The Hunters Guild
RED HOOD
1

The Hunter's Guild - Red Hood

1.0 - Original Edition
A Jumpchain Adaptation by MadaMada
Story and Art by Yuki Kawaguchi

All the world's a stage;
And all the men and women merely players
-William Shakespeare

This is a story of humans and beasts. It is said that long ago, dragons roamed the skies, but they were all destroyed by humanity. But it is not dragons that threaten humanity today, but werewolves. These monstrous lycanthorpes are consumed by the violent, irresistible desire to eat human flesh. The cause is unknown… but once somebody becomes one, they will gorge themselves on humanity until the day they die. And werewolves aren't the only threats to humanity, as there exist giants, witches, and other supernatural creatures as well.

Those who fought back against these monsters formed the Hunter's Guild: an organization of monster hunters who wish to end this threat once and for all. It is said their leader is the Red Hood, or perhaps it's that their hoods are dyed that color from the blood of those they've killed. The fate of this world is intertwined with one boy in particular, who just may be the chosen one destined to bring an end to this tale…

Maybe that's why the manga got axed[1]. Anyways, these are for you:

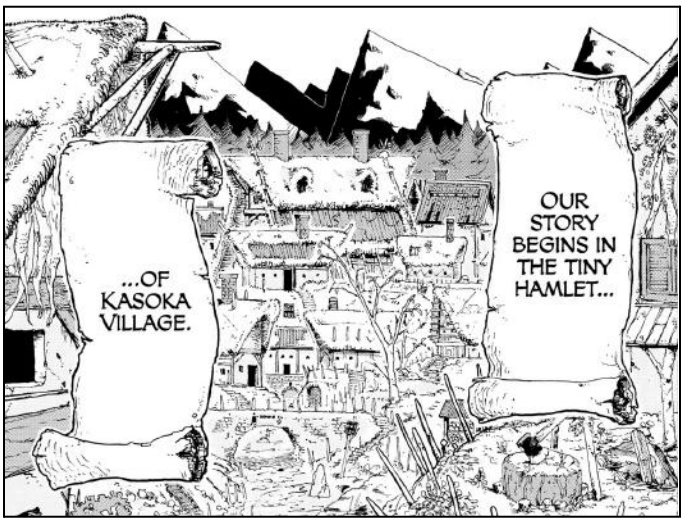
+1000 Choice Points

[1] Or maybe we've got the cause and effect confused. Maybe low readership caused the manga to be cut short, so Kawaguchi made up all this meta stuff to justify it. It's probably that.

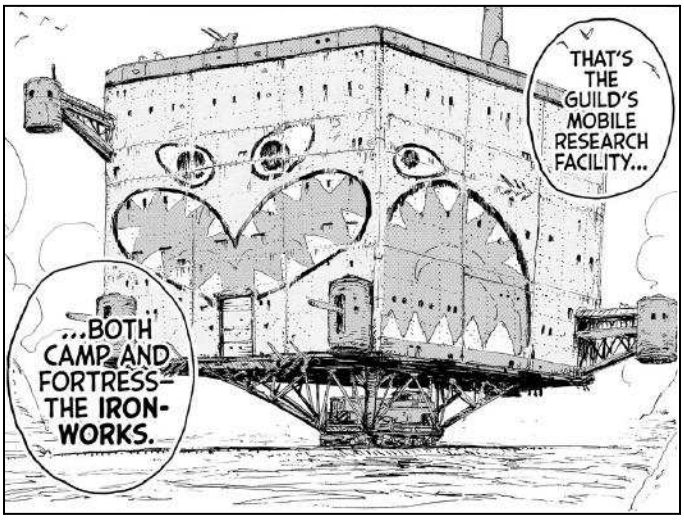
Location

Roll 1d6 to decide where you begin or pay 100 points to pick freely from these choices.

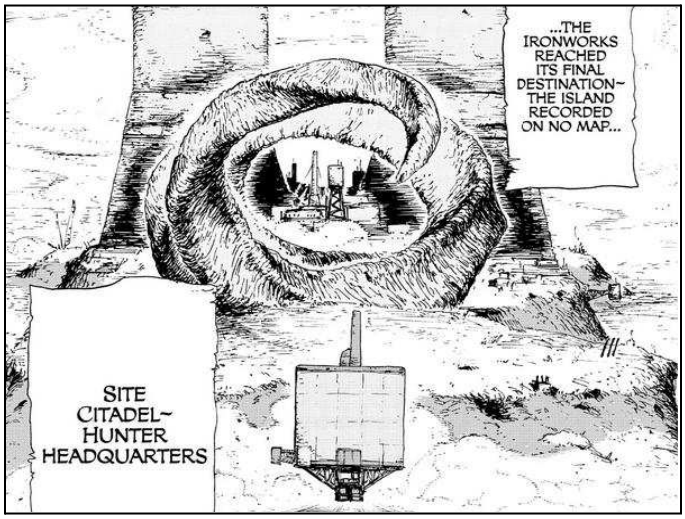
1 or 2 - Kasoka Village
A tiny hamlet out in the middle of nowhere, home to our *protagonist,* Velou. It's small enough for the entire village to form a tight-knit community, where everybody knows one another. The few people there are getting fewer - for a werewolf hides among the villagers, killing and eating them. The Mayor, Hech Horlock, has recently sold his home and all his sheep to hire a Hunter from the Guild. They're due to arrive in a week…



3 or 4 - Borderport/Ironworks
This town is the nearest one to the main base of the Hunter's Guild. There's quite the variety of megafauna in the surrounding wilderness, as you can find wooden giants, huge manta rays, and even crabs covered in tank armor. To get to the Hunter HQ, one takes the Ironworks: a massive fortress, training center, and research station on rails. It takes three months for the Ironworks to reach headquarters, during which candidates undergo a gruelling training regimen that most drop out of.



