



Welcome to a world where the law of nature is absolute - a world where powerful monsters roam the wilds, and the sparse towns and cities of humanity and their derivatives dot the landscape from the mountaintops to the desert. This is a world where wandering outside the walls of a city can prove fatal, and the job of protecting each town and city falls to an elite group who have trained to bring themselves to the apex of their species - the Monster Hunters. This elite group are comprised of the best of the best, and are tasked with keeping the monsters outside of the walls of the cities and bringing back materials from the wild, both from the land and from the monsters themselves, to fuel commerce. The technology of the world thrives on the parts of slain monsters, catapulting humanity ahead depending on how strong and daring the hunters that bring back the spoils are. Almost all of the civilized world's protection springs from the hunters, either as a group of offense to hunt down and kill potential dangers, or as a defense to guard towns and trade caravans that dare to trek the wilds between cities.

A Note of warning - This world has a strange feel to it. You can't quite put your finger on it, but somehow the laws of physics feel more 'relaxed', almost bordering on cartoonish at times. Jumping off a cliff, no matter how high, seems to pose no danger to your health, so long as you land on your feet. Monster attacks that, by all rights, should liquefy your bones instead feel as if they just do arbitrary damage, as if you have a pool of health that gets depleted instead of specific limb damage. Hell, if you really concentrate and attempt to keep track, you'll find that both your health AND your stamina seem to be almost numerically quantifiable concepts in this world instead of the borderline abstractions that most worlds hold. That's not to say you can't push yourself beyond your limits through sheer will, or that you WONT get your head ripped off if it winds up between a Tigrex's jaws, but for the most part, the rules of the world seem to err more on the side of a quantifiable level of cartoon physics instead of hard, realistic ones. Do be careful though, as even soft physics has its limits. Hunters still die every day - it's simply something you hear about more than you see firsthand.

You will be spending the next 10 years in this world. You may take the path of the meek and stay in the relative safety of the cities, but if you truly wish to test yourself, the path of the hunter is always seeking new souls to brave the wilds. To make your next 10 years more enjoyable, here are 1000 choice points to spend on the following bonuses however you wish. Fortune be with you, jumper.

+1000 CP

STARTING LOCATIONS

Roll 1d8 to determine your starting location, or choose for yourself for 50cp.



1) Kokoto Village - A small spring-time village with beautiful trees and greenery. A popular tourist village.



2) Jumbo Village - A village in the valleys underneath the mountains. Rich in resources.



3) Pokke Village - A cold village nestled in the mountains. Rich in minerals, with malachite in particular being plentiful.



4) Moga Village - A harbor village surrounded by the ocean on Moga Island. A popular trade hub run on fishing.



5) Yukumo Village - A flourishing mountain village at the center of a valley. Popular for its hotsprings and oriental village style.



6) Harth - An underground village where magma flows freely. Popular for its smithy work and ore mining. Inhabited primarily by Troverians.

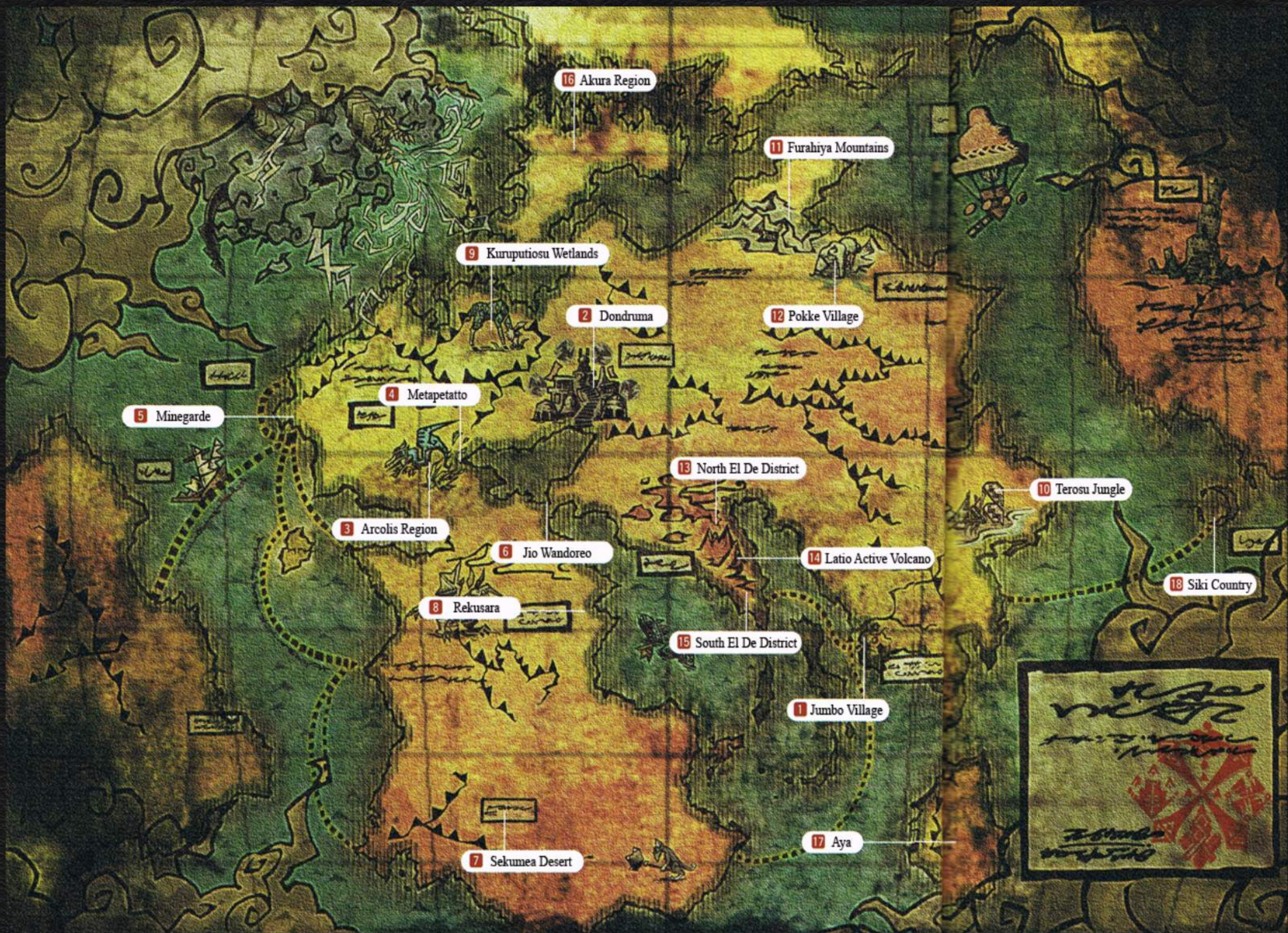


7) Chico Sands - An island populated entirely by Felines that rarely sees visitors. Hope you like cats.

STARTING LOCATIONS

If you rolled an 8, then guess what? You get to choose where you start! The previous 7 options are not the only places available to you either - any town or city that has appeared in a Monster Hunter game is up for grabs, from Loc Lac to Minegarde.

Choose your destination!



SPECIES

Humans aren't the only species in the world (though they are the most prominent). Should you wish, you may choose to change your species to one of the other sentient races that live in this world. You may remain human for free, or change to another for 50cp. Your age, regardless of form, is 1d8+18, and you retain your current gender, though you can choose to change either of these for 100cp.



Human

You remain as you are, Jack of all trades, master of none. Can easily adapt to most weapons, but favor those with versatility in mind. Very competent, no matter the profession, but very rarely ever excels in an area unless effort is focused into it.



Wyverian

Also known as the 'Dragon Tribe', they are a taller, pointy-eared variant of humans with a long, rich history and penchant for swiftness, both in weapons and words. Naturally adept traders and warriors with a penchant for light and fast weaponry, particularly longwords and bows.



