

HUNTER x HUNTER CYOA

(Jumpchain Compliant)

By Hunteranon

Welcome to the world of Hunter x Hunter, Jumper! On the surface, it's a world much like our own. The level of technological development is roughly the same as Earth's, circa 2015. One major difference? Hunters. Extraordinary individuals who have proven themselves through a rigorous examination to be elite members of Humanity. What do Hunters do? They hunt, obviously. There are Mythical Beast Hunters, Treasure Hunters, Criminal Hunters, hell, even Gourmet Hunters. If there's something you want hunted, odds are there's a hunter specializing in it. Of course, there must be something that sets these Hunters apart from the masses. That something is *Nen*. *Nen* is taught to every Hunter after they obtain their license. Essentially, it allows living things to use their life force for all sorts of neat things. *Nen* increases durability, strength, speed, visual acuity, lifespan, and much more if used correctly.

However, not everything's fun and games here. The known world is actually sitting in a lake of massive proportions, surrounded on all sides by a landmass known only as the Dark Continent. No, it's not Africa. It's full of rank A threats that can easily take on some of the strongest Hunters.

If you want to survive here, you're gonna need these.

+1000 CP

Oh, and watch yourself around the Ants.
They can sneak up on you.

Locations: roll 1d6 or spend 50cp to choose.

1. Whale Island: The hometown of one Gon Freecss, who will be leaving to take the Hunter Exam a year from now. It's got very few permanent residents, most of the people here right now are sailors stopping over on their way to the mainland. You could probably catch a ship to the mainland if you wait by the docks.
2. Yorkshin City: Hunters love this place. Everything can be bought and sold here. During the first week of September, Yorkshin hosts the biggest auction in the world, the Southernpiece Auction. During this week, tens of trillions of Jenny will trade hands. An item you buy for 10k Jenny one day might sell for 100k the next! How exciting!
3. NGL: The Neo-Green Life Free State. No technology allowed. If they catch you with anything that's made of inorganic materials or runs on electricity, they'll execute you. Well, they'll *try* to execute you. I hope you won't let them. Anyhow, the citizens of the NGL live slow lives farming and enjoying the simpler things. Don't let your guard down, though. In a year or two things are going to get very, very bad here. 'Entire villages being carried off to be eaten' levels of bad.
4. Heavens Arena: Heaven's Arena! The fourth tallest building in the world, clocking in at a whopping 3250 feet. There are 251 floors, and thousands of martial artists come here each day, fighting to reach the top. You'll find yourself on floor one, with everything you bought packed together in a nice little bag next to you. If you can fight, this is a place where you'll be able to make TONS of money. If you reach the 100th floor, you'll get your own private room. If you reach floor 150, you'll be making around 10 million Jenny a fight. If you can reach 190, you'll be making 200 million a floor until you get to floor 200. I hope you know Nen, 'cause floor 200 and up are Nen users only. They also don't give out any prize money.
5. Greed Island: What are you doing here? Greed Island is an island directly to the east of Yorkshin. It's supposed to be a video game, but players are warped here instead of getting sucked inside the game. There's a lot to say about this place. If you want to get out officially, you'll have to collect 100 rare cards. Along the way, you'll be fighting other players and horrible monsters. Remember, if you die in the game you die in real life!
6. Free choice. Lucky you.

Roll 1d8+9 for age. Your gender remains the same as last jump. Pay 50cp to choose both.

Backgrounds:

Drop In: You'll get dropped in as-is, with no new memories clouding your judgement. You'll also have no preexisting friends or contacts, and no knowledge of the setting beyond what you currently know. Have fun!

Kurta (100cp): A special snowflake, are we? You're one of the last surviving members of the Kurta clan, who were massacred for their Scarlet Eyes a few years back. Whenever your emotions run high, your eyes will turn a beautiful shade of scarlet. You are, unfortunately, a target for people who want your eyes. To sell. Seriously, they're worth like 300 million Jenny at least. Take the Hunted drawback for no extra points. You also may or may not be filled with a burning desire to massacre the Phantom Troupe that killed the rest of your family. Have fun!