5 or 6 Hunter's Guild HQ
This is the main base for the entire guild. There's more going on than it might seem here. Not only is this the residence of the legendary Red Hood, but it also holds an artifact that controls the fate of the world - the True Book. It is the narrative of the story, so to speak, as whatever is written in it happens. While the book is held by the leader of the guild, two pages have been stolen…



Races

Are you a man or a beast?

Human (free): You are one of many, the dominant species on the planet due to intelligence - though not necessarily the apex predator. *Homo sapiens sapiens*, a species with two arms, two legs, and a good head on your shoulders. Werewolves and other monsters see you as prey, but perhaps you could use that big brain to reverse your fortunes.

Werewolf (400): Oh, my. What big arms you have. What big eyes you have. What big fangs you have. All the better to hunt humans with. You, my friend, are the big, bad wolf. Werewolves aren't a separate species from humanity. Rather, lycanthropy is seemingly a recessive trait present in all of humanity. You're just somebody whose phenotype displays it.

What does this mean? You can no longer subsist on anything but human flesh. While you can still assume your old human shape when needed, your true form is that of a wolf. You may also transform partially, if the need arises. This bestial form is often two times the height of a grown man, big enough to swallow somebody whole. This size bestows you with proportional strength, more than enough to overpower most humans with. This strength comes with a pelt tough enough to shrug off low-caliber bullets, and if that's not enough, you possess enhanced senses, razor-sharp fangs and claws, and a fairly potent healing factor. However, you're far from invincible. A destroyed heart is lethal, and you cannot regenerate from wounds caused by fire, silver, or a special metal called Wolfonium. You may optionally look a little stranger than normal, with things like a petal-like mouth or extra arms.

Origins

Who are you, and what role do you play in this story? Roll 16 + 1d8 for age, and pick gender freely.

Drop-In: A being foreign to this world, I suppose, and the skein of fate that dictates everything that happens to it. You exist as you were, a stranger to this world. No memories, no history, no friends, and no foes. Perhaps that's for the better. There is one with a nature similar to yours, though he's entirely unaware of it.

Hunter: For one reason or another, you've decided to combat the many threats to humanity by joining the Hunter's Guild. Your job is to track down and slay monsters that people hire you to. It's a noble job, so they say. Your more cynical colleagues might just tell you it's something you do to make money. The Guild exists to exterminate werewolves and other monsters, though something else is going on…

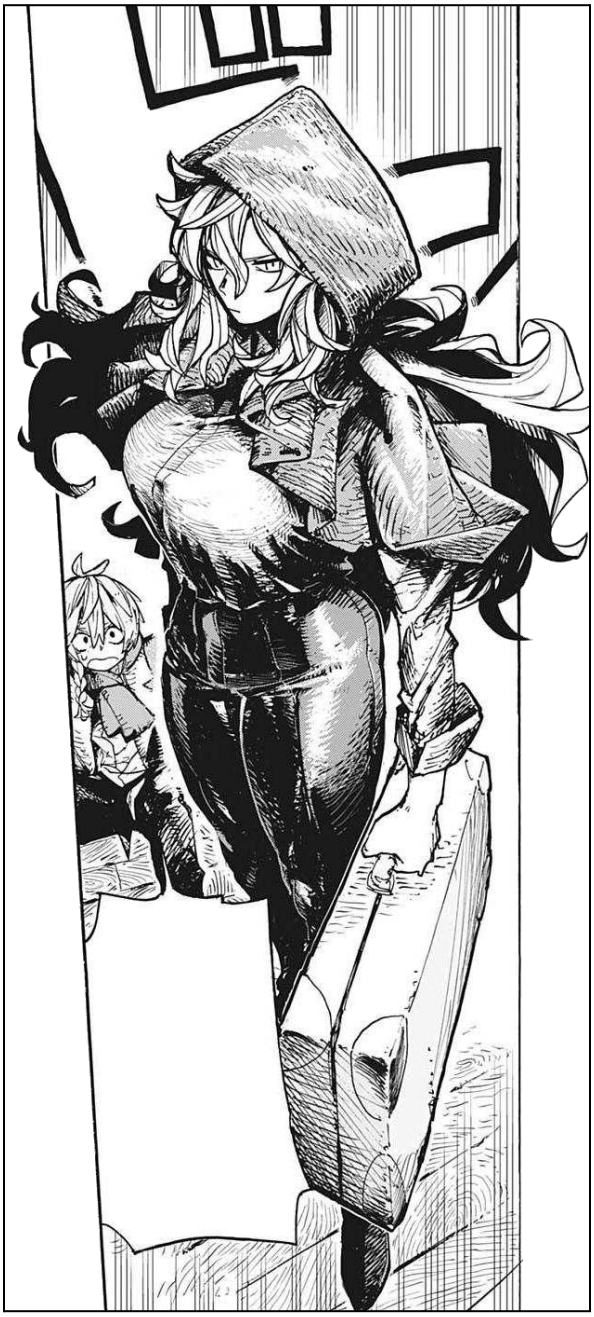
Foe: Opposing the Hunter's Guild is you and yours, a motley group of those they consider enemies and targets. A monster, in other words. Perhaps you are one of the many werewolves that feast on humans, a witch, some other criminal, or perhaps even a disgraced former hunter. Whatever the case, you're a predator, and fight those who would seek to turn the tables on the rightful hunter - you.

