

Monster Hunter Rise — Version 5.0  
By Sigilavox



Welcome to *Monster Hunter*. First time or not, here's the gist: this world is replete with mighty fantastical wildlife species called monsters, each having their own niche in the ecosystem. As for this specific jump?

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Kamura Village, a vibrant community of metalworkers, fishers, and artists. Famous for its Tataru Steel, this little ninja village is like a tight-knit family. A family in danger of imminent annihilation.

This danger is not new. 50 years ago, Kamura was nearly destroyed by a horde of monsters stampeding toward their village, an event known as the Rampage. Left with no other options, the people fought to weather this storm of wildlife. And then came a fearsome beast clad in purple flame—Magnamalo—who tore through their gates and crippled the hunters who tried to take it down. Kamura never forgot the toll.

Now, a generation later, the Rampage is returning. But this time, the village is prepared, having fortified the pass outside their home with traps and siege weaponry. This storm, too, shall pass. For Kamura!

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Meanwhile, a nation many simply call “the Kingdom” faces its own dangers. Malzeno, the baleful elder dragon haunting its land, is on the move with swarms of parasites called Qurio. Last time this happened, a massive crater opened up in the earth, an entire city fell into ruins, and a plague swept across the land!

Standing against this threat is the Royal Order: a tip-of-the-spear group of extremely skilled hunters who serve as knights in service to her majesty the queen, quartered in the newly-established seaside base Elgado. And by their honor, this Anomaly shall be stalled, studied, and surpassed! For the Kingdom!

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You receive 1000 CP with which to grab this world by the horns—or, whatever those are. Happy Hunting!

## Origin

If you aren't a monster, choose whether you are a human or a wyverian. Wyverians live for centuries and have pointed ears, digitigrade feet, and four fingers per hand. Humans, uh... you get the gist.

Your age and sex are up to you; it doesn't really matter. If you want to leave it up to the dice for an extra +50 CP, you can accept an age of  $2d8 + 12$  years (if human or felyne) or  $1d8 + 2$  decades (if wyverian). If you're a monster then make something up, I don't fragging know.

You can also choose to forgo memories and history, aka drop in, with any origin.

### Hunter

No matter where you're from, you have always known of the brave people who venture into the untamed wilderness to do battle with the true masters of this land. Now, you're one of them. You are a trained member of the Guild, freshly certified as a hunter of monsters. It's people like you who are hired to capture or take down problematic monsters for various contracts, organizations, and purposes. Get good enough, and you may just earn yourself a fancy title, too.

### Villager

You are a beloved resident of Kamura Village. Be you a fisherman, local trader, buddy handler, or something else, you have a place in this cozy little hamlet where everyone knows your name and vice versa. Watch out, though—you might be addicted to bunny dango, and someone definitely has a crush on you!

### Merchant

You are a merchant of some renown, with a hefty supply of both resources and worldliness. You may just be passing through Kamura or Elgado, or have an established business on site. Interesting things take up the merchant profession around these parts—as such, your past may be public knowledge, or a total mystery—not that anybody would think to ask when you're talking business!

### Craftsman

You are a blacksmith skilled in the working of materials from the earth and its inhabitants. Ever since you first met your mentor—a skilled and famous craftsman—you have held a fire within just as hot as the coals you work, and you have forged a will as tough as the steel you've tempered time and time again. With the storms ahead, you may just find new ways to work the familiar rhythms into something new altogether.

### Scientist

You are a learned field scholar, either in the employ of the Kingdom like Bahari or on your own payroll like Tadori. There's a lot to study in this world, especially with the ecological calamities coming in the very near future, so expect to have your hands full soon enough! Of course, you need not be an ecologist; the world of Monster Hunter seems to be in a perpetual state of industrialization with hot-air balloons and frigates being commonplace and even inventions like cameras showing up in places as sheltered as Kamura. Your particular field of expertise is up to you to determine, so long as it makes sense.

## Foreign Knight

You wield some authority as a knight or military official in service to the Kingdom. Whether you're an active member of the Royal Order under Dame Fiorayne and Admiral Galleus or an agent sent to far-off lands for some purpose, your loyalties lie with the people of your country. Know that, in this world, militaries are less responsible for offing bandits or commanding war parties and more responsible for slaying dangerous monsters, facilitating research into disasters, and helping out however possible.

## Monster (50 CP to 600 CP)

Be you the sky-ruling Rathalos, the curmudgeonly Almudron, or something far greater, you are a mature specimen of one of the many monster species roaming these lands... and the real star of this show. You can choose to begin in your lair. You'll be using the Monster Creator Supplement for this origin, with the CP cost depending on ecological tier.

Cost	Tier	Description
50 CP	<i>Base</i>	Monsters holding relatively low niches, such as Kulu-Ya-Ku or Great Girros. Plentiful, but still physically stronger than any human can hope to become.
100 CP	<i>Advanced</i>	Monsters in the middle of the ladder fill a variety of roles in their ecosystems or sometimes clash with apex monsters, such as Anjanath or Somnacanth. They can bully smaller creatures and overpower any real-life animal by far.
200 CP	<i>Apex</i>	Monsters who enjoy a position at the top of the food chain in typical conditions, and famed lords of their own domain, such as Rathalos or Diablos. These ones can wipe out an experienced hunting party and flatten buildings.
300 CP	<i>Conqueror</i>	Solitary, often wandering monsters that can trounce apex monsters and even go head-to-head with elder dragons, such as Magnamalo or Rajang. A clear avoid-at-all-costs scenario for humans and most other monsters alike.
400 CP	<i>Disaster</i>	Monsters akin to living natural disasters who can massively impact the local ecosystem and threaten a city if pushed, such as Kushala Daora or Malzeno. Storms, plagues... their ecological impact extends far beyond their bodies.
500 CP	<i>Continental</i>	Incredible monsters who can drastically manipulate monsters and swathes of land across multiple ecosystems, like Gaismagorm or Amatsu. Can annihilate a city and its outlying towns. Little can stop them but the strongest of hunters.
600 CP	<i>World</i>	Exceedingly powerful monsters atop the ecosystem, like Fatalis or Alatreon. If left unchecked, just one of them can supposedly endanger all of humanity. By default, none of these beasts will show up in this jump... unless you buy this.

