering the need to fight from a distance.

When crafting armor sets in these games, you had to choose which type you'd focus on, depending on your preferred combat style. If you were a hybrid player, you'd often need to invest in separate armor sets for melee and ranged play to optimize your effectiveness in hunts.