Perks

Perks are discounted by 50% to their corresponding origins. Discounted 100-point perks are free.

General

Kawaguchi's Style (free): Did you know that the mangaka behind this series used to work as an assistant for Kohei Horikoshi, of My Hero Academia fame? Well now you do, and Kawaguchi-san is an excellent artist in their own right. If you wish, you can choose to see the world in the style of the manga, as if Kawaguchi drew it. This perk is toggleable, so if you get tired of it, you can deactivate it and reactivate it at any time.



Big Busty Babe (100): What draws people to you? Is it that beautiful face, which looks like a professional artist spent hours designing? Is it those huge milkjug knockers you've got? The legs? That industrial dumptruck ass? The way your muscles compliment these features, giving off an air of beauty and strength? Cake? It's like you're made of it. You don't need to guess, because you've got all these features, and it's a combination of these things. Or maybe not. Whatever the case, you're beautiful. Hot, gorgeous, sexy, you name it. You're very easy on the eyes, that's for sure. This may or may not be the reason this document was written.

Flying Circus Wire Arts (200): A lot of time spent leaping and performing has made you into quite the acrobat. You're as lithe and graceful as a professional gymnast, able to effortlessly flip, dodge, and twist your body. Perhaps you were one. You're an agile opponent in battle, and have furthermore learned to utilize wires in a variety of creative ways, such as swinging around, binding foes, or grabbing faraway items.

Mycologist (200): A career spent researching fungi doesn't seem to be one suited for monster hunting, but you'd be surprised how many uses it has. You are knowledgeable on many species of mushroom, slime, and mold, able to weaponize their properties to achieve a variety of effects. Corroding metals? Sending messages? Making surfaces slippery? Seemingly causing hair to grow? All within your

wheelhouse. In time, you may discover more peculiar growths with peculiar uses.

Sanctuary Priestess Defense Arts (400): Perhaps this power is a hex, or perhaps it is a divine gift. You are capable of creating and controlling what seem to be up to ten pillars of hard light, one for each finger. These rectangular constructs are strong, mobile, and bend to your will. You can use them to combat your foes, or create barriers with them. You can even up their durability by reducing the duration which they last, or vice versa.

Giant (600): It's said that the bigger they are, the harder they fall. But let it be said that being huge has its benefits as well, and these often outweigh the downsides. How're they going to make you fall when you're taller than three houses combined, after all? Making *them* fall, on the other hand, might be as easy as squishing a bug.

You are huge. The only being that matches you in physical strength and sheer stature is the alpha of werewolf society, Lycaon. This enormity allows you to crush all but the strongest of fighters with effortless ease, and even they would be hard-pressed to match your strength. A single blow could generate enough air pressure to tear the roofs from several buildings. Incredible air pressure in a single blow… strength not unlike a certain superhero in another series. Not only are you strong, but you're also tough. What would be a lethal wound to anyone else is a minor one to you, and you can move deceptively fast when you need to. Nobody is your equal in terms of physical capabilities. This size means you're not human and becomes an alt-form after this jump.

Drop-In

A Common Life (100): If you're going to travel from place to place, it helps to be self-reliant. Taking care of oneself comes before taking care of others, after all. You're passably good at handling a variety of tasks not out of place in a small village, such as animal husbandry, carpentry, farming, sewing, foraging, and more. Enough for you to get by living in a cozy cabin out in the woods, or a village such as Kasoka.

Heroes of the Story (100): "*All the world's a stage, and all the men and women merely players.*" But who gets to be the protagonist, and who's relegated to being an extra? Well, to you, nobody's the latter. Everybody's their own lead, and that means their stories are worth understanding. You'll find that many are naturally drawn to that mindset of yours. In essence, your willingness to understand others makes them willing to go the extra mile to understand you - making it easy for you to make friends.

Kelenken Kid (200): Sometimes, someone finds themselves at rock bottom. They're alone, homeless, and out on the street. But a guy's gotta do what he's gotta do to eat, doesn't he? No matter how dire the straits you're in, you'll always find some way to get a roof over your head and food in your belly. Odd jobs seem to just fall into your lap when you need them (if you go looking), you're a natural at being on the run, and you could probably trick more than a few people into providing free room and board.

A Soft Horn (200): Werewolves have fangs, claws, and strength on their side. What do you have? The answer to that is… a brain. And even monsters would do well to hunt cunningly. You've got a keen,

perceptive eye for detail, which lends itself well to noticing small things and logical inconsistencies. You'd be the first to notice when the details don't line up. If the enemy escaped through the window… why are there still cobwebs?

Getting Stronger (400): Learning is fun, and it's natural to you. You just seem to develop strength and skills at a faster pace than others, and possess the willpower to push through even the harshest training. As long as you keep at it, you'll learn and grow at staggering paces - fast enough to go from a peasant from the boonies to a skilled, strong warrior in a few short months. You'll also find that your skill ceiling and potential are very high.