# Perks

## General Perks

### Monster Alt-form (50 CP to 600 CP)

You gain an alt-form in the shape of a monster from this world, as per the Monster Creator Supplement and using the pricing options as stated above. You may purchase this perk any number of times, each time grabbing a different species as a new alt-form. How it works beyond that... is totally up to you.

### Resonance (200 CP or 400 CP)

Kamura's resident darlings, the wyverian twins Hinoa and Minoto, have always held a special connection with each other, capable of silently interpreting each other's feelings and thoughts as easily as breathing and speaking in patchwork sentences with each other. This is called "Resonance"—~~and it's bullshit anime magic that has no place in~~

At the first level, you can silently communicate with others who share some kind of mental wavelength with you—like very close friends and family—in a similar fashion to Hinoa and Minoto. This is something like telepathy, but (probably) without being literal magic. So deep is your bond that it extends to finishing each other's sentences as you formulate them and executing flawless operations in tandem, without needing to physically speak with each other—when it's go-time, you'll be like wine and cheese, perfectly complementing each other on a fundamental level.

At the second level, you can resonate on a larger scale with huge crowds, though not with as much finesse; you can impress particular messages or even momentary feelings into dozens of minds as long as you are more powerful than each individual constituent member. This works even with those you share no direct connection with, like how Apex Monster individuals (a class of powerful monster that is distinct from the origin's ecological tier) can whip crowds of monsters into a frenzy. As an added benefit, any communal or hive-based being will instinctively see you as an authority of sorts.

### I'm Royalty (400 CP)

Congratulations, you're officially of royal blood, with no more than two steps of succession from a current or previous ruler, like the queen or former king. You could be the adored firstborn heir to the Kingdom, or perhaps the last surviving child of a lost royal family from afar. This can carry over into future jumps at your discretion, and any bloodline-specific powers will also be inherited in full.

## Hunter Perks

### Bane of Beasts (100 CP, Free Hunter)

Aside from having a body just a tad beyond the normal limits of the human form which enables you to easily wield the monstrous weaponry of the hunters, you have received some training in all fourteen official Guild weapon types. Palamute riding and palico hi-fiving skills are also included! Finally, in this and all further worlds, your blows against beasts and monstrous beings will inflict slightly more punishment.

### Feel the Flow (100 CP, Free Hunter)

It's time to Rise... Monster Hunter Rise! Your speed, flexibility, and sense of direction are all vastly improved. You're incredible on the move, able to traverse all kinds of terrain at great speeds by quickly finding and using footholds with all four limbs as you ascend or able to just run straight up cliffsides for as long as your stamina lasts. Using wirebugs, you can swing through the air with enough skill to put Spiderman to shame, pulling off sick flips and dynamic aerial attacks in battle with practiced ease.

### **Time to Thrash! (200 CP, Discount Hunter)**

You're excellent in the saddle, even makeshift temporary ones made out of ironsilk. Whether you're racing through the hinterlands on the back of a loyal palamute or wrestling with the controls of a bound elder dragon, in terms of sheer maneuverability and drawing out the maximum force from one's mount, there is no better rider than you. In case it goes sideways and you need to "eject", you'll always be able to leap from the back of your mount tens of feet into the air at will to disengage.

### **To Hold an Avalanche (200 CP, Discount Hunter)**

As long as you have enough timing or simply something physical to block with, like a shield or a large enough weapon, you now have a knack for being able to reduce the effects of *anything* harmful by guarding against (or parrying) it, so long as you're not attacking. Slag-filled explosive fireball? Blocked it. A cloud of poison gas is heading your way? Blocked it. The monster is literally spewing molten lava across the floor, welling up around your legs and coating the lower half of your body in flesh-searing plasma? Blocked that, too, though you'll have to keep holding position to keep benefitting. You won't even suffer from secondary effects like poison or being set aflame should you do it properly! Normally relegated to those who don advanced armor, this ability is invaluable against the mightiest monsters of this world.

You'll still feel an impact (however reduced), and you'd have to aim your guard in the general direction that the effect is coming from for this to work at all; in the floor-is-lava example, you'd have to guard against the lava's strongest flow. Something that can swerve around your block like Darkseid's Omega Beams or a motionless all-encompassing miasma would be able to overcome this skill as it is.

### **Harvest Moon (400 CP, Discount Hunter)**

Stamina, energy, mana, spirit meters... fighting is often a matter of managing your auxiliary reserves, and mismanagement often results in death in this line of work. Now, you need not worry about such things—your internal combat reserves with regards to anything except for sheer vitality are now effectively limitless. Throw fireballs all day, or dance around in demon mode without limit.

This doesn't increase your potency from what they were before, as your reserves may go on forever, but your actual rate of output is unchanged from what it would be without this perk. Even if you could normally just pour more and more energy into a single spell, you'd cap at the perkless limit, if any. Plus, you still need to eat, drink, and perform other typical bodily functions if applicable. It's just that your exhaustive abilities may be used without exhausting yourself abnormally quickly.

### **To Hunt the Rain (400 CP, Discount Hunter)**

Your role, hunter, is to bring balance to this world which finds itself ever so often on the brink of ecological and societal calamity... due in no small part to the living forces of nature given flesh who roam its lands,

called elder dragons. Indeed, faced with beasts who could flood whole villages, turn valleys to cinders, or rupture cities to their very foundations, most hunters reach within and find only despair.

But you have ascended beyond such mortal trappings and become greater. You recover remarkably quickly from psychological damage and spiritual wounds, and really any dampener aside from that which afflicts your physicality. As such, after even the most horrific of experiences, you would still be able to bring the full force of your capabilities and face down your challenges without fetters such as emotion, trauma, a desire for revenge or internal prejudice. Indeed, such a cool, serene mien shrouds you at all times that your ever-so flappable allies would find themselves starstruck. You could just say “these creatures... consume life,” and they’d think it’s the most poetic shit ever.