Troverian

Also referred to as 'Dwarves' or 'Mole Men', they are significantly shorter and stockier than a human, but proportionally more dense and muscular as well. Troverians excel at crafting weapons and armor, making them excellent smiths, but do not count their short stature for weakness with weapons. Their penchant for heavy lifting means a Troverian can heft around a greatsword or hammer with considerably less effort than most.



Weapon Focus (100cp)

You may not have had any training in the 'proper' way to use a weapon, but that hasn't stopped you from figuring out your own unique way of using them through extensive practice. In some ways, your style can be equal or even greater than any 'official' training offered by a hunting guild, and your unique style, while unorthodox, gets the job done in great style. This can be anything from using a hammer as a counter-weight to launch yourself and increase your momentum across the battlefield, dumping all of your gunlance ammo into the wyvernfire reaction for a cataclysmic blast, or strapping dual blades to your feet and break-dancing monsters to death. Each species has its own weapons that it excels at, as denoted above, and you receive focus in one of them for free. For extra weapon focus, you may take a 50% discount on a weapon within your species' specialty, or pay full price for any other. There is no limit to the amount of weapons you can purchase weapon focus for - go nuts!

BACKGROUND

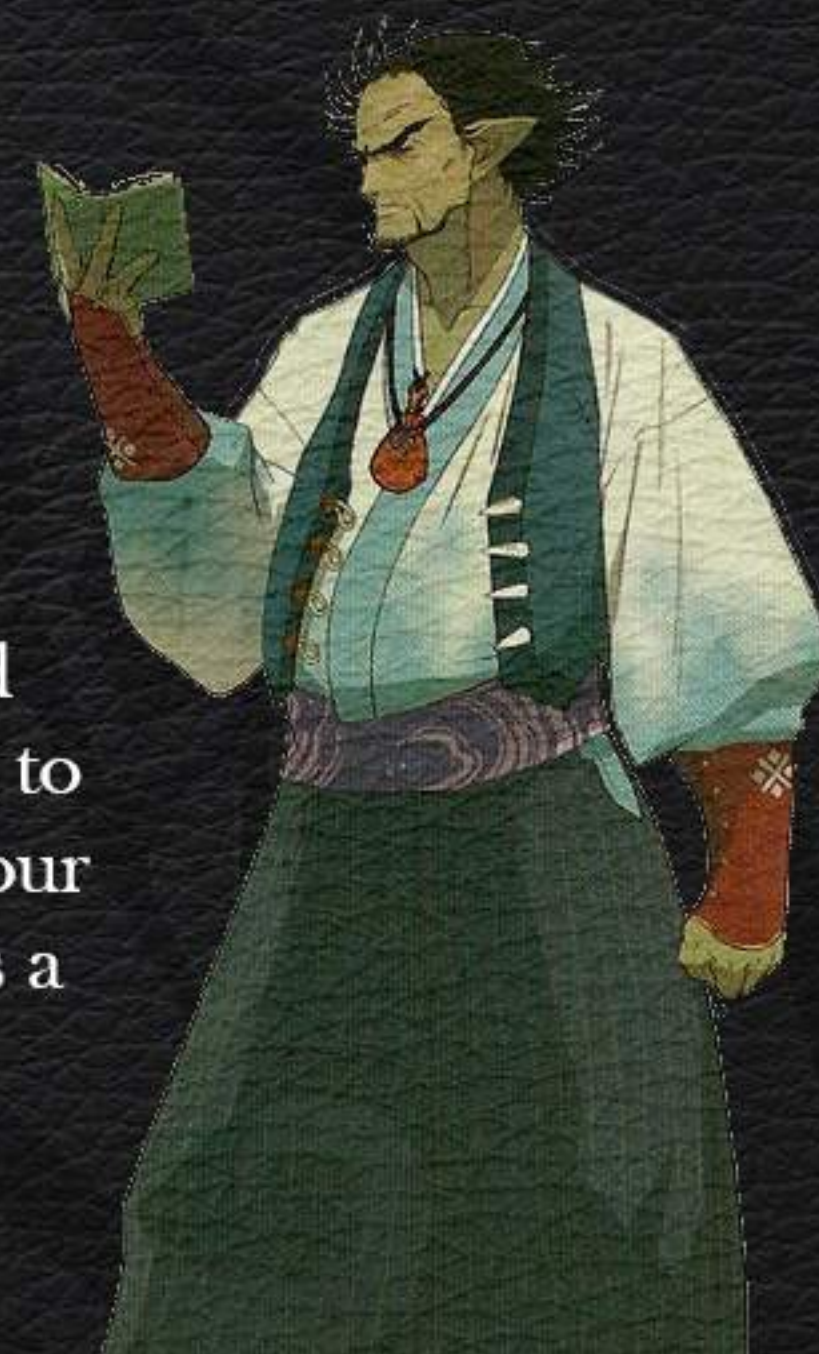


Drop-In (Free)

You wake up in an inn at your starting location with all of your chosen gear in a handy nearby storage chest. Unfortunately, you have no connection to this world, meaning you don't have any friends to call upon, nor any documentation to prove your place in the world. On the upside, your room is paid up for the next week, and you have no alternate memories cluttering yours up.

Trader (50cp)

You know how to turn a pretty profit. You are a part of a (or own your own) trading caravan that travels the world by land and sea, making your way between bastions of civilization, buying low and selling high. You have a way with people to get the best price that works for both of you, and seem to have an air of friendliness. Of course, you are no slouch when it comes to fighting, though while your skills are decent enough to fend off the odd Jaggi or Ludroth, you're still nowhere near as strong as a hunter. You start on a ship or in a caravan at your starting location.