Eye of the Storm (400): Nobody's an island. You're an ideal leader, with charisma, intelligence, and likability in spades. Teamwork's the dreamwork, after all. It's not difficult to convince people to work with you, with even the prickliest of customers coming around after some time. What's more is that you've got a good sense of the skills, strengths, and weaknesses of each person, which allows you to direct them to act as effectively as possible. Lastly, a keen mind like yours is excellent at coming up with a variety of plans to reach your objective, and adapting on the fly.

Unscripted (600): Are you a real person, or are you not? You're some sort of strange being made from magic and the force that controls this world - the True Book, the tome which anything is written on becomes true. Your body emits a special field, an invisible energy that nullifies the chains of fate that control this world. There are only two beings truly free from the narrative that all here are slaves to, and you are one of them. In this and all other future jumps, you are free from any forces of fate, destiny, and narrative. Those with grand destinies that would shield them from harm will find that they can still meet their end by your hand, and no preordained fate dictates your actions. You may also free others from the constraints of destiny, for better or worse. While the Book dictates causality, destiny, and natural law, it has no effect on you - meaning no amount of reality warping will do anything when you're involved.

Hunter

A Taste of Steel (100): Any hunter worth their salt can fight, and you're no exception. Long months of training have seen you attain a strong, fit body. There's plenty of muscle there. You're in good enough physical shape to get into most sports teams or militaries, and have enough combat training to defeat most people and stand a chance with werewolves. You're good whether you're fighting with firearms, melee weapons, or unarmed, though you're not the best.

Barracks Staff (100): Despite that, many skilled prospective hunters fail the exam. Some take up work as support staff. Whether you passed or not, you're competent working in the other, non-monster fighting roles the guild needs to function. You can operate and maintain a steam engine, cook, clean, and drive a horse-drawn carriage, though people around here are more likely to employ giant hermit crabs. If you don't want to hunt, there are plenty of auxiliary jobs that need doing.

False Roles (200): If the monsters know that you're on the prowl, they might go running. Who knows how many new victims they'll find before you catch up? For that purpose, you've taken up the means of many ambush predators: disguise. You are adept at playing a role and acting as someone else, hiding how dangerous you really are until the very last moment. It should be a snap to masquerade as something that'll get others to underestimate you.

Conductor (200): Somebody needs to train up the next generation of Hunters. Why not you? You are a drill sergeant and trainer par excellence, with naturally imposing demeanor and force of personality that inspires - no, *commands* - the respect of many subordinates. Of course, it'd help if you were able to back this up. It's important, as the fear of *you* must be instilled if you're going to whip the recruits you've been given into fighting shape and ensure that they stand a chance in stressful, life-or-death situations. Also, on an unrelated note, you know how to be a conductor and head engineer for an actual train. A steam engine, at least.

Living Furnace (400): You were the victim of a witch's curse, causing you to radiate burning heat. This once would've incinerated everything around you, but you have now taken control over it, turning your uncontrollable curse of mass destruction into a <u>controlled</u> weapon. Your body temperature is abnormally high, able to change at a moment's notice. It can easily be increased to extremely high

levels, to the point where you'd melt through metal. With some specialized equipment, you could even use this heat to fly or launch heat blasts with an approximate maximum of 6100 degrees Fahrenheit.

Jumper of the Hundred Cannons (400): You're rightly recognized as one of the Guild's best, on the level of Grimm or Debonair Diamond. Mundane monsters or fighters are no match for you in battle, and even the werewolf alpha Lycaon would have some difficulty fighting you. Years of monster fighting have paid off and left you with a wealth of experience on fighting all sorts of supernatural creatures, from werewolves to mages to giants. This experience will update in future jumps, so you'll be well-equipped to combat the forces of darkness wherever you go, and it also makes you an expert in utilizing the many, varied weapons the Guild employs to fight werewolves. You'd definitely be a candidate for the position of the next head of the guild, the Red Hood…

Scrivener (600): "*All the world's a stage, and all the men and women merely players.*" The truth is, the Guild is responsible for creating the very monsters and tragedies they have sworn to put an end to, and maintain this facade to this day. The word revolves around a book, as we said. A tome of inverted reality. If it is written, it exists. It happens. It is the reason why the world is the way it is, and for all of its joy and suffering. Why? Well, the world is being watched. By unseen gods who observe this world, desire a good story, and will render divine judgement if it isn't delivered. But you're something of a writer's assistant. You've a fantastic mind capable of imagining fantastic things, a fantasy author if there ever was one. If you were to pen fiction, your books would sell like cookies with weed baked in them, masterpieces of both literal and fictional worldbuilding that'd appease even the divine. You've a good eye for cause and effect as well, able to intuit how Event A puts Events B, C, and D in place to occur, and will generally understand the wishes of the gods and how to avoid their wrath, if such beings exist in your setting. You're the one to appease the Readers.

Think he can see us?

Foe

On the Lam (100): Living life on the run is hard, and it's what you have to do if you're a fugitive hunted by armed monster hunters. It's a good idea to try to avoid the people coming after you with guns, after all. Luckily, avoiding pursuers is something you're good at, as you've had to get out of town enough times to have a general (but not infallible) sense for the best escape route available.