Zoldyck (200cp): You're, uh... serious? Alright, fine. You're a member of the Zoldyck family of assassins. From a young age, you've been trained to kill. You've at least been given the freedom to choose what you specialize in. Maybe you're a master of illusion, or you can move so fast you can't be tracked. You're also resistant to *every* poison. Even if it should be melting you into a puddle, you're fine. Thanks to years of torture using live wires, you have superhuman resistance to electricity and pain. You also have immense strength. One of your brothers could lift 16 tons without using Nen. On the other hand, do you really want to have memories of being tortured for *years* just to get that power?

Trouper (200cp): Oh, wow. This is even worse. Okay, uh, you were abandoned at a young age in Meteor City, land of the lost. Meteor City is a sort of dumping ground for all the nations of the world, and as such it's a hive of scum and villany. Fortunately, you were found and recruited by the Phantom Troupe, a roving gang of thieves who commit the occasional mass murder. You're good with Nen, really good. All your fellow Troupers love you like family. On the downside, you're being hunted by a certain yellow-haired chain-toting Kurta. Said Kurta is not going to stop until you're all dead or you've had your Nen revoked. Take the Hunted drawback for no points. Good luck!

Insectoid (300cp): You're not even human anymore! You're a Chimera Ant, and not one of the little ones. You're gonna be hungry a lot, and human beings taste *delicious* to Ants. You should be able to resist your urge to eat humans, but everything else is going to taste bland in comparison. You don't have to be evil, either. Ants may have their own twisted sense of morals but they are sentient beings. You can choose whether you want to be dropped in as one of the Queen's first ants or if you want to arrive later on in the war. The ants early on in the war mostly look insectoid, but as the Queen gathers more genetic material from the beings she

eats they'll begin looking furry, and before the birth of the King they'll be looking mostly human with a few obvious nonhuman characteristics. You're free to choose your form, I'm not gonna judge. I'll even let you keep your Ant form as an alt-form when the Jump ends. Because you've just been 'born', you're going to be weaker for a few weeks, but you'll also have no new memories clouding your mind.

Perks:

Drop In:

Therapy (100cp, free for Drop In): When things get tough, you get talking. So long as you talk to someone regularly, you'll help them overcome any issues they may be having. Girlfriend troubles? No problem. PTSD? Might take a few weeks. Having someone you love die while you ran away? Gonna take a few months at least. At least they'll get over it instead of dwelling on it forever.

Great Teacher (200cp): You can teach things to people. As long as it's something they can actually accomplish, you can eventually teach any of your skills to someone. Wanna tell those twelve-year olds how to build giant death robots? Now you can, and you can teach them in a way that's easy for them to understand!

Hunter (200cp): Don't feel like going through the exam? If you buy this perk, you'll get an official Hunter's license and all the paperwork to show that you're a real Hunter. In other jumps, you'll generally find it easier to get into restricted places and groups.

Tough (400cp): Nen? Hah, who needs it! You're naturally tough enough to take a punch or two from a Nen user and not die. Bruising is a given, maybe a broken bone or two, but you could get hit by a punch thrown with the force of a freight train and not be vaporized. It's up for grabs whether or not you can handle the *second* punch that's being thrown at you, though.

Kurta:

Revenge! (100cp, free for Kurta): If they've wronged you, you'll know. Whenever somebody angers you to the point where you want to take revenge, you'll be able to mark them. From then on, as long as you relentlessly pursue them, you'll gradually find the means of making their lives miserable. This can lead to some pretty gruesome stuff, so be careful. If you keep it up, you could probably drive them to suicide.

Willpower (200cp): You're going to see this through to the end, dammit! Your will is the stuff of legends. It's going to be hard to dissuade you from something when your mind is set on it. Hell, if you tried hard enough you could probably break through illusions and other Manipulator bullshit just by willing your way through.

Agony (400cp): The worse things get, the better you are. Having your entire family killed would make most people break. It'd just make you *angry*. Not mindlessly angry, either. It'd be more of a smoldering anger that'd drive you to ruin the murderer's life. If the situation's falling apart all around you, you'll be the one who keeps his cool and figures out a plan rather than the one running and screaming. You could pull off something positively superhuman if you were faced with a cataclysm.

Zoldyck:

Despair (100cp, free for Zoldyck): You make men break. Really, it's something of an art form for you. If you get a good look at someone, you can instinctively tell what would hurt them the most if they lost it. In addition, you'll be able to figure out a rough plan to hurt them the most without killing them if you spend some time thinking about it.