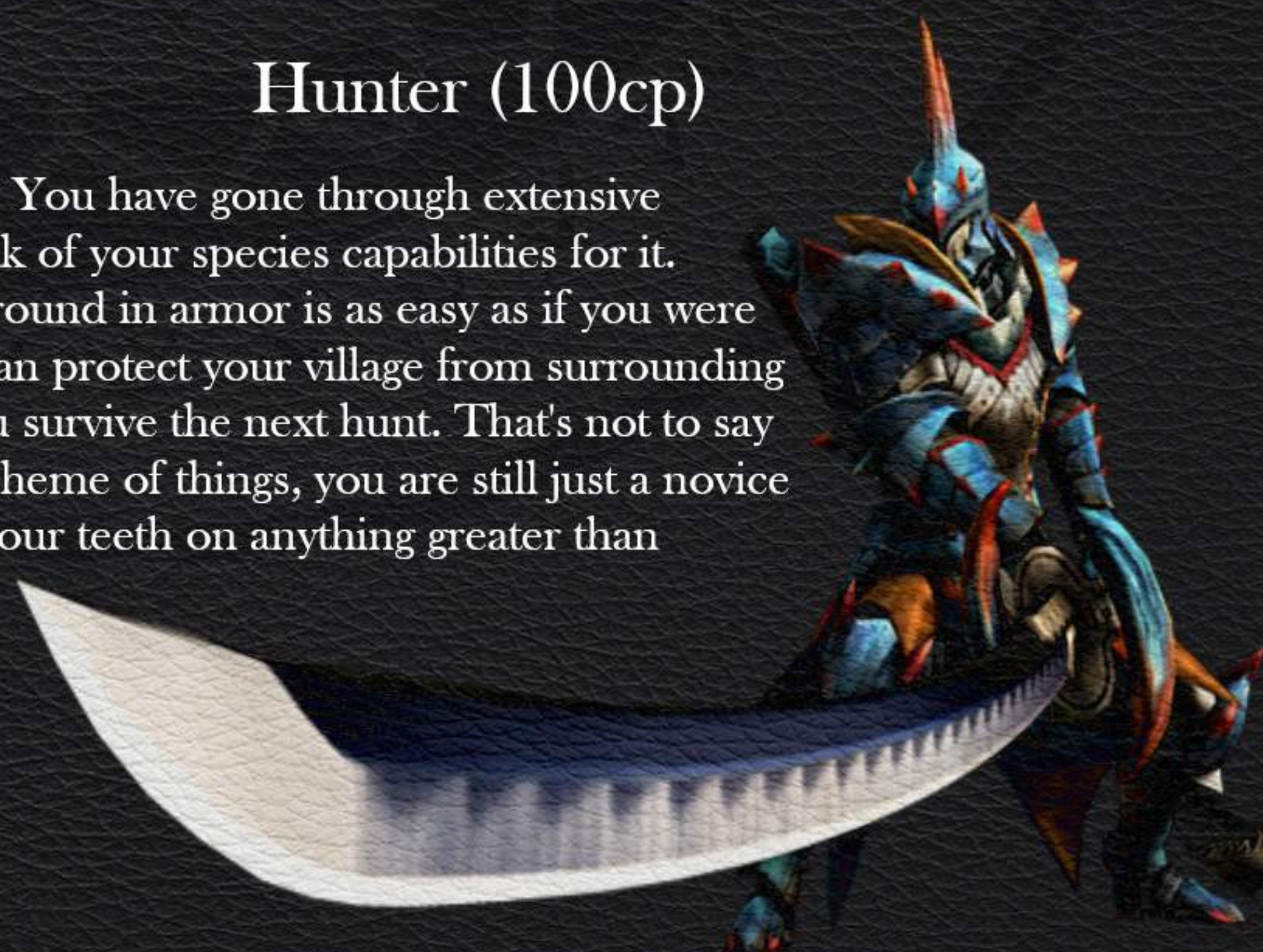


Craftsman (50cp)

Your place is in the forge, making weapons and armor. You have a natural knack for crafting things from animal parts and ores, and while you're still just an apprentice, you can make low-rarity and common gear reliably enough that a novice hunter would trust his life to it. You may be able to swing a hammer with great strength, but you're better at forging weapons than using them, and unless you have a hobby of hunting in the scant downtime you have, you tend to rely on the safety of cities and hunters for your protection. You start in your own small forge in your starting location.

Hunter (100cp)

The titular slayer of monsters, unmatched with blade or bow. You have gone through extensive training at your hunting school, and have come out at the peak of your species capabilities for it. You are fluent with all weapons made by man, and moving around in armor is as easy as if you were naked. However, your livelihood depends on how well you can protect your village from surrounding threats, and your meal ticket is very much tied to whether you survive the next hunt. That's not to say that you'll get taken down by a stray Kelbi, but in the grand scheme of things, you are still just a novice hunter who just got his license, and have yet to properly cut your teeth on anything greater than herbivores and the odd bird wyvern. You start in your own house in your starting location with all of your gear in your storage chest.



ABILITIES - 1000

Discounts are 50% off. Free is free!



BBQ Specialist (Discount: All)

You have an intuitive instinct for the perfect moment to remove a steak from a BBQ spit. You can make well-done steaks with relatively little effort and in short order, provided you pay attention. As an added bonus, you hear a faint musical jingle in your head as you rotate the spit - when the music ends is the prime time to raise your steak off the grill in triumph!



Smooth Talker (Free: Trader)

You know how to get on people's good side to ensure a sale, whether that's simply flattery or giving a complex run-around to convince them they **NEED** what you are selling. Of course, not everyone's gonna bite at the bait, but you are better than most at the art of subtly getting people to buy and sell on your terms.



Journeyman (Free: Craftsman)

You have more smith training under your belt than the average start-up. Making common weapons and armors is as easy as breathing, and with enough time and materials, you can make most low-rank armor in a matter of hours. You still don't got the speed and skill of the master smiths that usually supply to the hunters guilds, but you have a head start to catch up to them.



Weapon Master (Free: Hunter)

You have received hunter guild training in the proper use of all conventional weaponry, from the greatsword to the gunlance. You have the moves down to the extent that they are practically run on muscle memory in the heat of battle, but your 'official' training only tells you how everyone else uses the weapon. Surely there is more to a lance than just poking everything, right?



Survivalist (Free: Drop-In)

While a hunter typically just gathers for the sake of either crafting better gear or making more health potions, you know which fish, plants and sources of water you can go to for sustenance. Also, while hunters typically only go for certain parts of herbivores for their meat or bones, you know how to use every part of the Kelbi to make sure none of it goes to waste. As an added bonus, this gives you a slight mental 'heads up' when you are about to encounter a dangerous monster, giving you a precious few seconds to hide...or prepare.

ABILITIES - 300CP

Keikaku Formulator (Discount: Trader)

You have your finger to the pulse of the trade routes between cities. Your skill at predicting the ebb and flow of supply and demand increases to a near pre-cognitive level - you always get an accurate feeling of what the next city on your route will need, and have become exceedingly adept at manipulating the market to ensure you can at least gain access to it..provided it's legal, of course.

Waste Not... (Discount: Craftsman)

You have found out a great secret in the blacksmithing trade - the reason that most blacksmiths usually ask for so many materials to make a certain weapon or armor isn't because its material intensive, but because they can make one for half of the materials and either sell the rest or make another to sell at a profit. The bastards!

You have figured out how to use less materials to gain the same results when it comes to crafting your own weapons and armor. At first, it may just be an ore or two less, but with enough practice, you can reduce the amount of materials needed for a project by half (rounded down). As an added bonus, with enough practice, you have a 50% chance to not require high-grade or legendary materials (Rubies, Plates, etc) to make an item, provided you can supplement the build with excess materials.

Eye Of The Tigrex (Discount: Hunter)

Every monster has a weak point that only you seem to be privy to, and only you seem to be able to take advantage of to end a battle swiftly, either by immediate death or a fast bleed-out. For anything smaller than a Kut-Ku, this is typically the heart or an easily accessed artery that you can reach in and stab at with your carving knife, but for large wyverns or dragons, these spots are difficult to reach at best.

Expect to have difficulty staying stable enough on a flailing rathalos to get at the nerve center on the back of its neck to cut its spinal cord, and even more difficulty climbing all over an elder dragon attempting to hit several arteries without getting flung off or crushed. On the plus side, the more of a certain monster you kill, the easier it becomes to reach these locations, enabling you to kill monsters in record time with enough practice.

Pacifist Pheromones (Discount: Drop-In)

It's not that monsters don't see or smell you (they most certainly do), it's just that what they smell tells them that what they see isn't worth keeping track of. Provided the monster in question isn't starving and you make no sudden moves or threatening gestures, you can stroll through pack of Jaggi or walk past a Rathalos with nary a growl directed at you. However, lingering in the same area for over an hour may lessen the effect, eventually leading to monsters taking notice of you, so it is best to keep your pace brisk and continue on your way. These pheromones work on any wild animal, even those in other worlds. Elder Dragons are immune to this effect, as are certain special cases like Deviljho - he is always hungry, and no amount of pheromones are gonna convince him you are NOT food.

Disciple of Hassan (Discount: Trader)

You seem to have a crazy knack for making a sale sound WAY better than it has any right being. You could sell sand to someone in the desert, snow to someone in the mountains, or water to someone living next to the ocean. So long as you talk fast enough and appear crazy enough to pitch the sale with a straight face, people are MUCH more likely to buy what you are selling. Don't worry about asking too high a price either - you can get a lot of wiggle room to haggle, provided you keep up the fast talking and borderline insane rambling act.

...Want Not (Discount: Craftsman)

Whereas others are happy to be greedy and milk gullible hunters for all the money and materials they are worth, you are a shining example of philanthropy. Whenever you construct a weapon or piece of armor that you aren't being paid for and are supplying at least some of your own resources into the process, you pour your heart and soul into its construction, and it definitely shows. Any gear you construct in this manner will find that its properties are far beyond that of their typical, mass-produced counterparts - blades cut deeper and hold their edge longer, bows seem to be eerily precise and strike true, and armor seems to absorb just that extra little bit of damage when it counts. The only downside to your philanthropy is that you cannot use your own gear crafted this way - these special properties only apply to those you readily give your prized examples of craftsmanship to freely.

