

# Monster Run Jump

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Ji Mo, a young adult who can see monsters, teams up with a monster hunter to fight evil.

Take these 1000 CP. You get three discounts per price tier of perks, except the 50 CP perks (these don't get a discount) and 600 CP perk (this one gets a single discount). Discounted 100 CP perks are free.

## **Perks:**

**Language and food(50 CP):** You know how to speak Chinese in all its dialects and how to make delicious Chinese food.

**Mundane Job(50 CP):** You've a mundane job or occupation like an accountant or a store owner. Useful for making some money. You also have a few years of experience in the job.

**Good looks(100 CP):** You've the looks of a movie star. Pretty or handsome or cute. A 9/10 on the beauty scale. You could use this perk to change your appearance to fit in with the locals. You could treat this appearance change as an alt form post jump.

***Perfect mental health(100 CP):*** Your mental health is perfect and stays that way even through any hardships you face. You could stay in a room for a decade and stay perfectly sane. Additionally you aren't affected by boredom.

***Sweet demeanor(100 CP):*** You have a sweet and innocent nature that makes people treat you nicely and open up to you. Their traumas and weaknesses decrease and disappear slowly in your presence. With just a few hours of interaction, you could make lifelong connections with people.

***See the Supernatural(200 CP):*** Lets you see supernatural beings and phenomena. You can see through illusions and appearance changing magics. Can be toggled off.

***Shikigami creation(200 CP):*** Shikigami or paper servants are an important tool in a hunter's arsenal. These can be made by enchanting a paper with a magic circle that gives them sentience and makes them your followers/partners. The spell can be used to make shikigami with things other than paper.

***Monster(200 CP):*** You're a denizen of the plane parallel to earth, but an incident caused you to appear on earth. Monsters range in size from being as small as a fingernail to being as big as a two storey house. Since you're paying CP, you'll be on the bigger side, around as big as a car but you could decide if you want to be larger or smaller. Your appearance is up to you to decide but some monsters do have human appearance with some extra appendages like a Centaur or Arachne. You're strong enough to uplift cars and destroy a supermarket in seconds. Your appearance is also sort of ugly cute but you could always design it to be cuter or gruesome.

***Invisible(200 CP):*** Your actions are visible but you would be invisible. Smart opponents can track your location and attack you. This perk can be toggled off.

***District hunter(200 CP):*** Government sanctioned monster hunter. In future worlds, you'd be part of a secret force working for a government.

***Telepathy(200 CP):*** You can share words and images with anyone in your line of sight and within 100 meters of distance.

***Batteries(200 CP):*** Usually, making talismans or summoning monsters using your guardian powers requires you to expend some energy, but this perk lets you gather the energy from other people if you're desperate for some energy. Gathering large amounts of energy would make them weak and sickly. (You could use the monster crystals for the same purpose).

***Boss lady(300 CP):*** You are one of the shakers and movers in your country, you have minions and informants all over the place and know everything that happens in the country. You could try to expand into other countries and become more powerful.

**Good Hunter(300 CP):** Hardworking and talented. You can learn any learnable magic or skill quite easily and become a master in a few months.

**Monster taming(300 CP):** You have a great talent in taming supernatural creatures. Even the most unruly one could be tamed by you. This talent reflects in taming normal creatures too.

**Monster hunter(300 CP):** You're trained in the art of fighting and sealing monsters. Years of training has left you with a fit body well suited for exertion and acrobatics. You've been trained in magic, specifically the art of making talismans and magic circles. You have a good amount of knowledge on all kinds of monsters and their weaknesses. And your training has left you with the skill to make Confinement circles (used to trap and paralyze monsters) within half a minute even under a huge amount of stress and you never make mistakes in combat.

**Master manipulator(300 CP):** You know how to manipulate people to do the things you want. With just a few minutes of discussion with you, they'll be ready to give their lives to your cause.

**Guardian of the gate(600 CP):** Usually there's only one guardian per generation but due to some quirk of fate, you've become one too. You can Summon and control monsters from the monster plane. But getting this great power means you need to guard the gate (this doesn't mean you need to stand guard outside it, just eliminate any threats to the gate, there aren't any threats in the current era except maybe Lotus) that separates the human and monster planes. Being a guardian grants you a great amount of magical energy and skill in magic. In future worlds, you can summon and control supernatural beasts (if there aren't any monsters in a setting, you can summon generic ones from mythology plus whatever you could summon from this jump) and enter and exit mystical planes irrespective of the restrictions (this doesn't protect you from any effects or beings inside the planes).

The summoned monsters get sent back automatically if they're on the verge of taking a killing blow or are going to die. You can toggle this part of the perk off.

### **Items:**

You get 300 CP to spend on items. Three discounts per price tier except the first tier (50 CP) which is undiscounted.

**Outfits(50 CP):** A wardrobe full of clothes, has both traditional and modern clothes and some jewelry that fit the clothes.

**Candy store(50 CP):** A small store that sells candy, useful if you want some cash. There's a hidden underground room below the store.