Claws (200cp): You've picked up an old Zoldyck trick. With a thought, you can shift your fingernails into razor sharp claws. They'll cut through flesh like it's butter. They're sharp enough you could take a man's heart out from his chest if you hit in him the right place. They're not that good against armor, though. They'll also hurt like a bitch if they get injured.

STRONK (400cp) You lift, brah. You can lift 32 tons without breaking a sweat. Your punches will *decimate* ordinary people. You could probably punch through a metal wall if you had enough time. You're still just a squishy human, though. Even though you could take a man's head off with a punch you'll get wrecked by bullets.

Trouper:

Morality (100cp, free for Trouper): You've got the morals of a true member of the Phantom Troupe. You get an inbuilt morality dimmer switch, so when you need to do something you can put aside your feelings and get it done. You won't even feel bad for doing it later!

Suave (200cp): You're as smooth as greased silk and likely just as bad for people. With a glance you can size up someone's preferred characteristics in their partner and change

yourself to match. She wants a tough guy who doesn't afraid of anything? You can pull it off perfectly. She's into the nerdy know-it-all? Too easy. Stay with them too long and they might see through the act, though.

Killer (400cp): Damn son, you crazy. You can easily figure out the fastest way to kill someone with the tools available to you. Bouncing a knife off of one man's skull to pierce his buddy's heart? Go for it. Being able to realize how easily the people you care for can be killed probably isn't going to do any good for your psyche, though.

Insectoid:

Squadron Commander (100cp, free for Insectoid): You've got a head for troops. You can give orders in a way that even the most stubborn men under your command will follow.

Suicide charges? If you give the order, commander. They won't do anything too immoral, though.

Mutator (200cp): You can choose to secrete a venom from your tail or any other appendage on your body. When this venom is injected into someone, it'll forcibly mutate them into monsters under your control! They'll be hideously ugly, but fanatically devoted to you. With a little tinkering, you could probably use this to mutate people into copies of your other alt-forms.

King (500cp, Insectoid only): You're royalty! Ant royalty, anyway. You're strong, you're fast, you've got mastery of Nen from the second you're born. In whatever category you roll for Nen, you'll have discounts for all the powers instead of just one. You can emit an aura of royalty that will drive lesser Ants to serve you and will shock and frighten ordinary human beings. Outside of this jump, your aura will cause all insects around you to serve you. Even sentient bugs will feel a compulsion to follow your orders.

Nen:

Nen on it's own increases strength to superhuman levels, increases durability to match, and will let it's users do all sorts of crazy things if they train and develop their skills.

There are 6 categories of Nen users, Enhancers, Transmuters, Conjurers, Emitters, Manipulators, and Specialists. The categories are relatively self-explanatory.

Enhancers use their Nen to enhance themselves even further beyond the normal Nen enhancements. These are the guys who'll be putting holes in people with their fists alone. They're stereotyped as the 'dumb brute', because they're typically determined and simple individuals. They're not dumb, they just tend to think in black and white. They get along well with Transmuters.

Transmuters transmute their Nen to mimic something else. It could be lightning, it could be fire, it could be bubble gum. The only restriction is it has to be something the Transmuter is very familiar with. Someone who's been electrocuted a lot will have a very easy time turning his aura into electricity. Transmuted aura is invisible to people who can't see Nen. These guys typically pair themselves with an Enhancer.

Conjurers actually turn their Nen into a physical item. It's typically only one item, but they can summon and dispel it whenever they want. The item they summon is visible to people who can't see Nen, too. Objects have an aura of independence around them, and will stay manifested until the Conjurer manually dispels them.

An affinity for **Emission** means that a user is capable of controlling the deployment of their aura while separating it from their body. Aura usually decreases in intensity very quickly when it is separated from the source body, but strong Emitters can separate their aura from their body for long-periods of time and still be able to maintain it. Objects created by Emitters are created solely from aura, invisible to those whom haven't learned Nen, and require Manipulation skills to control.

Manipulators gain the ability to manipulate others in some way. The degree of control is principally determined by a condition that usually puts the manipulator at risk (attaching objects on the enemy, touching the enemy in a certain way) and, of course the larger the risk, the better the degree of control.

Specialists have unique powers that don't fall into one of the above categories.

Roll 1d6 to decide which category of Nen user you are, or pay 100cp to choose.

Hatsu:

This is where things get good. You'll get one Hatsu discounted in whatever Nen category

you rolled, and can buy more for full price. No discount on Specialist abilities, though.