Strange Bedfellows (100): Can you really pick and choose allies when the world's about to end? You'll find that you can work with even those you'd call sworn enemies if such a calamitous event is set to happen. While they won't forget their grudge, they will temporarily put it aside to help you deal with the greater threat. No telling what might happen afterwards, though.

Endgame (200): If you want to come out on top, you need a good strategy to do that. And patience. While this doesn't make you any better at strategizing in battle than before, it does for the long run. You are good at concocting long-term plans to achieve your goals and subvert even the strongest of institutions, and are a natural at deceiving your enemies and allies alike until it's too late for them to do anything.

Diabolus Ex Machina (200): Your enemies think they've won. They've beaten the monsters in a difficult fight, and are beginning to rest and recover. It'd be a shame if you showed up, then. You have a knack for arriving at the worst possible time for your enemies, often after they're worn out from prior struggles. You'll catch them off guard more often than not. Striking when they're weakened is sure to net you a large advantage, but don't think that this will guarantee you victory.

The Scent of Souls (400): Werewolves, being canines, naturally have a strong olfactory sense. And now you do as well, to the point where it borders on the supernatural. You are capable of smelling far more than the scents of the material world, though your regular sense of smell is strong enough to track specific individuals over great distances. The lingering emotions of others make themselves known to your nose, to the point where you can tell what someone was feeling in their last moments and track down their killer.

Geppetto (400): Your travels across many worlds, or many years studying spells, have revealed to you a method of merging different forms of magic. You are able to synergize different forms of it, potentially creating something greater than the sum of their parts. Furthermore, you know how to carry out a ritual the Guild considers most taboo - the creation of life. Though it may take you great time and effort to make them, you may create living, breathing homunculi indistinguishable from humans, and imbue them with any magic you've got. Perhaps you could even give them the ability to nullify fate - though this will require something that controls destiny to do. Know that they have free will, though…

Wicked Witch (600): You have a rare gift: magic. You are a spellcaster capable of bona fide wizardry, which means powers far beyond the common folk are available to you. For starters, you can fly. This is most often achieved with a broom, but you've gotten to the point where you can freely levitate without the use of any tools. What else can you do? You can generate smoky-looking portals to any location you're aware of, or use these portals to summon mindless monsters to serve your will, which will be

werewolves by default. This magic isn't lacking for destructive options, either, as your spells are capable of burning down small towns, manipulating earth to your own ends, creating invisible shields, or even levitating small landmasses at your peak. Finally, you can lay down long-term curses on unfortunate victims like any proper sorcerer should be able to - temporarily turning them into children, making them emit extremely destructive heat, etc. The sky's the limit with this last one. Careful they don't weaponize it against you.

Magical arson.

Items

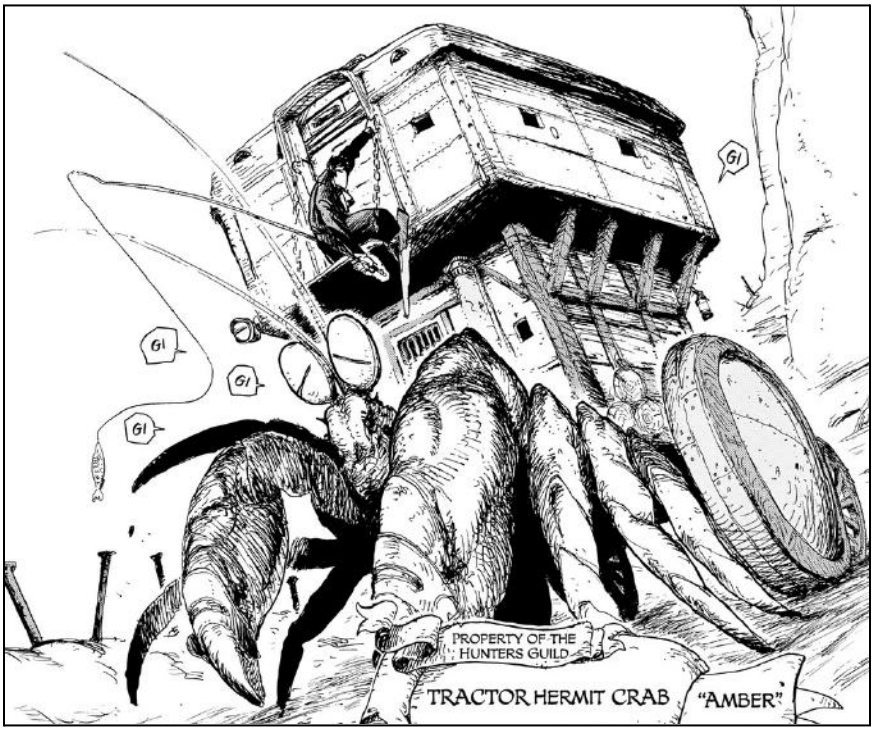
Like perks, items are discounted by 50% to their corresponding origins, with 100-point items being free to that origin. General items are undiscounted. You may import similar items from prior jumps into these items at no cost, giving them the qualities of the things purchased here.

General

Red Hood (free): Little Red Riding Hood wore one, and so do you. This beautiful scarlet cloak is comfortable to wear and will always fit you perfectly. It's self-repairing and will return to you if lost. Fulfill your fairytale subversion fantasies.