**Monster crystals(100 CP):** Around 20 crystals of different sizes, they replenish weekly. They can be used as an energy source. Getting a crystal wet would release the monster but these ones are immune to that effect. The energy from monster crystals can be used to power talismans.

**House(100 CP):** A single storey house with two bedrooms. Is protected from harm by a bunch of peace talismans. The fridge stocks on food items automatically so you don't need to leave the house. Has a few paintings of your finest memories (you can enter these memories any time to see them, kind of like the pensive in Harry Potter).

**Painted world(100 CP):** An illusion formed from your memories. You can enter the painting at any time to experience the memories again. Comes with detailed instructions on how to make more of its type.

**Talismans(200 CP):** You get a bunch of talismans to use that replenish daily. You just need to attach (they have a sticking enchantment but they can be pulled off or damaged with enough effort) them to the location you want. Some of the talismans you get are Talisman of peace(prevents things that disturb the peace in a given area), confinement(traps targets and prevents them from moving), sanctum(transport your target building or location to a demiplane, blood(let's people teleport to your location), elemental(ice, fire attacks), time loop, etc;

Comes with detailed instructions to make talismans (which are usually pieces of paper with words and diagrams on them). You could draw the symbols on a paper or on any other material to make talismans and magic circles, just expend some energy to activate the ones you made (the ones given by the item are automatically charged).

**Hunter weapons(200 CP):** A pair of good quality weapons for beating up monsters. Inlaid with magic circles, these weapons are tough enough to destroy a brick wall in a single strike and are nearly indestructible. If you want a gun, it can launch special bullets that explode upon a hit and they would even have a provision to launch paper talismans.

**City tracker(200 CP):** A replica of the city you're currently in. It shows the locations of important people (those you tag) and monsters in the city.

**Canopic Jar(200 CP):** Enchants a material stored inside it to form as a fake limb to those who've lost one. You can store anything in the jar, paper, sand, stone, gems, etc; limbs made of loose materials can be manipulated into other forms.

**Brother's crystal(200 CP):** A powerful technique left behind by a person. You get six of these each jump, each crystal has a permanent power up or a useful technique or a one use effect. You can store the unused crystals. The power and potency of the crystals you get in a jump are based on the threat level of the jump setting.

**Monster plane(300 CP):** A secret plane that can house all kinds of monsters. Currently it is empty, but you could trap monsters or people in it to summon any time, anyone or anything locked inside the plane would slowly become your minions but you could otherwise make copies of any monster or person you've defeated to be stored inside the plane, the real person or monster can stay outside the plane. Dead or injured summons reform back in the monster plane. Once per jump, you could break the barrier of the plane to summon all the monsters to overrun the world. In future settings, the plane houses mythical creatures and copies of monsters from the given setting along with those from this jump, provided you've defeated those beings too, if for any reason, there aren't any monsters or supernatural creatures in those settings, you could create a simulation that make copies of mythical creatures and then defeat them to add them to your collection of monsters.

## **Companions:**

If you could convince them, you can take any of the canon cast along with you on the jump.

**Porcelain doll (free/50 CP):** A 6 feet tall golem that looks like a Victorian noble woman, she has been created to look after a house, like a maid. There are some hidden spell matrices to change her appearance. She has spools of razor sharp thread in her arms. She can use the thin holes in her finger tips and joints to manipulate the string and kill your enemies. If harmed or destroyed, she gets repaired in a day. Her default personality is that of a loyal and kind servant. You can study her spell matrices and behavior to make golems of different temperament from her. Alternatively, you can pay 50 CP to get six maids, each with their own personality and appearance and a unique weapon system.

**Miko Chan (free):** The girl who can see monsters. All her life, she tried to ignore them and live a normal life, until she saw one trying to kill a human, she tried to save the person but she couldn't. She was saved by a hunter (maybe you?) and began training to be a hunter. She has a good handwriting and is a hard worker, so she quickly learned how to make talismans and is one of the best in the field of talisman making.

**The Ojou(free/50 CP):** The young heiress of a prestigious monster hunting clan. She has been trained from a young age to defeat monsters. She doesn't know much about the outside world and hired you as a guide. She wants to travel the world and go on adventures and is quite

friendly, if a bit naive. For 50 CP, 12 of her servants and clan members would come with you as followers, they have their own magic specialities and personalities.

***The crew (50CP/100CP):*** Your fellow hunters 6 of them for 50 CP and 12 for 100 CP. Each of them is well trained in fighting monsters and have a degree in a field of their choice. Give them a few months and they'd establish a thriving business in any setting. They can learn things related to their speciality (cooking, hunting, gunsmithing, business, etc) incredibly quickly. They all take up a single companion slot.

### ***Drawbacks:***

***Early exit(0 CP):*** The entire of the movie takes place over four or so days. Leave the setting after the movie ends.

***Early start(+100CP/+300 CP):*** Start the jump a few months before Ji Mo gets joined in the hospital for her 'Schizophrenia', for 200 points more, you could be the same age as her.