These are not the only techniques that exist, you could come up with your own technique in your category if you don't like the ones available.

Custom Technique: 200cp for low power, 500cp for mid power, 900cp for high power. You can purchase as many techniques as you have the points for. Further techniques can be developed in jump, but it'll take a while. While you can learn most of these techniques in jump, any technique you purchase now is perfected and you'll never forget how to use it. You'll be starting as a master in your category, not a novice.

Enhancer:

Tiger Bite Fist (400cp): The Nen you concentrate in your hands becomes razor sharp, capable of piercing even the strongest armors. Removing limbs is as easy as punching a joint. You're gonna have some trouble with things that are really thick, but does that matter when you can fell a tree by punching the base?

Uvogin (600cp): You can hit the ground strong enough to destroy it, throwing up a spray of dust and rocks that's strong enough to seriously injure anyone caught in it. Your Enhancer abilities can be used on nearly any part of your body. Burst eardrums and liquify brains with an enhanced sonic scream, kill somebody by spitting so hard it pierces their skull!

Jajanken: Rock, Paper, Scissors (500cp): You've mastered Gon's Jajanken. By concentrating your aura into your fist, you can launch it as a punch equaling the Big Band Impact, use it to create an incredibly sharp sword, or launch it like a ball of force. You'll be able to kill many people who can use Nen and nearly everybody who can't. If you use it too much at the start, it'll be very taxing. At the end of your ten years here, as long as you practice you should be able to maintain your aura for weeks at a time.

Transmuter:

Bungee Gum (200cp): Your aura has the properties of both rubber and gum. You can use it as a net just fine, or attach it to people for all sorts of things. Attach a strand to someone's head and the other end to a rock and set it to pull the two together. There are many, many creative uses for this power. Attach a strand to a bullet and attach the other end to your mark and you'll effectively have perfect accuracy as long as you're aiming in the general direction of your target. You've gotta be able to see them, though.

Elemental Transmutation (400cp): Pick an element that you're familiar with. You can now easily turn your aura into a convincing replica of that element and control it at will.

Drown someone with water, or burn them with flames. If you work at it, you could probably develop your aura to the point where you could mimic multiple elements at once.

Body Transmutation (600cp): More of a conjuration trick, but it fits here. You're capable of effortless shapeshifting. Your aura provides the mass for your transformations, so you can morph into whatever biological form you like as long as you have the life energy. You wanna be a 12 year old girl? Go for it. Start with just increasing muscle mass, and shifting your facial features. End the jump being able to shift yourself into a massive beast! Knowledge of biology is going to go really far here. Just don't burn yourself out too early, you could get stuck in a form you don't like or even use up all of your life energy and die!

Rising Sun (1000cp): You're a one trick pony, but by god is it a beautiful trick. You can transmute your aura into a miniature sun, burning hotter and brighter depending on how much damage you've taken. Starts out at 'inferno' and reaches 'bone-melting' pretty quickly.

Conjurer:

Crazy Slots (500cp): You can conjure a... clown. Clown thing? It looks like a clown. It speaks, too. It'll roll a number from 1 to 9 and turn into a weapon depending on the roll. It gets more powerful the lower it is. We've never seen 1, 5, 6, 7, or 8, before so feel free to fanwank something. 2 is a scythe that cut through a horde of monsters and a few trees without any resistance, 3 is a mace, and 4 is a gun that fires powerful bullets silently.

Chain Bastard (600cp): You can conjure chains. Four different ones, to be exact. The Healing Thumb chain will draw on your energy to heal you and anybody you touch it to.

The Restraining Middle Finger chain wraps around your opponents to restrict their movement, and forces them to shut off their Nen. The Guiding Ring Finger chain is a small dowsing ball that will move in the direction of what you're searching for, and can be used to determine if someone is lying. The Arbiter Little Finger chain is the most powerful, as it lets you bind a knife to someone's heart. If they don't follow the rules you set for them, the knife will plunge into their hearts and kill them. Unless they're something that can survive without a heart. Unlike the chains of the Kurtas, a strong enough person will be able to break through your chains. It's going to be a herculean

task, though.

Vacuum (400cp): You can conjure a vacuum. Sound exciting? This vacuum can inhale an infinite number of nonliving objects but can't inhale anything that's alive. Anything it eats is erased, deleted from the universe. You can also spit out the very last thing you've vacuumed up. Anything else is gone. It's more useful in a fight than it would appear, you could use it to suck the blood from someone's veins. If you're creative, this could go far.