Peak Performance (Discount: Hunter)

You have become a master of making every ounce of your strength count when you are at the prime of your health. So long as you are undamaged in a fight, your attack strength with all weapons (or even your bare fists) is greatly increased. You lose this bonus if you take any damage, but recovering the damage (whether by chugging potions or simply naturally healing) combined with a moments rest to regain your composure allows you to reap the benefits once again.

Combination Prodigy (Discount: Drop-In)

Combination list? What's that? You've never needed it. Combining items in strange configurations seems to come naturally to you, and what's more, you seem to be creative enough to think of combinations nobody else has. At first, these combinations are rather mundane, like mixing power seeds into potions to get the effects of both at once or crafting multiple low-quality monster parts into a single, higher-grade pelt, but at higher levels of proficiency, you can combine potions that can over-charge health better than any meal, grant seemingly limitless stamina for hours on end, or craft monster parts yourself into useable tools and clothing. Granted, clothing created by you is no match for armor, and has none of the protective properties it would have if it were made by a proper craftsman, but the style is undeniable. This does not affect your chances of success when combining - only what you are capable of making.



Hunting Party

You didn't think you were in this alone, did you?

For 100cp, you may import one companion, or for 300cp, you can import up to 8. Each companion gets a background and race of their choice for free, as well as 300cp to spend as they wish.

ABILITIES - BOOK

Silver-Tongued Deviljho (Discount: Trader)

Over the years, your mastery of the spoken word combined with your insight into the psychology of your customers has given you a near superhuman edge in psychological manipulation to the point where some would be convinced it is mind control. This manipulation doesn't end with trading, but it is where you are most proficient. With the proper insight and a few choice words, you can cause brothers to turn against each other, cause people to believe that black is white, or cause kings to fall to their knees in despair - every person has one sentence that has the power to destroy them, and you know how to find it.

Mad Genius (Discount: Craftsman)

They called you mad when you proposed combining a greatsword with a gunlance. Then a hunter brave enough to test it decapitated a tigrex with a single explosively-charged level-3 swing. They now only call you mad out of jealousy. You have a mind creative enough to not only improve upon conventional weapon design, but also to mix and match them in ways that, while seemingly insane at best, nonetheless make deadly weapons for hunting. Gatling gunlances, heavy bowguns that shoot heat beams, wearable twinblades coated in slime that turn you into a whirling explosive dervish, even completely new and unique weapons that have never before been devised are yours for the creating. This is not limited to just weapons from this universe either - any weapon you have come across can be integrated in ways that are limited only by your imagination and materials. Finding someone willing to test them is always difficult, but you have garnered enough of a reputation that at least SOMEONE is willing to take your test on faith.

Unleashed (Discount: Hunter)

Whether through observation, hard work, dumb luck, massive willpower, or a combination of all of the above, you have done something no other hunter has been able to pull off - you have been able to mimic the Rage Mode that most monsters are capable of calling upon. While in this mode, your strength and speed are dramatically increased, you gain a small degree of perceptual time dilation proportional to your strength and speed, and you are numb to all pain. Unfortunately, this also means you do not realize your wounds and could easily overexert yourself on broken limbs. Additionally, you can only maintain this mode for a few seconds at a time to start off with, and it is extremely draining to both your mind and body, wearing away at your willpower and stamina exponentially with each passing second until you risk losing yourself to blind rage. With enough training, you can mitigate these drawbacks, allowing you to fight harder, longer, and slowing down your perception of time even further while not having to worry too much about losing your conscious will, with extreme levels of proficiency being able to make you several times stronger and faster than what you usually are for several minutes at a time or more. The only limits are your body and your will.

Whisperer (Discount: Drop-In)

Where others hear growls or roars, you hear "THREAT!" or "LEAVE!". Somehow, you can understand the roars and body language of monsters in a way that makes sense to you, and are able to replicate this communication in turn. You can make various monster calls in much the same way a Qurupecco does, calling in reinforcements or convincing monsters that you are a greater threat than you are. You are also capable of communicating concepts to wild animals; how complex the concept depends on how intelligent the animal is. You can convey to a Rathalos that you are not a threat in a few howls and subtle body language, maybe have a meaningful debate on the virtues of Popo meat over Apnoth, but attempting to explain to it a concept that is above its intelligence such as time or love would be an exercise in futility. This does not change a monsters attitude towards you, but if you get in the first word, you may be able to diffuse a situation before it starts. Combining this with Pacifist Pheromones may even make peaceful 'conversation' possible, if you have the patience to talk in small words and simple concepts. Much like pacifist pheromones, this also applies to wild animals in other worlds - you just have to observe an animal for a few moments to understand how to communicate.

Money Talks (Discount: Trader)

Much as it says on the tin, you have a knack for getting your way if you throw enough money at it, as well as knowing just how much you have to spend to get the desired result without going overboard. With this skill, you can bribe your way to just about any trade good you could wish for, and even those that would be deemed borderline illegal or highly ethically questionable to have, with no negative repercussions. With enough creative application of your spending, you can bribe your way into people's good graces, ensuring steady flows of questionable materials from legal sources, or even bribing high-ranking guild officials to let you get away with things that would have any other trader thrown in prison for, from procuring live Elder Dragons to mass-scale fraud. Don't push your luck TOO far, though - money only buys so much.

Infusionist (Discount: Craftsman)

An art form thought lost to the ages and only tangentially unlocked in the rarest of armors, you have discovered the secret to infusing and uplifting weaponry and armor past the typical point even the best blacksmiths are capable of taking it. Any weapon that doesn't have an element can be given one, and any weapon that already has one gets a great boost in power. Any armor that this is used on gains a great defensive boost, both to its innate defensive capabilities and elemental resistances. This skill can apply to any weapons you have learned how to create - that blue lightsaber you made decades ago? Bet you didn't know it had a latent affinity for ice, did you? That high-frequency blade? It now has enough of a heat element to cauterize as it cuts. This doesn't just apply to melee weapons either - with enough training and focus, you can create bowguns that natively shoot ice or lightning, or gunlances that fire heat beams instead of shells. The possibilities are only limited by your skill and the quality of what you have to work with.

Weapon Savant (Discount: Hunter)

To most hunters, a weapon is just a means of survival. In your hands, however, your weapons truly come alive. Every melee weapon you wield is always supernaturally durable, sharp, and carries strength far beyond what it normally should have - a few cleaves with a decent-quality greatsword is enough to rip a Rathalos' hide apart to the bone, a point-blank wyvern fire to a monster's face could easily dislocate its jaw (or remove it entirely), and a single, precise, charged blow with a hammer could easily cave a charging Tigrex's skull in. This mastery also applies to any bows, bowguns, or otherwise ranged weapons you wield as well - your arrows strike true, your shots always seem to hit vital areas, and your damage in general is dramatically increased no matter the shot you are using.

One With The Wild (Discount: Drop-In)

Nature calls to you, and when you listen, it rewards you. The longer you spend in the wild, the sharper your instincts, reflexes, and strength become. At first, this is a barely noticeable change - your senses picking up faint rustles in the bush, reflexively catching yourself on a tree limb when you are about to fall down a slope, maybe lifting a tree off something in a fit of desperation. However, the longer you stay away from civilization, the more powerful these instincts and capabilities become. After one month of straight seclusion, your senses are sharp enough to border on pre-cognisant, sensing and tracking monsters from a mile away easily, pulling off feats of acrobatics that would put a Nargacuga to shame, and gaining strength enough to wrestle a Tigrex to the ground bare-handed...and keep him there. If you were to devote your entire life to living in the wilds, you may even have a shot at being able to take down an Elder Dragon if you are ludicrously lucky. Unfortunately, this power is tied to how long you stay in the wild, and your power quickly begins to dwindle when you are immersed in society - a few days in a city is enough to undo a month of progress, and any longer could even mean you start having withdrawl symptoms, craving the power the wild grants you.

ARMOR SKILLS

Typically found by wearing a full armor set from a certain creature (or particular mixes and matches thereof), these skills encompass a wide variety of applications and uses, and for a stipend of CP, they can be yours - no wearing the corresponding armor required! Aside from the obvious benefits of these skills being permanently a part of your very being, some of these skills can be outright superior to the variety you'd find on armor. Skills that can be upgraded for additional CP are subject to their respective discounts. Discounts are represented by the type of gem next to their names, as noted here...