### **Fierce Flame (600 CP, Discount Hunter)**

You carry within you the ember of greatness, and mastery of any weapon art in this world would come to you quite easily with even the most minor of efforts. This perk is maddeningly simple: sublime skill in the field of combat against large monsters, such that with the right tools and a sufficiently thick spirit, you could personally match the strength of any beast, Demonlord or Looming Calamity, who rules this world.

### **Fight It Off (600 CP, Discount Hunter)**

You have an ability to shrug off an absolutely massive amount of pure bullshittery simply by occupying yourself with physical activity. Virus that gives bus-sized beasts brain death and then a bout of suicidal super rabies? Just go for a run, your mind will become sharper and your muscles stronger even as the disease ravages your body. It might be due to some mysterious restorative ingredient in your blood that your heart pumps throughout your system with each beat... who knows?

As long as you spend enough time being active, your body will gradually fight away the negative symptoms of illnesses, statuses, curses, and other afflictions, and you’ll be left with all of the good and none of the bad of anything that happens to infect you, be it physical, mental, or something even stranger. In battle and other high-adrenaline situations, the rate you overcome these illnesses is accelerated to the degree where you’ll be able to fully shrug them off and grow stronger within minutes, if even that.

## **Villager Perks**

### **Big Bro (100 CP, Free Villager)**

Everybody knows they can count on you. This perk gives you a keen sense for when someone you care about might need a wise word or a shoulder to lean on, as well as when aid of a more physical nature is required, like if they’re about to get their butt kicked by an Anjanath! To those who know you, you’ll come first in mind when a steady head or steady hand is needed.

### **Iron Stomach (100 CP, Free Villager)**

Wasn’t that your ninth bunny dango helping today? How do you do it!? Much like a certain quest maiden, you’ve got a very well-developed gullet, capable of downing an entire meal—or a delicious bunny dango skewer—in seconds without suffering from indigestion.

Also, don't worry about any health complications from an unbalanced diet; as long as you're eating *something* in enough quantities, your body's health and shape will turn out fine, as far as intake is concerned. You could survive the rest of your life on bunny dango alone...

### **Furry Friends (200 CP, Discount Villager)**

Kamura is home to the trade of rearing and training canynes, which are basically lithe tiger-sized dogs, to assist in hunts just like felynes do. This perk represents expertise in the practice of making friends with, training, and working alongside palicoes (trained felynes) and palamutes (trained canynes), as well as with working alongside and connecting with all kinds of domestic(ish) animals to ride as mounts, to support you in battle, to gather field materials, or do any number of other tasks typical of "Buddies".

### **F For Family (200 CP, Discount Villager)**

Whenever you are fighting or working to protect or defend something close to your heart, you'll find your skills and abilities greatly enhanced; the closer to home it is, the greater this boost. Never fired a bowgun in your life? Take this ballista, you'll be shooting them down by the handful. One with only a rudimentary knowledge of tinkering with gadgets and doodads would find themselves able to design and produce effective artillery weapons should their home be existentially threatened. You can bestow this defensive improvement upon those you visit and ally yourself with.

### **Popular Overseas (400 CP, Discount Villager)**

You'll find creations of yours—artistic, material, or otherwise—showing up in this and future worlds, credited accurately to you (should you so desire) and wildly popular within a certain demographic, even if their apparent virtues are... niche, to say the least. At the least, this can give you something of a preceding reputation or positive reception, or at least a decent flow of funding from patents and trademarks regarding their sale and usage. Don't ask how; it just works.

### **Secret Siphoner (400 CP, Discount Villager)**

Juicy details and insider secrets have a habit of falling into your lap, and in general you're very good at prying into business normally kept hidden from most; to unveil the dirt, so to speak, on anyone or anything you may desire. It doesn't even have to be something you're aiming for. Just spend a few days in a town, and you'll have all there is to know about each person, place, and thing.

### **Gettin' Gnarly (600 CP, Discount Villager)**

Normally, being a mentor means accepting that you'll eventually be surpassed by your students, as they take the knowledge and wisdom you've bestowed upon them and refine it, carrying it across the ages. Screw that! Now, for disciplines in which you have at least one student or understudy, your mastery in the areas relevant to your tutelage will continuously increase far more quickly than otherwise, easily enough to keep pace with and perhaps even outperform your protege, no matter where they are in their training. Taught them to puppeteer a whole-ass large monster using wirebugs? Show them up by locking down *several* of them in wiresilk at once. Now ain't that gnarly?

### **Flame of Peace (600 CP, Discount Villager)**

It is said that great heroes earn their valor during times of calamity and courage, yet it seems not many are aware that integrity and dignity can be demonstrated even when goings are slow, and duties are simple. This, too, is life worth living.

Should you wish for idyllic days to come to yourself, as well as to people and places close to you, the structure of reality will reshape itself to make it so, so long as you are not the direct target of some great entity's attention. Roving bandit parties may simply pass by, meteors will fragment and deteriorate to dust, great world-shaking discoveries may lay dormant, or if found, confined to "elsewhere", with your home always being a safe haven from the storms outside.

If you ever earn a great victory for the whole world by overcoming a dire threat once, you may choose to end all strife on such a scale for the preceding years.

## **Merchant Perks**

### **Mercantilism (100 CP, Free Merchant)**

You're a damn good trader, both in the market and behind the scenes; essentially, you are very good at haggling and driving face-to-face interactions in the way you'd like them to go, as well as with keeping track of all the boring stuff like cost, logistics, supply, demand, and so forth.

### **Sea Legs (100 CP, Free Merchant)**

You're an experienced seafarer, and all the skills necessary to single-handedly maintain and pilot a small ship across an ocean are yours. In particular, you're good at navigating through (or just avoiding) poor conditions such as when the skies become overcast and stormy from the presence of an elder dragon.