Rifle (free): A gun. What'd you expect? You'll be given a rifle, musket or shotgun. It's mostly made of wood and it's a single-shot gun. It's a hunting rifle, but I say "hunting" in the sense of hunting mundane game such as deer. It's got a supply of ammo that restocks daily. Of course, being a gun, it's plenty harmful to anything you shoot. Don't expect it to be able to do much to a werewolf, though.

Hot Slime Bath (100): You've got a nice hot bathtub somewhere. It's round, always clean, and never runs out of hot water. The perfect spot to relax and cleanse in. It comes with a large, replenishing supply of hot slime, a strange sort of microbe that's attracted to warm water. These microbes don't make you dirty. Rather, they help you with skincare by consuming dead skin cells. Perfect for a bath.



Giant Crab (200): Did you know that the mangaka has also made a one-shot called *Land of the Hermit Crabs*, where society faces upheaval from gigantic hermit crabs that steal entire buildings to use as their shells? This crab isn't one of those, but it's not exactly small either. This "little" guy is big enough that he houses a large carriage on his back. You've also got a fishing rod with a tasty fish caught on the end, which is your proverbial carrot on the stick you use to get it moving.

Elixir of Liufeng Xiang (200): These pills were purportedly made from 100 mystic herbs mixed for 1000 days and steeped for 10000, and are made using a secret technique passed down generations. Well, I'm sure those cultivator

heirs would be *delighted* to know you have them too. Anyways, you've a collection of about 20 pills. Swallow one, and you will be able to exhale mighty gales of wind from your mouth, strong enough to blow people off their feet. This collection replenishes daily.

Torn Pages (600): The True Book that dictates reality is firmly in the hands of the Hunter's Guild, and it's not leaving their possession anytime soon. Most Hunters don't even know that their organization is behind the very monsters they fight. But you do, and you've taken advantage of this to tear two pages and run. By writing on these pages, you may control fate. There's only enough space for a few commands, and these pages can't do any large-scale reality warping such as creating entire new species, but they're still capable of much. You can make sure Person X is at Place Y for Event Z to happen, or just write someone out of existence. Once made, these commands cannot be taken back, and you can't do anything else once you run out of page space. You receive two new pages each jump. If you have **Geppetto** and **Wicked Witch**, you may use these pages to create a Homunculus with **Unscripted**.

Drop-In

The Manga (100): All three volumes of the Hunter's Guild: Red Hood. Yes, three. Not a lot. There are only eighteen chapters. If it makes you feel any better, you also get the one-shots Kawaguchi made and Otr of the Flame. At the end of this jump, you will also get manga volumes made in the same style that depict your time in this world. Maybe there are some distant, unknowable gods reading this.

Wolfonium Ax (200): While this woodsman's ax is the perfect tool for splitting firewood, who's to say that's the only use for it? The woodsman/hunter splits the belly of the wolf to free Little Red Riding Hood and her grandmother in the fairy tale, after all. Your ax is made from Wolfonium, a metal with the werewolf-wounding properties of silver and the weight of lead. The perfect blade to fight werewolves, especially since it prevents regeneration for a while.

Hamlet (400): A small village the size of Kasoka, with roughly a hundred residents… including you, perhaps. The houses are surprisingly large. People here subsist on farming, herding, and occasionally going out to hunt in the forest. You might be the mayor of this small village, or perhaps you're merely a resident. Either way, you've got a comfortable home here. After this jump, the hamlet can be inserted into the setting in an appropriate area, where it will retroactively always have been there, or it can become a warehouse attachment. Unlike Kasoka, this village is the perfect place to live a peaceful life. Nothing dangerous will come to it unless you actively provoke it into looking for you.

Hunter

Chekov Series Rifle (100): What a funny name. Chekov's gun. Ha. While regular rifles won't do much to a werewolf, this one's a different story. It takes a good deal more gunpowder to operate, but in exchange, you've got a double-barreled gun with far more stopping power and larger caliber. The Chekov series was developed specifically to combat werewolves, and thus fires heavy wolfonium bullets that can drop one with a well-aimed shot.

Hunter's 616 Tools (200): The Guild makes use of a variety of monster-fighting tools, many of which are at your disposal this handy briefcase. While most of them aren't particularly good for directly fighting enemies unless you get creative, they all have their uses. Scent-detecting muzzle detachments that narrate their findings to you, smokescreens, gas shells, grappling hooks, specialized restraints, explosives, and more are all within your case. You might not actually have 616 tools, though.

Ironworks (400): The mobile training base of the Guild is now under your command, or at least a copy of it is. The structure is essentially a fortress on rails, essentially a huge metal box being many times the size of the train beneath, which is tasked with supporting it. The facility itself functions as a training hall and barracks, and can house over 200 passengers. It's also armed with heavy cannons, so woe to anyone who dares attack your mobile stronghold. You may designate any two locations to lay rails between in each jump. The Ironworks will travel between those two areas, and may also access your warehouse.

Foe

Patented Evil Spellcaster Outfit (100): Ok, it's not really patented. You have a set of black clothes that look great on you, and are pretty much the stereotypical witch outfit. Black dress, pointy hat, everything. Or robes, if you're not the type to wear a dress. You can even have the pointy hat emit smoke if you want.

Witch's Broom (200): You can use this to do that stereotypical thing witches do with brooms - fly. This piece of cleaning equipment will get you where you need to be, and fast. We'll guarantee that you can balance just fine on it, so you won't need to worry about falling off unless you do some particularly reckless maneuver or someone deliberately pushes you. If you don't want a broom, you may take a magic carpet instead.