No Discount



Human



Wyverian



Troverian



Anti-Theft (50cp)

Whether its the persistent threat of melynxes or a cutpurse in the streets, you find your belongings immune to theft.



Pro Transporter (50cp)

Carrying heavy items is now a breeze! Powderstones to wyvern eggs, anything big and bulky can be carried while running at your full speed.



Auto-Guard (100cp)

Your sense of awareness to incoming attacks borders on precognitive when you bear a weapon with a shield. If you have the strength to lift your shield and see an attack coming, your arm will move on its own to intercept the blow.



Speed Eating (100cp)

You can gobble down a meal in a hurry if you are staring down a deadline (or a deadly monster) and need to get that potion or meal in. Your consumption speed with food and items is insanely fast, and you no longer feel the irresistible urge to do a flexing pose or pat your stomach afterwards.



Critical Eye (100cp)

Many weapons have a chance to inflict critical damage. Yours, more so. Your first rank of critical eye increases the chance of a critical attack by 10%. Can be bought multiple times, up to a total of a 50% chance.



Elemental Resistance (100cp)

You gain a natural resistance to any natural element of your choice (water, fire, thunder, and ice), equivalent to the small variant of the bonus (including the blight resistance). You can upgrade to the large variant of the resistance for an additional 100cp. Can be taken multiple times for multiple elements. Dragon resist is an additional 50cp per level.



Coating Mastery (100cp)

You have managed to jury-rig a system to apply certain coatings to bows that don't natively support them. Choose one - Poison, Paralysis, Sleep, Power, Close Range, Paint, Exhaust, Blast. May purchase multiples.



Partbreaker (150cp)

Breaking a monsters harder parts comes naturally to you. Breakable parts and tails are twice as easy to cut off or break.



Carnivore (150cp)

No longer do you need to cook your meat to be fed. Eating raw meat now gives you stamina equivalent to a well-done steak, and eating rare/well-done steaks, chilled or hot meat now stops your stamina from depleting for 1 minute afterwards.



Maestro (200cp)

The effects of your hunting horn melodies, as well as demon/armor flutes, last twice as long.



Combination Pro (200cp)

Your success rate when combining items is higher than normal, and combo books will further exemplify this. Additionally, you will always receive the maximum amount of possible items from a combination.



Gathering Master (200cp)

You receive great bounty whenever you gather resources. Gathering points for any resource now drop the maximum amount of items possible. This does not affect the chance of rarity of items, merely the quantity.



Constitution (200cp)

You use less stamina when evading and blocking attacks, equivalent to the Constitution+1 skill. Upgrade to Constitution+2 for an additional 100cp



Adrenaline +1 (200cp)

When your health is below 40%, you gain access to strength you didn't know you had. Reduces incoming damage by 30%. Can upgrade to Adrenaline+2 for an additional 100cp that increases damage resistance to 60% and increases your damage output by 50%



Artillery (200cp)

Your proficiency and damage output with ballistae, crag shots, cannonballs and a gunlance is moderately improved, equivalent to 10 points in the artillery skill. Upgrade to Artillery Expert or Artillery Master for another 100 points each, further increasing damage and explosive proficiency.



Focus (200cp)

It typically takes time for a greatsword or hammer to reach its maximum charge potency, leaving you vulnerable. With this, your charge time is effectively cut in half. This also applies to the charging for dual blades, long sword, switch axe, charge blade, and bow.



Evade +1 (200cp)

Everyone gains a brief moment of near-intangibility when they attempt to evade an enemy. Your window of opportunity is simply larger than most. While it may seem trivial, that extra tenth of a second may be the difference between taking a fireball to the face or simply dodging around it. Can upgrade to Evade +2 and +3 for an extra 200 points each. The extra tenth of a second extends to half a second at evade+2, with evade+3 offering nearly a full second of pseudo-immortality when you dodge.



Evade Extender (200cp)

You have an unnaturally large dodge stride, allowing you to roll further out of harm's way than most. Your evasion distance is roughly double what it was before.

ARMOR SKILLS

Wide Range (200cp)

Your healing items work not only on you, but your allies as well. Anyone within 30 feet of you when you consume a healing or status-boosting item also receives the benefits.

Rationer (200cp)

You have a chance on consuming a food or healing item to have it somehow not be consumed while still benefiting from it.

Bio Master (250cp)

Your body has a natural resistance to all things dirty. You are immune to stink, slime, and all manner of grime, as well as having a resistance to all diseases, including the Frenzy.

Mind's Eye (300cp)

You can see the flaws in a monster's protection, and send your blade straight through them. Your attacks will never bounce, no matter how rocky or tough the hide.

Gloves Off (300cp)

You prefer to take your time when fighting an enemy, biding your time and taking blows to better analyze and formulate a plan. Once more than 5 minutes of a fight go by or you take enough damage to leave you with less than 20% of your health, you increase your chance of critical hits by 50% and reduce your stamina consumption by 75%.

Clandestine (400cp)

You are an expert at sneaking with ranged weaponry. Your bowguns carry extra ammo, your bow will have an extra charge level, you will be able to combine items with 20% more efficiency, and enemies tend to prioritize others over you.

Acrobat (500cp)

Gives you the equivalent of Evade+1, Evade Extender, and Constitution+1

Wrath Awoken (600cp)

You are your strongest at death's door. Any attack that would incapacitate you from over 70% of your health will instead bring you down to 1hp. While you have less than 40% of your HP, you deal twice as much damage as you usually would.

Guard +1 (200cp)

Decreases your stamina drain and how much you are knocked back by blocking, as well as reducing whatever damage bypasses your shield by 40%. Upgrade to Guard+2 for an additional 200cp to reduce stamina drain and knockback even further, and reduce all damage that bypasses your shield by 80%

Benediction (200cp)

You appear to be blessed, in a way. All your healing items heal you for 25% more than they normally would, and you have a 25% chance to take 30% less damage on a hit.

Blightproof (300cp)

You are immune to all forms of blight from elemental attacks.

Crit Draw (300cp)

Your first attack after unsheathing your weapon is guaranteed to do double the damage it normally would. Extremely powerful with a greatsword or hammer.

Carving Master (400cp)

Guild rules regarding carves on monsters are very strict and strongly enforced, but you seem to be an exception to the rule. You can sneak off a few extra carves after killing a monster without the guild getting mad at you. Does not mean you get rarer drops.

Impregnable (400cp)

You are significantly more resistant to damage than anyone else in your armor. You are under the effect of Defense Up (Large) and cannot have your defenses lowered by any means, allowing you to shrug off greater blows.

Pro Dirty Fencer (600cp)

Your stamina is the stuff of legends, letting you run marathons where others would have trouble running a mile. In addition, you have learned how to sap the stamina from your opponents to prolong your own momentum.

Alloy Stomach (600cp)

You can scarf down a banquet in seconds, chew through raw meat like it was prime rib, and have a stomach capable of deriving benefits from even the most poisonous of things. Raw meat heals and sustains you better than cooked, and any mushroom you eat, no matter how gross and poisonous, will always be beneficial somehow

Guard Inc (200cp)

Allows you to block attacks that would normally be considered unblockable, from basarios lasers to lightning from an elder dragon. They still take a great amount of stamina to block, though.

Wellness (250cp)

You are immune to poison, paralysis, sleep, and stunning due to monster attacks.

Guts (300cp)

When you have at least 70% of your health or more, any attack that would instantly knock you out instead reduces you to the proverbial 1hp - still on your feet and able to fight, but one more hit and you are done.

Rock Steady (300cp)

You are extremely stable on your feet to the point where almost nothing knocks you down. You are immune to tremors, can resist any amount of wind attempting to knock you over, and are quick to get back up on your feet if you somehow do falter.

Elemental Mastery (400cp)

Any elemental properties your weapon carries are significantly amplified by up to 50% depending on the quality of the weapon.