Fun Fun Cloth (300cp): You can conjure a cloth that'll shrink anything caught inside of it. This also reduces the weight of the object, but leaves it bound inside of the cloth. Cover a castle and lug it around with you, keep your car in your back pocket. It's a situational power, but useful nonetheless.

Bombberman (1000cp): You can conjure bombs. All sorts of bombs. No nukes, but you can easily conjure grenades and mines. Starts with regular explosives, will only get more powerful as you learn the mechanics behind the bombs you encounter.

Emitter:

Warping Punch (400cp): You can warp your punches. If they're in visual range, you can punch them. Kick them too, if you're so inclined. Each emitted blow will strike with the force of your original blow. In order for the blow to take effect, you need to strike something solid then emit the force from that punch as a Nen arm to strike your target.

Eleven Black Devils (500cp): No, no it's not what it sounds like! You can create 11 devils using your Nen. Starting out, they're mindless mooks who'll be very simple for a Nen-user to defeat, but as you grow they'll grow to match your power. He's not facing one of you, he's facing 12 of you! They're just gonna grow to match your physical strength, they can't do any magic or Nen by themselves, and any Nen or spiritual attack targeting them is going to hit them hard. You can regenerate them after the fight's over or if you have a moment to concentrate, though.

Double Machine Gun Hands (500cp): You know you've always dreamed of this. You can use your aura to pop open the caps of your fingers, then expel aura bullets from them that hit with the force of real bullets. Time will improve the strength and size of the bullets. Go from 9mm to anti-materiel rounds. You don't have to pop the caps off your fingers if you don't want, but it will make your aura bullets stronger.

White Jumper and Black Jumper (600cp): God dammit I'm not a racist, you hear! This is all just coincidence! Anyway, you can emit two clones of yourself made from your aura. The white clone can switch places with you and draws upon your physical strength to make attacks, while the black clone can switch with others and will use ranged and magical attacks. You can choose to switch the clones at any time. Use them to take attacks that are meant for you, or just confuse your opponent. You'll never get confused or disoriented when you switch with your clones, either. Their overall performance is going to be better than the Eleven Black Devils. Sometimes quality beats quantity, you know?

Manipulator

Dark Voice (500cp): You can conjure tiny antennas. You can link them to a game controller, a phone, or anything else you have that controls something, then you jab them into the spine at the base of the skull. You'll be able to control anyone with an antenna in them like they're a video game character! It doesn't work if you get too far away, though. They don't have to be in your line of sight, but if you get farther than a mile your connection will start to degrade. You also don't get the memories of anyone you've tagged. Experience will increase your range of control and finesse.

Deep Purple (500cp): You've got control over smoke! You can change it's color and shape in order to make illusionary objects, and change it's density in order to make those objects solid. You can also emit smoke from any part of your body. Start with punching people using smoke, end with being able to create smoke golems that'll follow simple commands and be incredibly hard to destroy!

Satellitonbo (300cp): You can make dragonflies! Yes, just normal dragonflies. You can create huge swarms of them, though, and they'll follow your commands to the best of their abilities. You can choose to look through the eyes of your swarm at any time. Eat people alive!

Living Dead Dolls (600cp): You see dead people! You've gained mastery of the art of Possession! You can now possess any recently dead corpse by touching it. You'll gain the memories and you'll be able to use the abilities of anyone you possess. It only works on corpses that still have brains, though, and the amount of information you get will decrease depending on the age of the corpse. Hope you have some way of stopping your dolls from decomposing!

Specialist

Fortune Teller (600cp): You can tell fortunes! Un-fortune-itley, they'll mostly come out in riddles and rhymes. Still, with experience you'll be able to get them to go from completely incomprehensible to a little incomprehensible. You'll even be able to tell your own fortune!

Psychometry (600cp): You can read the conscious thoughts of anyone you're in contact with. While it starts with only reading surface thoughts, soon you'll be learning how to probe for information you need and possibly even learning how to implant memories in people!