### **Itemist (200 CP, Discount Merchant)**

You can swiftly and effectively utilize whatever's in your pouch, as well as merge potions and nutrients into new, unprecedented and very powerful combinations. Any temporary reagent or ammunition stock lasts twice as long if used by you, and is boosted in efficacy by about half. Were you in another world, you could be a very good alchemist by trade.

### **Home (200 CP, Discount Merchant)**

A perk for one who has many homes and families, yet chooses to live long eons without them. No matter where you go, you'll always keep the warmth of home and belonging in your heart to remind you of all that you cherish and live for, even in the most alien or terrifying of environments. Just making a habit of writing letters addressed to home will give you those fuzzy feelings tenfold.

### **Cultural Conflux (400 CP, Discount Merchant)**

No matter where a fish goes in the sea, it's still water! You acclimate and fit in anywhere you go, adapting to local customs, diets, and habits as though you lived there all along and having a knack for avoiding truly heinous faux pas shenanigans. Picking up local accents and languages also comes a lot easier, and a working level of both can be achieved in mere days with concerted effort.

### **Trading is a Form of Wonder (400 CP, Discount Merchant)**

Though economic stimulation and resource availability are what most consider the benefits of commerce, you are a master of the lesser appreciated, but arguably most personally important aspect: Connections, connections, connections! Not only do you always remember faces and the people that go with them, but you'll have all the skills of a social butterfly, able to comfortably identify the good and bad parts of all people you meet. You'll find yourself at the center of an increasingly large spiraling web of personal connections and relationships, so that for any given opportunity, you'll know the top thirty people willing and able to do the job.

### **Rare Finds (600 CP, Discount Merchant)**

You know all those rare drops? Once-in-a-lifetime kinda stuff? Any item that is noted to be extremely rare or even just uncommon are at least ten times more likely to be found or just plain chanced upon by you. Monsters you harvest from will happen to hold a gemstone that's normally found once in ten specimens, or you may chance upon one of the rings of power in a trinket seller's bauble collection—horrendously undervalued, of course. You'll build up a reputation of being incredibly fortunate in your endeavors.

### **Tycoon (600 CP, Discount Merchant)**

You're a king of your "trade", which so happens to be "trade"; you have such a deep understanding of economics and trade relations that you could walk into a failing town and turn it into a thriving community within the year, and you have such business and innovation sense that, given your management and foresight, you could identify and then leverage the specialties of any old city to transform it into a booming metropolis by the end of the decade.

## **Craftsman Perks**

### **Hammer Head (100 CP, Free Craftsman)**

You're trained in all skills related to the forge and the creation of weapons and armor, even working stuff like textiles and fabrics into your creations too. If someone dropped a wagon of monster parts at your front door, you could turn out a fine piece of equipment by the end of the week, unless you use forging techniques designed to take longer, of course.

### **All Fixed Up (100 CP, Free Craftsman)**

You're particularly good at fixing stuff up, be it weapons, complex industrial equipment, houses, and the like. Any work done not to create something new but to repair or retrofit an existing piece of equipment you can do in half the time it would otherwise take.

### **Master (200 CP, Discount Craftsman)**

You're known far and wide for your skills, and many come to you for your services... or your guidance. First, you've probably developed a unique technique or material from this land that you invented or specialize in. Second, in any profession you hold, of course including smithing, you are an incredible on-the-job teacher and mentor.

### **Patience (200 CP, Discount Craftsman)**

Some hunters actually stand in front of Master Hamon for hours, pondering the best way to get the thwack out of their stack (of materials). He's used to it, and now so are you. In addition to just having a peaceful vibe about you, now you could literally sit in one place for the entire day, every day, and *exist*, not awkwardly or uncomfortably... just with a calm sense of acceptance.

### **Metalworking Secrets (400 CP, Discount Craftsman)**

The renowned specialty of Kamura, tataru steel, is created from unique folding techniques passed down as closely guarded secrets. The alloy is highly desired for its strength and finesse, with even seven-foot cleavers making barely a sound when swung. This perk grants you a hefty frontload of knowledge on secret forging and creation techniques normally confined to crusty old hermits and dusty old tomes for each jump; you won't instantly become a master, but you'll be set on the road to becoming one, for sure.

### **Fortress Maker (400 CP, Discount Craftsman)**

You're a master at planning and creating impregnable fortifications, including the production and maintenance of siege weaponry. If there is a need to create an unbreakable fortress that's armed to the teeth with guns and artillery, you're first pick. All siege equipment and munitions in this world, including the exotic or elementally-sourced, are child's play for you to produce, given the right materials.

### **Ramped-Up (600 CP, Discount Craftsman)**

Though any old smith can make a weapon forged from Rathalos parts capable of burning its foes, your weapons are... different. Better. "More alive", perhaps. Your equipment crafted from the parts of monsters inherit a far larger proportion of the original article's power and majesty when they were alive. Your Rathalos armor will breathe easier, like the lungs of the high-flying sky king themselves lend the wearer vitality, and its weapons will arc to strike at aerial prey as though recalling the dogfights it had in its life.

### **Qurious Crafting (600 CP, Discount Craftsman)**

How... Qurious. You have learned enough about the nature of the Qurio phenomenon to draw from their stolen energy stock and infuse weapons and armor with a variety of enhanced properties. This typically comes in the form of essence crystals extracted or distilled from the parts of afflicted monsters, but now you have the ability to draw out the raw, basal energy from any kind of crystal or material to enhance existing equipment with powers of a similar nature. The sky's the limit.

## **Scientist Perks**

### **Field of Study (100 CP, Free Scientist)**

Can't be a wiseman without a topic to be wise on, even if it's something non-material like philosophy. You are an accredited professional with the equivalent of several years of experience in a single academic field of this world, such as monster biology, medicine, or something else. The narrower your field is, the more experience you'll have; fanged wyvern biology experts will far outstrip general monster biology researchers regarding the monsters in that area, for example.