Challenger (400cp)

You can take full advantage of a goaded opponent. While you are facing an enraged monster (or an equally angered opponent in general), your attack strength and affinity for critical hits is greatly increased.

Explosive Trapper (600cp)

You are the master of all things BOOM! Your bombs and explosion-based attacks do insane damage and can be made with the most mundane of materials, your traps are ludicrously easy to craft and deploy, and your chances of crafting both are guaranteed.

Filthy Rich (600cp)

Whether in the guild or any other establishment, you have friends in high places who like it when you do the job right. You can expect at least double the rewards you would usually get for completing hunts, as well as maximum possible parts rewards. In other jobs, you will always get a LOT more reward for putting even a bit more effort than usual in.

ITEM SHOP

Welcome to my humble shop! Take a look around! You may be able to find some of these things in the world, but I guarantee you most of these are one-of-a-kind. Before you get to the buying, though, have some freebies...



Balance Bangle

A simple leather wristband depicting a Rathalos and Rathian chasing each others' tails, vaguely reminiscent of a yin-yang. Comfortable, unobtrusive, easy to remove, and can't be lost or stolen. While it is worn, all offensive and defensive supernatural skills and abilities you have acquired throughout your journey that have not been purchased from your current adventure are sealed. This does not affect passive or intrinsic skills, such as eidetic memory, intelligence, or willpower boosts. Meanwhile, your physical attributes will be reduced and/or equalized to a point at the apex of your chosen species. While it is on, you may speak a programmable code word or phrase to temporarily disable the sealing effect (default phrase is 'OH SHIT!'), and re-apply it at will afterwards. If you seek a challenge or simply wish to live the true Monster Hunter experience, look no further.



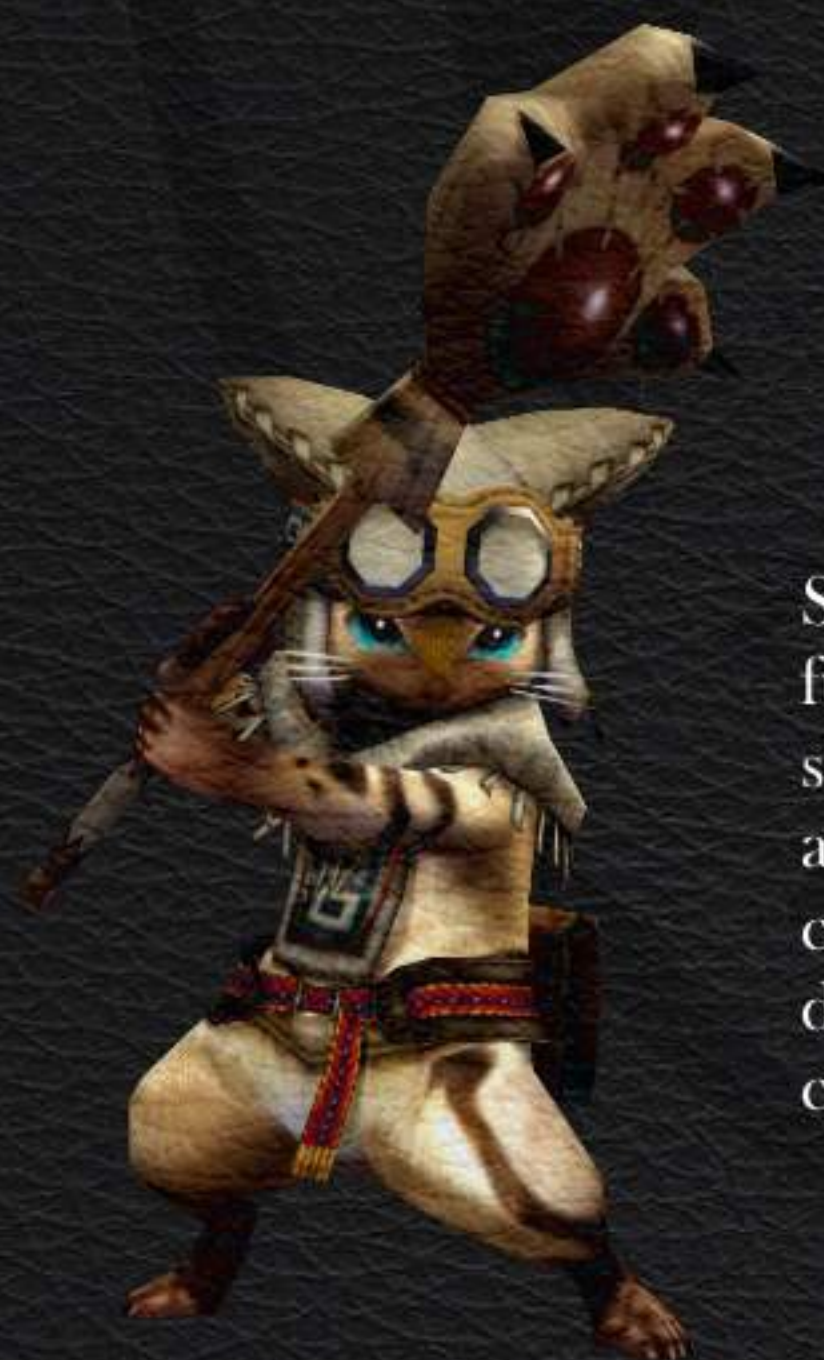
Starter Weapon

It would be needlessly cruel to throw you into this dangerous world unprepared. Here, this one is on the house. You may pick any one basic Rarity 1 starter weapon (bone or iron) of any type. Hunters get 1 of each type of basic starter weapon for free. Bone weapons have higher base damage, but relatively poor sharpness, while the inverse is true for iron weapons.



Weapon & Item Storage Chest

An absolute must whether you're an aspiring hunter or roving trader. You get two chests - the first one is capable of storing up to 1000 individual weapons, pieces of armor, and charm talismans, while the second is capable of storing up to 1000 stacks of up to 99 of any given healing item, monster part, ore, or item that isn't a weapon, armor piece, or talisman.



Felyne Comrade

Shortly after arriving in this world, you come across an old wyverian lady with a backpack easily 3 times larger than herself full of meowing felines. She insists you take one with you to help you with your chosen journey, but that as it is the last one she can just give away, she will have to come back with more next week. You may choose your desired color, gender, skillset and species of felyne that will accompany you on your journey, either as an assistant in your forge, a bookkeeper in your trade caravan, a fellow hunter, or simply a wandering lynian attempting to find its place in the world. While most felyne's skills are dwarfed by even the most marginally competent human, they make up for their shortcomings with extreme enthusiasm and constant effort to get better. Counts as a companion.



Official Documentation

Properly formed and filled out documentation denoting you as a member of your backgrounds guild, either as a Trader, Craftsman, or Hunter, with all the rights and privileges associated therein. This will let you into any guild location of your background in any city and acts as identification giving you legal authority to ply your trade. Various guilds have access to different bonuses for higher-ranking members, from market price information and grey market trade commodities for traders, various blacksmithing techniques from around the world and a grey market of ores and monster components for craftsmen, and higher ranked hunting jobs for hunters. You can buy into an upgrade for your documentation, giving you access to these further resources in your guild for 100cp (for hunters, this is the equivalent of going from Low Rank to High Rank. Getting to G-Rank, however, will cost you an additional 100cp). You CAN buy documentation from outside of your background, but... it'll cost you. 200cp, cash, up front, and don't tell ANYONE where you got it!

ITEM SHOP

As always, discounts are 50% off.



50,000 Z (50cp)

A decent sum of money to start your hunting career, fund your trade caravan, or start up a forge with. Traders get 400,000 z for free.



Perpetual Whetstone (50cp)

Whereas most whetstones are single-use, this one seems to never wear down no matter how many times its put to the blade. Handy for weapon upkeep no matter your profession!



Reusable Trap (100cp)
(Discount: Hunter)

Who needs those pesky traps that always seem to break once a monster's done with it? Well, this one is guaranteed to keep ticking even after the monster takes your licking! Comes in Pitfall or Shock variety. Recharges use every 10 minutes.