Wish Granter (1000cp): There's a being inside of you that grants wishes! That's right, you're not granting the wishes. You're controlling the genie that grants them and you're telling it when it can use your body. You're capable of minor reality warping while the Genie's in control, you can affect probability and create matter from nothing. While someone would not be able to use you to wish for a way to resolve the plot, they could use you to wish for 1 billion Jenny or something of the sort. However, the greater the wish, the greater the consequence. If the wishee does not fulfill a favor for you that's equal in magnitude to that of the wish he made, he'll be cursed with bad luck that'll ultimately end up killing him. This doesn't work offensively, just so you know. All wishes you grant have to be low-key. No wishing away major antagonists, that's boring! "I want a house by the beach and a beautiful wife!" would work, "I want God to die and everything on Earth to belong to me!" wouldn't.

Emperor Time (1000cp) When the going gets tough, you get going! During normal life and in non life-or-death situations, Emperor Time will be inactive. Whenever you're in a situation that makes you extremely scared or angry, or a situation that puts your life in immediate danger, Emperor Time activates. While it's active, you'll be able to use all five other Nen categories without a penalty to your power. While it's inactive, you go back to your normal level of mastery in Nen. It's essentially a panic button for when things get too tough for you to handle. Some of the things you can do in Emperor Time are going to be hard or impossible for you to do normally.

Companions:

Companion Import (50cp): You can import up to 8 companions. Each one will get a background of your choice and 500cp to spend on whatever they choose. They can take drawbacks, too.

Canon Companion (100cp): You'll meet a canon character of your choice early on in the jump and quickly become friends. If they survive these 10 years you'll be able to take them along with you on the rest of your jumps.

Items:

House (200cp): You own a small house out in the country or an apartment in one of the major cities. It'll be furnished to your liking and small enough to be cozy without being inconvenient. You can take it with you after the jump ends, too! I'll attach it to your warehouse and everything!

Benzu Knife (200cp): A rare knife, made by a serial killer and imbued with his intent to kill. Each knife is incredibly sharp, able to slice through a Nen-user's defensive aura and hurt him through his Nen. It'll be a great anti-Nen weapon.

Pitcher of Eternal Water (200cp): It's a pitcher of eternal water! Cold, clean water will flow from this pitcher each time you pour it. It'll literally never run out!

Liquor Spring (100cp): A small fountain, any water you take from this will turn into some of the best booze on the planet within a day. You could make a killing from this stuff!

Mad Scientist's Plastic Surgery Mask (200cp): A mask that's capable of performing amazing feats of plastic surgery. Show it a picture of what you want your face to look like and you'll be completely transformed when you put it on! The change is permanent, though. Hope you have a picture of your original face!

Risky Dice (200cp): A real gamble! This d20 has 19 star faces and 1 skull face. Each time you roll a star face you'll have guaranteed good luck in the next thing you do, but if you roll the skull face you'll have enough bad luck to cancel out *all* the good things you've

gotten from the dice.

Book of Life (50cp): A complete record of your life! Includes bios of people you've met, archives of conversations you've had, and much more. It'll update at the end of each jump, too!

Hypothetical TV (200cp): Once a day, you can ask this TV a hypothetical situation and it'll begin playing a 30 hour documentary about all the events that may ensure. All of them. Asking it what would happen if you put on a t-shirt instead of a sweater in the winter could end with it showing you a documentary on how you froze to death in a freak snowstorm. Good news is, there's a built in DVR that'll record each documentary so you can watch them later.

Golden Scales (250cp): If presented with two options, these scales will show you which option will end up better for you. It'll answer any question, but sometimes the 'better' option is you getting killed quickly instead of slowly. Try not to use it in the middle of a fight.

Tree of Plenty Seeds (250cp): A pack of seeds that'll grow into a Tree of Plenty, a rare tree that is always full of different fruits each morning. The tree will be fully grown in 3 years after planting and will produce fruit daily after that. There's gonna be a *lot* of fruit, and everything you don't pick is erased at the end of the day. Every 5 years the tree will produce a golden apple which will grow into a new Tree of Plenty if you plant it.

Staff of Justice (250cp): Hoist this staff into the air, and shout the name of someone who you want judged. Whoever's done less bad things throughout their lives will be unaffected, while the person who's done more bad things will suffer a horrible bout of bad luck. The staff thinks in a very black and white manner, so watch out!

Mood Clock (100cp): Turn this clock to 12, and you'll maintain perfect serenity. By adjusting the time, you can adjust your emotions. Requires a 12 hour period to recharge after you use it for 12 hours.