### **Enthused (100 CP, Free Scientist)**

Now you're not just a wiseman, but a wiseass too! You've got an easy aura and a charming smile. You are also good at explaining complex things in very easy to understand terms. Optionally, this comes with a fearsome wit at playfully teasing people.

### **Grace Period (200 CP, Discount Scientist)**

After you've made a new discovery and would like to sit down and think out what you'd like to do next, you'll get a period of time to mull and sift through the new material and stats you collected. In fact, you'll never get less than a week to act on or react to any new developments, like a dear friend falling gravely ill with a normally fatal disease.

### **Surveyor (200 CP, Discount Scientist)**

You have a good eye for how best to navigate your environments without attracting too much bad attention or transporting stuff to and fro in similar fashion. Telling which plants or insects in the field show unusual or unique properties, or which mushrooms to eat without falling over dead takes but one glance.

### **Keep It Busy (400 CP, Discount Scientist)**

As a field researcher, you're put in all kinds of environments, not all of which are as safe as Elgado or Kamura. Sometimes, you'll be required on site when a monster's put down in order to perform research or harvest materials before the data goes bad. This perk lets you rest assured that, so long as there are others to keep you safe and hold the bad attention, you will be able to work uninterrupted—for example, if an elder dragon swoops down to feast on your quarry's fresh body, it'll always turn its initial attention to the hunters nearby rather than to you, the helpless researcher.

### **Go To Sleep (400 CP, Discount Scientist)**

This is a bit of a morbid thought, but... if someone killed and carved you, there's at least a 14.2625% chance they'd get a Caffeine Gem. You are literally able to stay awake for over a week while in the throes of your work, be it researching a new ecological phenomenon or a novel kind of crafting material. Your focus and determination will never waver no matter how long you've been awake, all the way until you fall asleep standing up—though after a half-day's rest, you'll be back to normal without side effects.

### **Miracle Worker (600 CP, Discount Scientist)**

Where before you may have merely been a trained professional, you are now truly a genius in your line of work. With intellect that comes once in a wyverian generation, your mind is sharp and clear, able to parse multiple lines of thought and countless variables to puzzle out the solution to all sorts of enigmas, natural or otherwise. You're like a supercomputer with personality.

### **Where the Breeze Goes (600 CP, Discount Scientist)**

You'll always be where your skills would most prove useful in the way you'd like. In fact, you'll get an urge to travel to places where you would be a tipping factor; the right person in the right place, essentially. Don't worry about timing; you'll always arrive precisely when you need to. Should you choose to act "on autopilot", you'll quickly build a reputation as a living legend, wandering the world and changing lives.

## Foreign Knight Perks

### **Knight's Honor (100 CP, Free Foreign Knight)**

Knights in the Kingdom are in truth skilled hunters in service to its military to handle local monster threats. As such, like the hunter your physical body is slightly superior to a normal human's, however unlike the hunter you've only trained in one or two weapons as of this moment and aren't fully used to this whole wirebug and palamute business. In return, your martial prowess with what you do know begins at a much higher point, being on par with the knights of the Royal Order—that is, the best the Kingdom has to offer.

### **Admiral Gigachad (100 CP, Free Foreign Knight)**

Well, hellooo knight! All things that let one both feel and appear polite, confident, and attractive are now second nature to you; you've got any or all of the following: stylish hair, flawless skin, bodacious curves, rippling muscles, perfect posture, peak fashion, or clear intonation. Even as you age, you'll be a Grade-A ILF for as long as you care to keep your image that way.

### **Fearless (200 CP, Discount Foreign Knight)**

This perk gives you an unbreakable will and composure of absolute steel. If a shadowy creature of fable crawls out of a hole made from the ruins of your home after having absorbed the life force of a hundred monsters and hurls a house-sized mass of rubble to smash you into briny paste, you won't even flinch or lose composure as your ally steps up to blast it out of the sky ten feet overhead. You're that damn cool.

### **Eccentric (200 CP, Discount Foreign Knight)**

Some of the people recruited into the Royal Order are... let's just say "unique" and leave it at that. Your culture, quirks, and oddities will never, ever prevent you from proving your worth or forming connections. If there is some value to be had beneath the surface, others will see you for it.

### **Shining Armor (400 CP, Discount Foreign Knight)**

You have a knack for making impressive entrances that present you as heroic and trustworthy to those involved. Should you leap in to block an assailant's blow, or simply step up and say two words, you know what to say and how to carry yourself to create an imposing but authentic image. You even have a sense for when and where you can make dramatic and table-turning appearances, even to those you already know, by swooping in to save the day at the final hour.

### **Hero Incognito (400 CP, Discount Foreign Knight)**

Some knights of the Kingdom do not publicly present themselves as such, being agents in another land to bring back resources or connections and ensure the Kingdom remains flourishing. Likewise, you are skilled at masking your true self or actual duties under some other profession or identity and do a damn good job at both of them, such as being a merchant or singer while in truth being a spy.

### **Command Central (600 CP, Discount Foreign Knight)**

Educated in all doctrines of administration, warfare, special operations, crisis management, and leadership, you have no superior in terms of command sensibility and strategy in this world of beasts and men. You may also optionally be a high-ranking official of the Kingdom equal in status to Admiral Galleus.

### **Part the Clouds (600 CP, Discount Foreign Knight)**

Once per jump or once every ten years, you can unleash a single powerful blow capable of casting down even the mightiest foe, such as the very incarnation of evil itself. This is typically a gigantic leaping strike, but it can take other forms, so long as the impact is singular and massive. Noteworthy is that this blow will never finish the deed fully by itself; just hit the big bad *hard*, forcing them onto their back foot for crucial moments and breaking their guard to render them vulnerable to a follow-up assault.

## **Monster Perks**

### **Abandonment (100 CP, Free Monster)**

If you wanna be a Savage Deviljho, you don't want to have to deal with suicidal levels of dragon element overload, do you? This perk allows you to resist and eventually overcome the painful, unpredictable, and destructive side effects of your powers, forms, and physiology. This includes empowering impositions like the Qurio virus; if an exotic affliction can somehow be overcome or mastered, the threshold is much lower for you to do so. Nothing you possess or are will ever detract from who you want to be.