Mirror, Mirror (400): This one's not mounted on any wall, and it's not for satisfying your vanity by telling you you're the fairest of them all. It's small enough for you to carry around. Still, like the fairy tale, it can still be used to scry on distant targets, as long as you're aware of them. Just think of what you want to spy on and it will appear in place of the reflection.

Companions

Import (free): It's dangerous to go alone, and no protagonist is complete without other characters to bounce off of, be they friends, rivals, or something else. You may import up to eight fellow travelers, who are each granted a stipend of 600 points.

Canon (free/100): Let's be honest. It's probably Grimm. Or Debonair. I know what you are. Whatever the case, you may recruit any character that canonically appears in the manga, be they a village boy, a monster slayer, an evil sorcerer, or a gigantic werewolf. You just need to convince them to follow you after having ensured they know what they're getting into. You can't use any undue means of influencing them. For 100 points, we'll fudge the Book and have you meet under favorable circumstances. You'll either know each other already or hit it off quickly, and they'll be very much inclined to like you.

Drawbacks

There is nothing limiting the amount of drawbacks you may take.

One-Shot (+0): By taking this toggle, you are sent to the world of the One-Shot instead. It only lasts one chapter, but there's no magic Book that controls the very laws of reality to worry about. It's just a world of beasts and hunters. In fact, feel free to tweak this setting so that the True Book never existed. The Jumpmaker didn't like the meta twist. You may also visit any of Kawaguchi's other one-shots, such as *No Hope, No Pulse* or *Land of the Hermit Crabs.*

Naive (+100): You believe in fairytale logic, where people are either good or bad. Unfortunately, that's just not how things work. There is such a thing as moral grayness, and it's difficult for you to accept that there are those who might lie to you and abuse your trust. You can grow out of this given enough time, but you'll be in for a bad shock at first.

A Strange Fear (+100): You possess a crippling fear of leftovers, and will suffer panic attacks in their presence. You'll freak out until somebody else gets rid of them in one way or another. There's no way you'll be eating them, that's for sure, so better clear those plates. You will not be able to overcome this fear during your time here.

Money-Grubber (+100): It's important to be financially stable, but you take it too far. To you, money is the sun around which the world revolves. You are constantly looking for ways to get rich and make a nice profit. A certain someone sold his eye and joined the guild in a bid to take it over and turn it into his business. You might not do that, but you'll want to do similar things if it makes you money.

Examinee (+100, Hunter Only): You're no Hunter. You're just a hopeful recruit. Your location is now set to Borderport/the Ironworks, for that's the place you'll be embarking on. You'll have to make it through the gruelling three-month training course that all recruits must take. Many quit. Even those who make it to the final exam might fail, for one reason or another. You must pass the exam by the end of this jump.

Battle Scar (+200): Something got you good in a fight, and whatever injury it was, it was bad. It must've been really painful, too. You're missing an eye, and have the visual impairment to show for it. Monocular vision means a lack of depth perception, a smaller field of vision, and you might be more susceptible to eyestrain. You'll adapt, but I can't imagine it's a pleasant experience. On the flip side, you get a cool eyepatch.

Live for the Hunt (+200): There is no joy in life like the joy of battle, to fight mightily against an opponent before crushing and driving them before you. That's what you think, at least. You enjoy fighting to an unusual degree. You respect even your enemies, if they prove to be strong fighters or possess the potential to become one. This respect will lead you to extend courtesies that you really shouldn't, like letting one go in hopes that they'll become somebody who might threaten you one day.

Redlisted (+200): You have made an enemy of the Hunter's Guild, and its members will try to kill you as soon as they encounter you. You're a priority target, too. They've marked you for death, and you will be guaranteed to be attacked on multiple occasions during your time here. At least one of these hunters will be one of their strongest. You can rest assured that the head of the guild won't write you out of existence, though.

Child's Curse (+200): "Half my respiratory organs were-" sorry, wrong manga. A curse was laid down upon you, forcing you into the form of a child. You lose access to any abilities beyond the ken of this world, and are about as strong as what you look like - a kid under 10. However, you may return to your true, adult form using a special device called a Layer Clock, with which you've been provided. This only works for 3 hours a day, and you will be extremely tired once that duration's over.

Stolen Show (+300): Used to being the main character, aren't you? Well, I suppose you still are, but your narrative role is quickly being eroded. Velou's existence weakens you somehow, as his ability to nullify the scenarios of the True Book is slowly chipping away at your status as the *protagonist* of *Jumpchain*. This won't seem to have any affect at first, but the longer it goes on, the more out-of-universe perks, powers, and items you will lose. You'll also find yourself weakening physically and mentally to a degree, as you're reduced from protagonist to side character. Wait long enough and the chain might even come under threat.

Entertain Us (+300): The fate of the world is dictated by the Book, which the Hunter's Guild uses to amuse the Readers, gods from an unknown place that will render divine judgement if not appeased. Doesn't that sound familiar? Sort of like the deal you've got going, right? Well, that's how it's going to be. Not only do you have to keep entertaining *your boss,* but you must also make the world interesting enough to keep the Readers engaged. You've got to create hope and despair, conflict, and all the strife that makes a good tale… all to entertain unseen gods. There may even be a "real" world out there where The Hunter's Guild: The Red Hood exists. Your goal, essentially, is to keep the manga going and maintain a high readership count. If that doesn't happen and the manga is cancelled, the gods will render judgement and you will fail the chain.