Ore Cache (100cp)
(Discount: Craftsman)

A cache of low-ranked ores, containing 50 each of earth crystals, iron ore, ice crystals, machalite, dragonite, lightcrystals, and firestones.



Healing Supplies (100cp)
(Discount: Drop-In)

A starter kit of healing items, consisting of 50 each of herbs, potions, blue mushrooms, mega potions, honey, antidote, and 5 max potions.



Power/Armor Charm (100cp)
(Discount: Hunter)

A necklace that, when worn, either gives you a slight boost to strength or helps harden you skin, making you slightly stronger or more resistant to damage.



Combo Book Library
(200cp) (Discount: Trader)

All 5 Books of Combos. Your competency with combining items is all but guaranteed.



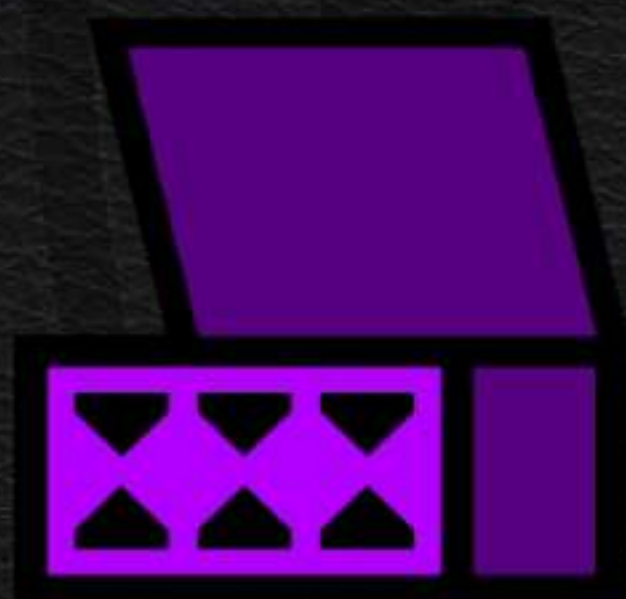
Equilibrium Drink (200cp)
(Discount: Drop-In)

One sip of this and your body will be insulated well enough to go stroll through a tundra or volcano...or a volcano in the tundra! Lasts for one hour and refills once per day.



Perpetual Dash Juice (200cp)

Gives effectively unlimited stamina for 10 minutes. The bottle refills on its own after 2 days. Can upgrade to Mega Dash Juice (unlimited stamina for 30 minutes, refills in 5 days) for an extra 200cp.



Frenzy Sample Box (300cp)

A meticulously catalogued and organized box full of samples of the Frenzy Virus that seems to have swept over parts of the world as of late. Contains 10 vials of concentrated frenzy virus that will temporarily boost your attack and affinity for a few minutes, as well as a mysterious sealed glass case with what appears to be various biological samples - one black and yellow fur sample labeled "A.R.", one green and slimy hide labeled "A.D" and one purple pulsating scale labeled "C.G.M". Frenzy vials replenish themselves at a rate of 1 per day.



Advance Weapon (100cp+) (Discount: Hunter)

Typically, you start with one weapon of your choice (or several, if you are a hunter), but they are all still relatively weak, low rank, made of bone and, if you are lucky, iron. This allows you to bypass the grind for a new weapon and take a stronger one for yourself right out of the gate. For every rank of rarity your desired weapon is beyond rank 1, add 100cp. For further information, see the notes section.



Kinetic Cestus (500cp) (Discount: Drop-In)

A mysterious and unknown weapon type that seems to be at least several years ahead of even the most advanced weapon prototype of the age. Constructed as a pair of large metal and bone gauntlets that appear to be highly technological in nature, the kinetic cestus is unique in several aspects, most notably the fact that its construction spans the entire arm up to your armor's shoulder joint. Aside from having to sacrifice gauntlets to properly wield them, they make up for the loss by being uniquely designed with a variety of pistons, gyroscopes, and exhaust vents at the elbow and along the knuckles, allowing for both gathered inertia and exhaust to propel the gauntlets. The unique selling point of this weapon comes from the hatches on the inner forearm of each gauntlet - on its own, the gauntlets do impact damage comparable to an average high-rank weapon with an attack speed just slightly under dual blades, but when ores or monster parts are inserted into the hatches, a reaction begins in the gauntlet. Depending on the material inserted, the gauntlet gains new properties temporarily (equivalent to a fully maxed out spirit meter on a longsword), ranging from a slight damage boost for something common like iron or earth crystals, to truly monumental damage and speed achieved by sacrificing monster plates and rubies to the device. Different materials can also produce different elemental effects (ice crystals giving a gauntlet ice damage, thunderbugs infusing it with lightning, etc), and each gauntlet can hold a separate element. Each reaction can also be channeled through the exhaust vents lining the arms to add extra force to an impact or cause small explosions at the knuckles, with more powerful materials capable of making explosions that can shatter monster scales with ease. Can be reverse engineered, but requires an extreme amount of skill to not accidentally destroy the weapon in the process. Can be sold for a ludicrously high sum, but expect to receive alot of questions as to how you procured such advanced technology.

▷ RAWBACKS ◁

You may choose any number of drawbacks, up to 600cp worth.

+100 ◁▷

Cat Magnet



You have a melyn problem that never seems to go away. To make matters worse, they don't just steal your stuff - they have the gall to break it in front of you and laugh as you kick them for it, secure in the knowledge that they have won by getting a reaction out of you. Even if there typically aren't any for miles around, you will run into melyn's with disturbing frequency, and they will ALL try to rob you blind and break your stuff.

Cocky

You have an overbearing need to show off, whether that's in battle or with your skills. Your overconfidence is typically unfounded, though, which can lead you into troublesome situations when that charge you were holding doesn't connect or that 'awesome weapon' you forged breaks on the first hit when a customer tests it.

Combination Deficiency

You never quite got the hang of combining items, even after all these years. You have a base 50% failure rate to any combinations you attempt, and even combination books only barely help you. Expect to end up with a lot of garbage if you try anything more complicated than a potion.

Dulled

Whether it's your blade or your sense of humor, you are dull beyond help. If you are a hunter, you suffer from the Blunt Edge skill (this cannot be countered with armor skills) forcing you to sharpen twice as often. If you are a trader, you are seen as awkward and lacking in social finesse. If you are a craftsman, you just can't seem to get the hang of getting a proper edge on bladed weapons without at least double the time investment just to sharpen the damn thing.

Double Hunger

You are perpetually hungry to an extent that would make people believe you are part Deviljho. Your stamina loss from hunger is doubled while hunting, and even mundane things like traveling or working the forge tire you out to the point you gotta eat and snack almost all day. Dash juice is only marginally effective, only lasting half as long as it usually does.

+200 ◁▷

Tasty!



For some reason, every monster that gets a whiff of you thinks you are the tastiest morsel they have ever smelled, and will shift its attack patterns to hunt you down and eat you, day and night. As a trader, expect your caravan to be under constant attack. As a blacksmith, expect monsters to siege the city you are in trying to get to you. If you are a hunter, expect the monsters you fight to shift tactics to ripping off your armor in an attempt to get to the meaty bits underneath. This extends to their behavior if you get knocked out during a hunt - pray that the kitty cart shows up quickly, or you'll be lunch.

Clumsy Evader (Hunter Only)

Your rolls are always sloppy, and no matter what you do or how well you try to time it, you always seem to get clipped. You are under the Evasion Down affliction (equivalent to -10 points in the armor skill). This cannot be negated by wearing armor that increases evasion. Hope you know how to block well.

Devil's Whim

Stuff just seems to go wrong around you with disturbing frequency. Pickaxes always break, your tools always seem to hit the anvil wrong forcing you to fix a bigger mistake, and your customer always seems to be infuriatingly picky.