### **Pursuit (100 CP, Free Monster)**

You are excellent at tracing the steps and path of your quarry or recognizing the signs leading to food or shelter, especially in the untamed wilderness. This also works on the flip side, as you will not always be in such a privileged position—you are good at finding immediate escape and refuge from overwhelming threats, and you will find it easier to lay low and avoid the attention of those who would do you harm.

### **Human Heart (200 CP, Discount Monster)**

This perk allows you to, at will, treat any and all functions your current physiology possesses as a regular human's, should it ever be more beneficial to you. You can subsist on human types and quantities of food and water or speak and think like a human would, even if you'd otherwise be unable to. I'm sure you can imagine more applications of this perk than just these examples.

### **Unbound (200 CP, Discount Monster)**

When a monster fighting a hunter is momentarily disoriented, it is not uncommon for the latter to leap onto the monster's back and bind its body in wirebug silk, manipulating them like a puppet to fight other monsters or simply ramming them repeatedly into walls. This perk represents the ability to deny such undignified ends. Whenever an entity attempts to bind or root you, your physical strength and mental fortitude skyrocket to the point where you would beat a glacier at a tug-of-war... and a staring contest.

### **Hellfire (400 CP, Discount Monster)**

Burning with hatred and accumulated sin, Magnamalo is a dreadful felid monster that wanders in search of prey to consume and break down into hellfire for its purposes. Nothing short of a living natural disaster could lay one low, and even then, it'd be a hell of a fight to behold. Like Magnamalo, you accumulate strength from simply defeating foes or feeding on the recently dead, growing in power as though pulling the life force right out of their still-warm bodies. The power boost is much stronger in the short term, letting you create explosive violet flames from digesting bioenergy deposits in those you feed on. Why, if you had a horde of dead monsters on which to feast, you could turn a village into a sea of purple flames.

### **I Am The Storm That Is Approaching (400 CP, Discount Monster)**

You pick up on ways to bring together gigantic hordes of beings from all walks of life, and to send them careening into the target of your desire. Even if your only skill was to burn, you'd know how best to torch the wilds to cause all monsters in the area to evacuate in a single direction. If you possess means to influence on a wider scale, like the ability to stir up windstorms, your hordes can be exponentially larger and more dangerous. This also means a skill in directing groups from the front lines, and your presence will let even restrained individuals tap into their wilder instincts as they fight as one cohesive whole.

### **Risen (600 CP, Discount Monster)**

Only when blood runs hot and free on the hunt do you truly feel alive. You have, through some means, attained a limit-breaking form that is signified by glowing lights, extended spines, or some other suitably-epic cue. While in this form, incoming pain is amplified, but this is easily made up by the fact that you will be far more swift and powerful than before, able to manhandle beasts twice your size and shatter huge expanses of earth with a single blow—and your other abilities will see a similar boost in scale.

Through extreme conditions or frequent brushes with danger, you will be able to reduce the cost of this transformation, and perhaps one day you may be able to even maintain it indefinitely... or even create another, even more heightened state on top. Keep rising.

### **Born in the Abyss (600 CP, Discount Monster)**

The true power of the monster lurking beneath the Kingdom is not Qurio. Well, yes it *is*, but more than that, the Archdemon possesses a most peculiarly human trait: patience. You have gained an unsettling talent for laying low and working toward your goals while out of the limelight. Indeed, you'll easily find scapegoats to draw the eyes of the observant before they can see you for what you truly are, and the world shall rally against a foe who is none the wiser. And the longer you spend in the shadows, the more overwhelming your presence will be to them all when the day finally comes for you to crawl into the light.

## Items

All origins receive +500 CP to spend in this section. Imported companions receive +300 CP instead.

### General Items

#### **Bunny Dango Skewer (Free)**

*Fluffy Bunny Dango! They're a tasty treat!* Now you can enjoy Bunny Dango with this complementary skewer. One fresh skewer is provided each day, and these ones won't go bad... ever. It's actually kind of concerning how they can just sit there in your pocket, then be taken out and eaten perfectly fine.

#### **Wirebugs (Free)**

A unique species of silk-producing insect native to Kamura, wirebugs are used by hunters to sling themselves around and traverse the environment, enhance weaponry, and entangle monsters. Male specimens called Great Wirebugs, feed on plants called jewel lilies, and are used to travel huge distances at once—easily capable of pulling a hunter multiple hundreds of meters in a single flight.

Ironsilk is light as twine and initially far tougher than steel, but quickly fades in strength to regular thread once fully exposed to the air for more than several seconds at a time, or up to a minute if allowed to wrap around and bind to an item or monster. You now have a self-replenishing nest of trained wirebugs.

#### **Familiar Footprints (50 CP or 100 CP)**

You can import a species into the fabric of this world. This species can be one you have encountered in the past or one you create using the Monster Creator Supplement at any ecological tier, though you must pay 100 CP for any species you import of Conqueror-tier or higher; that is, a species of which a single specimen could survive by brute force quite handily in this world. These species can be woven into future worlds at your discretion. This item can be purchased multiple times.

#### **Little Lords (50 CP or 100 CP)**

A set of up to three miniature (toy dog-sized) monsters with a huge heaping of moe and a semblance of the original's "personality." Malzeno's disdain and Bazelgeuse's rambunctiousness, for example. For an additional 50 CP, you can buy a whole set of any number of them. They come with free food and housing.

#### **Arena Grab Bag (100 CP+)**

The Coral Palace, Infernal Springs, Yawning Abyss, and Forlorn Arena: all mysterious locales with very distinctive (and powerful) fauna, each with a story all its own. Now, you can bring along one (or all, should you pay an additional 200 CP) of these arenas and the surrounding few square miles in your warehouse.