Witches Rejuvenation Pills (250cp): A vial of 500 pills, each one will reduce your age by a year when you take it. It'll refill once you run out of pills, too. Don't take too many, though. If you take more than your current age you'll die!

Witches Diet Pills (100cp): A container with 1000 pills, each pill will take a pound off of

your weight! Don't worry, these'll take fat off, not muscle. I'll even make sure the container refills once it runs out.

Poltergeist Pillow (300cp): If you sleep on this really comfy pillow, you'll turn into a ghost! You'll get to explore the world as an intangible being for up to 24 hours, but if you don't get in your body before the day's up you'll turn into a ghost permanently!

Scarlet Eyes (200cp): A set of Scarlet Eyes, from the late Kurta clan. These'll sell for a pretty penny, and they're nice to look at, too. Well, uh. They're eyes. In a jar. But they're pretty eyes! You might not want to let anyone know you have these, too. People who own Scarlet Eyes tend to turn up dead.

The Poor Man's Rose (700cp): What is it? A nuke, of course! Well, not a nuke. It's an incredibly strong explosive that also scatters a poison over the surrounding area. Anyone infected by this poison will make more if it in their bodies, and they'll infect anyone they interact with until the poison burns itself out in a few months. You'll get massive casualties whenever you use this, as the poison literally melts people from the inside! It's brutal! It's also extremely cheap to manufacture and the existing nations have tens of thousands ready for deployment! And it fits in a messenger bag!

Drawbacks: You can take up to 600cp worth of drawbacks.

Hunted (+100cp) You're being hunted by someone. It might be the Mafia, it might be a PI. It's not a Hunter, yet. You should be able to take these guys down easy.

Ugly (+100cp): Whether through botched cosmetic surgery or just plain bad genetics, you're ugly. People aren't gonna want to associate with you, and they'll make their dealings with you as short as possible.

Actually Hunted (+300cp) Aw fuck, now you've done it. You're being hunted by a Hunter, one of Humanity's finest. He'll try to capture you alive, but he'll settle for dead if you resist. He hits like a truck and can move faster than most people can see. Good luck! At least it isn't a group of Hunters!

A group of Hunters (+200cp, must have taken Actually Hunted): It can always get worse,

can't it? You're now being hunted by a group of pro Hunters. They're not gonna stop hunting you throughout these 10 years. Hope you're ready for near constant battles and being blacklisted from most civilized locations!

Nen sealed (+400cp) I think you are underestimating how much you're going to need Nen in this universe. Well, it's your funeral. Your body doesn't produce Nen. You can't do any fancy tricks and any Hatsu you bought are sealed until the jump is over. Good luck!

Shwing! (+100cp) Crazy clown man Hisoka is interested in you! Hisoka's always creepy and he'll fall in love with you! He ruins the lives of people he loves! It'll get really awkward really fast, too! If you somehow want to bring him with you as a companion after the jump, I'll let you, even though I don't know how you can stand him!

Devoted (+300cp, Insectoid background only.): You follow the will of the Queen! The Queen must be obeyed! The Queen needs highly nutritious food to birth the King! What's the most nutritious food you can find? Humans! You'll be killing a lot of innocent people if you choose this, Jumper.

Chimera Ants (+600cp) The Chimera Ant invasion that would usually begin a year from now, when Gon and Killua were ready to fight? Yeah, it's starting a month after you start the jump. I hope you're real good at fighting, these things eat human beings, are tough as *shit*, and once they start reproducing their population grows exponentially. They know Nen, too. And they can pass on the physical traits of anything they eat to their offspring. They're all gonna be gunning for you. They won't even care if you're another Ant!

Ending Choices:

Well, you've survived. Congratulations! Now, as usual, you have three choices to make.

You can choose to **Stay here**, and live out the rest of your days in the HxHverse.

You can choose to **Go home**, and take everything you have with you back to Earth.

Or you can choose to **Move on**, and keep on Jumping with me!

Notes:

Any items you lose will reappear in your warehouse after a day.

Nen is basically ki, chi, chakra, etc. Any perks you have for manipulating those will work with Nen.

Using too much Nen early on *will* kill you, be careful.

Yes, you can have a romantic relationship with a Canon Companion.

If you uses Canon Companion to befriend an Ant, and you're a human, they'll refuse to attack you even if they're loyal to the Queen.

Pitou is best girl