Desire Sensor

No matter how many Rathalos you chop the tails off of, you never seem to get that ruby. Rare materials are exceedingly difficult for you to come across, whether it's from killing monsters, attempting to trade with others, or procuring materials for a build, and killing the same monster a hundred times may only net you a handful of what you need to make that weapon or armor piece you really want.

Wounded

Some time in your past, you lost a limb (your choice of non-dominant arm or a leg). While this doesn't impair your ability to trade or craft too badly, it is practically a wound of retirement for a hunter. Prosthetics don't exist beyond a crutch or specialty-ordered pseudo-armor that offers only the appearance of a limb without any of the benefits of being one. Expect people to pity you.



Aggressor Pheromones (Hunter or Drop-In Only)

Something about the way you smell has the monsters angry with you. Perhaps they believe you are after their mates or food, but whatever it is, expect every monster you meet to be in perpetual rage mode for the duration of the fight, even going so far as to ignore their own exhaustion until either one of you is dead. Yes, this extends to herbivores as well - expect to be trampled by any herd of apnoth you come across or skewered by kelbi if you aren't vigilant. Overrides pacifist pheromones.

Suffer The Fool (Trader or Craftsman Only)

Well, there's some good news and some bad news. The good news is, you have a very rich customer who finds out about you within your first week and is always in your shop browsing your goods. The bad news, however, is that seems to be ALL he does...and that's on a GOOD day. This customer is a member of the nobility and, for some reason, has taken it upon himself to make your life a living hell for your time here just because he can. Expect him to drive customers away with his rudeness, shuffle your inventory around when you aren't looking, and flat-out break things while refusing to pay for the damage he caused, citing that 'it shouldn't have been such a flimsy thing to begin with!'. He will do everything he can to annoy and agitate you without outright harming you, and if you would try to defend yourself, expect the wrath of the law to descend upon you like the chin of a furious Uragaan. Moving to another town or city will do you no good either, as this man seems to have a disturbing amount of twin brothers scattered all around the world... all of whom seem to take similar joy in making you miserable in their brothers stead.

First-Gen Hitboxes

Oh dear, something about the world seems terribly...off. You find yourself catching on corners of geometry that should have stopped several inches ago, bumping into invisible walls seemingly at random, and having difficulty handling even the most mundane of objects simply because it seems that, in order to use it, you need to use the space directly NEXT to it. Expect anything physical to require you to re-learn how to interact with it without everything falling apart - eating alone is going to be difficult, what with having to grab the air a few inches next to the fork just to pick it up, as well as stabbing your food with the area half a foot directly above the fork just to get it fastened into your food...provided your food isn't affected similarly and is only influenced if you stab the empty space across the table. Unfortunately, this extends to monsters and your weaponry as well - even if you would truly dodge in-between a space that would normally allow you to roll through unscathed, expect to be hit by an invisible wall of force as nature deems that you 'hit' the monster just by being in the same space it occupies, and your weapons seem to similarly be inaccurate, as the actual parts of them that do damage seem to be disconnected from their physical presence. The silver lining to all this, however, is that these hitboxes are static and unchanging - once you learn where everything is, you should theoretically be able to live a relatively normal, if visually awkward life.

Just...dont fight a Plesioth if you can help it. Seriously. Try not to be on the same CONTINENT as one if you can help it.

Dragon's Ire

From the moment you entered the world, you felt the eyes of a powerful being on you. You have drawn the attention of an elder dragon, and it will be upon you soon, regardless of how prepared you are. Even if you are in the middle of a grand city, it will swoop down to your location and begin wrecking everything in an attempt to find you and destroy you. Expect people to eventually find out its after you and potentially attempt to drive you out of town if they think it will save them. You can repel it with some effort, but it will be back in a few weeks for more. You can TRY to kill it, but its power is well beyond anything even the most seasoned hunter has seen, and killing it will only make matters worse - you may have a calm for a month or two, but your victory will attract the attention of another elder dragon to take its place - and this one will be even more powerful and vicious than its predecessor.





Still looking for a challenge, eh? Perhaps this will appeal to you...



Cat Got Your Jump? (+600cp)

Well, you made your decisions, but...you suddenly find yourself coming to being held by the scruff of the neck facing someone.

Is that...is that YOU? Oh dear, this isn't right! Turns out, that felyne you got for free from the old lady? You seem to be it!

The good news, however, is that your doppelganger seems to have all the skills and gear you purchased, but they aren't YOU you - they are the 'you' this world had before you came along, and still act as if they would have before this event ever occurred (If you took drop-in, expect to be a companion to a VERY confused amnesiac). Unfortunately, this means that they don't have any of your powers (as if they were under the effect of Balance Bangle), and unfortunately as a felyne, you don't seem to have them either. To make matters worse, even the most potent feline can't hold a candle to even the most average of humans strength-wise. Looks like you have to take upon the role of the helper felyne yourself for your entire 10 years, and guide your doppelganger/self as best as you can, though considering how feylines are treated as helpers at best and annoyances at worst, it could be difficult to guide yourself in the ways you want. It should also be noted that if either of you die, your journey is over.

AFTER 10 YEARS...

Well, you have braved the world for 10 years and lived to tell the tale. Whether you spent your time in the throes of adventure or studying your craft to the point of mastery, it is now time for you to make a choice, for a new adventure calls...

Go Home



You have had enough excitement to last many lifetimes. You are returned back to your home as if you had never left, with all of the gear, skills, and even identity you have assumed here returning with you.

Stay Here



The thrill of this world has caught you and refuses to let go. You may stay for the rest of your life. All of your affairs in the real world will be put in order. It will be as if you simply disappeared one day.

The Next Adventure



Adventures are made to be lived! Onward, to the next world!

CLARIFICATIONS

Just in case you needed some answers to questions you didnt know you had...

- If you took the "Cat Got Your Jump" drawback and survive your 10 years, you merge with the 'you' of this world due to Jumpchain fiat. You still have access to your felyne alt-form, though.
- Taking First-Gen Hitboxes with Clumsy Evader is just asking for trouble. DO NOT TEMPT THE PLESIOTH!
- Yes, you can take Weapon Focus for the Kinetic Cestus. However, since no species are proficient with it, it costs the full 100cp to take it. It should also be noted that the hunter skill Weapon Master does NOT cover the Cestus, as it is a type of weapon that has yet to be developed in this world.
- Yes, Weapon Focus allows you to pull off crazy shit like in Frontier G, and much more.
- You don't HAVE to take any of the freebies offered in the Item Shop if you don't want to, though it is highly recommended to at least take personal identification and a weapon, at bare minimum.
- Yes, the Kinetic Cestus can be loaded with stuff from outside of the jump. No, I have no idea what kind of crazy shit will happen if you try to put in Kaiju parts or a philosopher stone. Yes, these parts are still consumed when you put them in the cestus and burn through the bar. Whatever you put in there, it will probably be AWESOME.
- 300 and 600cp abilities are not mutually exclusive to backgrounds and both are subject to discounts. Go nuts.
- You can use Advance Weapon to buy any weapon from any Monster Hunter game. Yes, this includes stuff from Frontier if you wish.
- Drop-Ins don't get any official documentaion from the freebie. Hence, why you're a Drop-In. You can still buy another background's documentation, if you are so inclined.
- = At the end of the jump, both of your storage chests are moved into your warehouse (if they weren't already). Yes, they still maintain the same physics-defying, space-warping properties that they do in the game, provided what you put in them is within the parameters of what the boxes are meant to store.
- To determine how expensive your advance weapon would be, go to the monster hunter wiki and search your weapon of choice, from the most recent game iteration back. If your chosen weapon would be of a different rarity across multiple games, take the game that has it at the lowest rarity for the purpose of CP payment.
- The 10 vials of frenzy virus from the frenzy sample box replenish themselves with time. The sealed glass case, however, does not. The samples on their own do nothing without specialized knowledge, so use them wisely...
- Yes, you can take multiple weapon focus styles and have them overlap into crazy hybrid styles if you can justify it. One-hand a longsword by taking longsword and dual blades? Sure. Dual wield shields by taking lance and gunlance? Why the hell not!