Scenarios

The Ending

This scenario is incompatible with One-Shot.

"*All the world's a stage, and all the men and women merely players.*" Due to a low readership count, the manga got cancelled, so Kawaguchi wrote in the magic Book that controls fate. To recap: the world is controlled by the True Book, the tome responsible for the state of the world as it is. Its words dictate natural law and the way the world works, bequeathed to those of this world by the gods who watch - the Readers. Whoever holds it is effectively a god - for they control the destiny of all, though they may not erase what has already been written. The Hunter's Guild ostensibly puts down monsters, but in truth it writes scenarios to make entertaining stories of heroes fighting monsters, regardless of who dies or suffers in the process. In fact, the guild has tried to write werewolves out of existence a total of seven

times, which invariably results in the destruction of the human race before it's reborn and the hunting starts once more. This is done to appease the gods known as the Readers. You know, *us.* Not *you,* the Jumper, but *you,* the person reading this document. The Guild is effectively the priesthood that pleases the gods, writing stories to keep them entertained - lest the ~~readers~~ gods get bored and the ~~manga gets cancelled~~ the world ceases to exist. But anyways, *you,* the Jumper, have the opportunity to do something about this.

Ludwig Geppetto, formerly one of the strongest Hunters, desires to end this once and for all. If the world ends too, so be it. The Guild wants to keep this cycle going, to hold the world together and perhaps reduce the number of monsters while they're at it. If you ask the Jumpmaker, they'll say something about all of this being resolved in a really stupid way. The True Book was merged with the power of the one person unaffected by it to make a gun to shoot the bad guy with. Bang. No more fate.

Lame. Perhaps a ~~god~~ reader is displeased. Perhaps the mangaka did all this meta stuff because there were only three chapters left.

Whatever the case, the end of the world is nigh. It'll happen in three months. You have three options:

Help the Guild maintain the status quo. Defeat Geppetto, wipe out the Red List, and keep writing in that book. You must ensure that there are werewolves and hunters fighting each other for the full standard duration of a jump, 10 years, with none the wiser. Find a way to get Velou, the boy with the power to defy fate, out of the way as well. While you won't get the True Book, you will receive some of its **Pages** to twist fate in the next world the same way you did in this one…

Destroy the True Book, and the world by extension. No more fate. No more suffering and dying at the whims of merciless, unknowable gods. You will align with Geppetto and defeat the Guild's forces. Make them all vanish without suffering. While this means nobody will survive… perhaps you consider that to be for the better. Your nature as an extradimensional being will ensure that you'll be shunted out, for you, too, are being watched. If you take this, you gain **Unscripted** for free.

Finally, you may find a way to save the world. Work with everyone, save the world, and put an end to a book so nobody in this world ever has to suffer for entertainment ever again. With this, perhaps there is hope that the Hunter's Guild may finally work towards putting an end to werewolves by curing the disease. There is no reward for this scenario, but you've done the right thing. Perhaps you may take any amount of the friends you've made here as companions for free.

The Real Ending

Your time here is over. Perhaps you've stayed the traditional decade, though you may choose to leave this world at any time if the True Book ceases to exist. Drawbacks go away.

Home Sweet Home - had enough of this world, *and* the chain? Home's where the heart is, and that's where you're going. You have chosen to go home. Farewell, Jumper.

Happily Ever After - or perhaps you haven't had enough of this world, and you'd like to help everybody achieve their fairytale ending. A noble cause, perhaps. You choose to stay.

Call to Adventure - but why would you end the adventure? Your tale's not yet told. Far from it. To the next horizon..

Notes

The writer of this document makes no commercial profit from it. It is an elaborate form of fanfiction. I wanted to include the mangaka's Kanji name in the title page, but 川口勇貴 just looked weird and out of place compared to the other text.

Thank you to QafianSage and Poscidion, and to everyone who encouraged me on the thread and was willing to talk Jumpmaking with me. I bow my head.

If the world ends because the Mayor's plan succeeds, your Jumper won't die. That'd just mean the manga's over. The mayor wants to end the manga. My assumption is that by existing, the True Book will have retroactively added a page detailing who the Jumper is and their capabilities.

My favorite character is Bonkers because he's got a detailed backstory compared to everybody else and has tangible character development. He stops mooching off the guild and learns to trust other people, and he passes that on to Tylty so everybody can pass the exam.

I did not enjoy making this jump as much as the last one.

On Geppetto: Unscripted was originally named Pinocchio, but I changed it. There's one case of magic being merged in canon. The sorcerer Ludwig Geppetto, for whom the perk is named after, took his own magic and merged it with the Book's pages, creating the power to deny the fate dictated by them. The power to nullify fate. In other words, he made the Unscripted perk and imbued it into his puppet, Velou.

On Wicked Witch: I considered making two magic perks. One would be on Cinderella's level and one would be on the level of the Mayor/Geppetto, but then I decided to just lump them in together.

Changelog

Made 2025-08-02
0.1 released to Bunker Thread #39 on 2025-08-04.
0.2 released to Bunker Thread #40 on 2025-08-07.
0.9 released to various communities on 2025-08-09.
1.0 released to various communities on 2025-08-10.