An additional 50 CP can be paid per locale to expand your land purchase to the surrounding fifty miles. The Yawning Abyss will not come with the nearby Citadel, but instead the partly-aquatic underground ecosystem that extends from the lower layers. The Forlorn Arena will expand to include the Tower, an ancient pinnacle constructed by a long-dead civilization and populated by powerful and rare species alike.

## Hunter Items

### **Geared Up (100 CP, Free Hunter)**

It wouldn't be much of a monster hunter jump without the ability to get sweet equipment with CP backing. This waiver ensures that all equipment you own by the end of the jump will become fiat-backed, full stop. You are guaranteed to begin the jump with one basic weapon and a set of baseline armor.

Post-jump, your weaponry that requires ammunition will have infinite ammo reserves; you'd still have to reload "clips" or whatever equivalent exists, but beyond that you need not worry about running out.

### **Petalace (200 CP, Discount Hunter)**

Kamuran hunters carry small charms on their wrists made from a plant called Sending Sprigs, capable of attracting spiribirds in the wild to bestow them with small buffs to attack, defense, vitality, and stamina.

You own a basic petalace that will grant you minute benefits at first, but will grow and tailor its statistics to your hunting style; fight aggressively, and find that you'll really begin hitting harder, or endure many blows in short succession and you'll find yourself able to endure even more punishment over time.

Post-jump, you will naturally receive your petalace's maximum buffs just by wearing it.

### **Portable Campsite (400 CP, Discount Hunter)**

All the essentials to set up camp quickly and efficiently—a tent, item box, food, cookfire, healing incense, maps, and miscellaneous pieces of wood and stone, all held neatly in a compact bag. It's a bit heavy, but nothing someone strong as a hunter couldn't carry with ease, especially with the help of some wirebugs. This comes with a replenishing cocktail of jewel lily-scented powder that, when thrown down, can let you call upon a Great Wirebug to fling yourself back to your nearest camp within moments of anywhere.

### **Investigation Hub (600 CP, Discount Hunter)**

Want to repeat the good-old days of fighting monsters in the wilderness in future jumps? Take this along with you; a small questing hub that can generate and randomize wilderness regions and wildlife to simulate those in this world, which can be entered through the back door once created. You *can* get injured in these hunts, but if ever you wish out of one, you need only say "I'm out!" and you'll be teleported back into your warehouse.

## Villager Items

### **Ninja Wear (100 CP, Free Villager)**

Totally gnarly, dude! You've got a set of slick light clothing inlaid with Zinogre fur and a beautiful scarf that waves in the wind in just the right way to make you look cool, yet casual. A set of two dozen kunai and a large throwing shuriken are included. The materials used in the clothing somewhat enhance your balance, running speed, and jumping height.

### **Cohoot Companion (200 CP, Discount Villager)**

Cohoots are popular pets in Kamura, beloved for their affectionate and clever nature. Apart from providing companionship, they are also trained to indicate the positions of monsters when in the field, either during a quest or when scouting out for a potential incoming rampage. They're also smart enough to carry and operate cameras, and probably a lot more than that.

### **Hand-Me-Down (400 CP, Discount Villager)**

A well-tempered, yet heavy weapon of old Kamuran make. It never wears away from the elements nor time. Should one who is young, inexperienced, or misled take hold of it, they are suddenly struck with a fraction—a sliver, really—of their true potential. Besides letting anyone wield it with remarkable ease, this is also useful for getting past one's internalized limits or biases.

### **Village of the Heart (600 CP, Discount Villager)**

Aside from the serene and cozy atmosphere akin to the village of Kamura, this place feels like... home. Home from every world you've been to, in fact. There's a little bit of your original world in there, too. Essentially, this is your idealized personal little village with a bit of personality and aesthetic from all the places you know and cherish, and it can be imported into future worlds at your discretion.

## **Merchant Items**

### **Dignified Set (100 CP, Free Merchant)**

All the essentials to make a good impression with those of high society are included in this bundle; a set of pristine green-grey clothing complete with gloves and boots, a fully-stocked tea set, and a gold pocket watch. While wearing this attire or enjoying refreshments from this set, impressions you make on people of importance are improved, even if the fashion is unbecoming of the culture you are contacting.

### **Spacious Satchel (200 CP, Discount Merchant)**

This unique, well-fitted satchel somehow can hold far more than its appearance would imply. It's as if one could just keep putting things in and never have trouble carrying it around... yeah, it's a bag of holding. You don't have to worry about things getting cluttered up or pulling out the wrong thing, too; you could drop a bouquet of flowers into it one day and take it out the next exactly as it was.

### **Argosy (400 CP, Discount Merchant)**

A boat roughly the size of a small house that can be piloted and maintained safely by a single skilled person, this is your Argosy. It has plenty of storage space for items to sell and extra room left over for you to live and sleep in. Also comes with three small submarines, each large enough to comfortably fit one palico or palamute, or semi-comfortably fit one human, as well as a week's worth of trading cargo each. You will always be able to access your warehouse using it as a port or vehicle.

### **Glorious Riches (600 CP, Discount Merchant)**

Money, money, money! You've got a massive amount of passive income flowing in from all over; this comes with being a very well-known mercantile tycoon. You've got your fingers in so many pies, in fact, that it's impossible to trace where exactly all of it is coming from. Read: Don't worry about it.

## Craftsman Items

### Hammer Fashion (100 CP, Free Craftsman)

A set of yellow fatigues and thick gloves, and goggles (wearing optional) much like that used by Elgado's resident smith. Just wearing it will fortify your enthusiasm and determination, so that when presented with the still-beating heart of a cursed monster of legend, strips of gashed muscle freshly torn from the carcass, and its wriggling, whispering scales, your only words will be, "alright, let's do it~!"

### Forge (200 CP, Discount Craftsman)

A perpetually-fiery forge, with a replenishing stock of natural, non-polluting fuel to keep it aflame, as well as the blacksmith tools to work it. The faculties of this forge can also somehow work leather, hide, feathers, and other weird stuff into its creations, so that you could just straight-up make clothing with it.