***Alternate continuity(+0 CP):*** Based on the book by Lee Martinez, which was the inspiration for the movie.

***Extra time (+100 CP):*** Spend ten more years in the jump, gives points the first two times.

***No items, companions or powers (400 CP):*** Not applicable when used as a first jump.

***Mascot job(+200 CP):*** You have a job as a mascot, so you need to wear a stuffy and itchy costume that looks quite ugly. Most of the people you give the pamphlets to are rude or annoying. You need to work this job 8 hours a day for your stay here.

***Nutcase(+200 CP):*** People think you're mad and your starting location is a mental hospital.

***Tiny monster(+200 CP):*** You're a tiny monster, less than the size of a palm, better stay away from humans.

***Hovel(+200 CP):*** You live in a small room that's quite dirty and in need of a dozen repairs. The complex you live in has a single communal bathroom.

***Always in trouble(+300 CP):*** You're always in trouble and need saving.

***Tragic childhood(+300 CP):*** You had a tragic childhood that left you quite traumatized and with some mental issues.

**Bullies(+300 CP):** You're bullied by a group of people wherever you go, they seem to follow you, if you defeat them, new people will take their place.

**Jumper prophecy(+300 CP):** People know about you and your powers and plan accordingly.

**Monster bait(+300 CP):** You attract monsters who are hellbent on killing you.

**Crippled(+300 CP):** You don't have an arm or a leg or an eye. Can be taken up to six times. The canopic Jar doesn't work on your limbs.

**Subconscious summoning(+300 CP):** Like Ji Mo, you summon monsters whenever you feel down or threatened. You can't control this and they rampage until you talk them down.

### **Notes:**

**Story:** Ji Mo could see monsters since she was young but no one believed her because ordinary folk can't see them. Her mom admits her to a hospital to get her schizophrenia treated, a few years later,

Ji Mo pretends to be normal and gets discharged. She doesn't know where her mom went, so she ends up working in a supermarket. One day, monster hunter Meng and his shikigami partner 'Paper' enter her store to seal a Yeti who's binging on the ice cream.

The ensuing fight trashes most of the supermarket and Ji Mo loses her job due to her colleagues blaming her for the rampage (they can't see the monster). She ends up getting kicked out by her landlord because he saw the news about her.

A depressed Ji Mo gets attacked by monsters and Meng saves her and proceeds to take her to Uncle Ping, a monster who runs a candy store. Ping tells her about her destiny as the guardian of the gate that separates the human and monster planes and warns her about Lotus, the previous guardian of the gate who's trying to kill Ji Mo and steal her power (because there can be only one guardian).

Uncle Ping gives her a blood talisman (teleports a trusted person to you) and a sanctum talisman (displaces a location to a different dimension). Ji Mo uses the blood talisman on Meng because she trusts him, ignoring the fact that Meng is the weakest monster hunter. They leave the store after getting advised by ping to stay inside their house for three days after using the sanctum talisman on it, because the gate between human and monster realms opens in three days and this signifies the transfer of duties and power from Lotus to Ji Mo.

Spade, Meng's brother's rival, attacks them on their way and traps them in a time loop (by attaching a talisman to their car) and attacks them along with a monster. Paper removes the talisman and they escape to their house.

Ji Mo and Meng bond for two days inside the house and on the third day, they get a call, informing Ji Mo about her mom's bad health (the reason why her mom didn't come for her after she was released from the mental hospital). Paper, Meng and Mo visit the hospital via a labyrinth monster and see her mom, while Meng waits outside the room.

Suddenly, the room gets teleported (surprise surprise, it was a trap by Lotus and Spade). Paper gets burnt and Meng loses his left hand. Lotus manipulates Ji Mo into willingly giving up her powers. Paper makes a last ditch effort by running to uncle Ping and dying there. Ping heals Meng and Mo's subconscious desire to be with Meng opens a path to her location.

Meng gets a replacement arm and goes to save Mo. Meanwhile the ritual Lotus is using to take Mo's power causes the monsters to go berserk and appear in huge numbers.

Meng gets his ass whooped by Spade but he gets a last minute power up from his brother's final gift to him and kills Spade. Meng talks to Mo telepathically and saves her from her suicidal depression. Mo proceeds to kill/banish Lotus. And the monsters stop their rampage.

The end credits show Mo and her mother working in Uncle Ping's store and Paper getting a well deserved rest and relaxation.

The power levels of the characters aren't shown clearly, but Lotus (the antagonist) caused a monster rampage by trying to steal the heroine's power. Ji Mo manipulated the gate to banish Lotus (at least from my understanding of the scene).

Think of the Guardian of the gate as having the summon monster spell series in dnd or pathfinder. If you don't know what to summon, you could pull based on the situation to get something that suits the task at hand.

The monsters or beings summoned from the 'monster plane' item fall under the rules of the 'guardian of the gate' perk so they're completely loyal to you and they can even do suicide charges because they always reform back in the plane.

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