### Essence of the Anomaly (400 CP, Discount Craftsman)

A steady supply of shipments containing materials of this world, as well as crystalline essences with which to enhance gear, assuming you know how to work with Qurio energy. Your forge will be able to create anything from this world even after you've left it, now.

### Stalwart Stronghold (600 CP, Discount Craftsman)

An incredibly well-fortified bastion full of reinforced gates, siege artillery, and strategic tunnels that's as good as you'll ever get. Invaders somehow won't even think to climb over or fly over, just pass through the narrow pass into the claws and teeth of your defenses. You can of course import this into future worlds.

## Scientist Items

### Professorial Garb (100 CP, Free Scientist)

A set of researcher's gear that's stocked to the brim with small tools and portable equipment, so that you can efficiently perform research in the field. It's so simple and comfortable that you could fall asleep standing up, in the middle of a blizzard! ...No, seriously, it's really damn comfortable, and it gives you top-quality resistance to environmental hazards.

### Qurious Find (200 CP, Discount Scientist)

A Qurio? How unusual. This one is quite docile in comparison with its brethren. It seems to have detached from whatever system of communication the others use, and has latched onto you (figuratively)—a lone Qurio is not difficult to take down by even Jagras. Still, it isn't totally helpless; it retains its ability to transmit chemical agents and diseases through its mouth and suck energy right out of large non-plant life forms, and it seems intent on giving you the fruits of its labor, in the form of tiny red shards.

### The Lab (400 CP, Discount Scientist)

A zany little fantasy renaissance laboratory, complete with weird liquid vials, monster parts in display cases, bubbling iron boilers, shelves full to bursting with dusty tomes, and enough cottagecore vibes to fulfill the dreams of a thousand Millennials... this is your haunt. It's a trove of monster data, ecological lore, historical texts, and storybooks on fairy tales and mythology in varying degrees of legibility and age.

### **Mysterious Egg (600 CP, Discount Scientist)**

You've come across a unique egg, nearly as large as a human child, that subtly glows with power. It seems to be from some kind of elder dragon or a monster of similar strength, but beyond that, it's unclear. Perhaps time and care will yield the answer?

## **Foreign Knight Items**

### **Squire Attire (100 CP, Free Foreign Knight)**

A set of armor given to all members of the Royal Order; though most use the typical red-caped silver and gold set, you may alternatively have gear belonging to another military branch, like Dame Luchika's purple overcoat indicative of the Artillery Corps. Donning it will bestow upon you an aura of bravery to stand in the face of mighty foes, and your fierce fighting spirit will inspire your allies to do the same.

### **Rules for a Knight (200 CP, Discount Foreign Knight)**

A three-hundred page book on all the lessons a Kingdom Knight should know, covering a broad range of topics like hunting, military strategy, public speaking, infiltration, diplomacy, history, and morality. At any time, you may peruse its pages in order to refresh and shield your mind, clearing up any current frustrations or concerns to focus on the task at hand for the next several hours.

### **Breezy Outpost (400 CP, Discount Foreign Knight)**

A Kingdom outpost, either Elgado or a different one, at your discretion. This outpost, staffed by a veritable hamlet of knights and workers, has the resources and manpower to launch a large operation once a month. Its weather is nearly always delightful—clear blue skies and gorgeous mountains in the backdrop, with a fresh breeze coming in from the sea.

### **Ruined Citadel (600 CP, Discount Foreign Knight)**

The remnants of a hinterland fortress. The surrounding ruined plazas and villages have been slowly reclaimed by the wilderness over the course of decades. Only crumbling stone bastions and towers stubbornly remain against the elements. A variety of powerful monsters live here, as well as a boatload of useful endemic life, such as Aurortles, which bestow an enduring effect on those who interact with them.

## **Monster Items**

### **Small Relief (100 CP, Free Monster)**

If you thought life as a monster would be primarily long stretches of relative inactivity interspersed by panicked moments of battle, that'd not be too far off the mark. Still, you'll at least be able to have fun during those moments of quiet with this natural trinket; it can be a broken log stump, a small boulder to roll around, or something else. You're guaranteed to enjoy time spent with it, and time can fly by at your discretion while interacting with this item.

### **Nesting Grounds (200 CP, Discount Monster)**

Your home, sweet home, while in the form of a monster. It's guaranteed to be in a nice, out of the way spot that won't be stumbled into by anything that would endanger your life, unless you actively led them there.

Should it make sense for your species, there will be a nearby population of them to guard it as well, such as family or eusocial groups.

### **Hunted's Notes (400 CP, Discount Monster)**

No, not those ones. These are a special set of informational booklets (the data is also downloaded into your head at the start of the jump) that give advice on the traits and weaknesses of various monster species, including yours, except not from a hunter's perspective, but from the perspective of you; in essence, it highlights tips on how to best leverage your monster body's biology in order to overcome other monsters... or how to safely escape, should it be truly out of your league. Post-jump, the notes update to new monstrous or animalistic species with the perspective of you, the jumper, with all your abilities.

### **Monster Paradise (600 CP, Discount Monster)**

A hidden land, safe from prying eyes yet perhaps closer to civilization than one may expect; you've come upon what appears to be a vibrant self-contained ecosystem well suited to your species' adaptations. For example, a Teostra or Gogmazios would find the land rich with sulfur and other explosive forms of nourishment, and a Lagiacrus would find a healthy mix of coastal and shoreline terrain with open depths to rule uncontested. You will be able to thrive safely and soundly should you spend the entire jump here, and keep it attached to your warehouse with a guarantee on ecological sustainability in future jumps.

## Companions

### **Import (50 CP to 400 CP)**

By paying 50 CP for each, you can import a companion into this jump with 600 CP to spend on their origin, perks, and items. For 400 CP, you can import any number of them in similar fashion.

### **Export (50 CP)**

By paying 50 CP for each, you will get a guaranteed shot at bringing someone along from this world. You can still accept people without this option; you'd just have to naturally build that relationship like an actual human being, and they'd have to come to the conclusion that they want to come with you for themselves.

### **Veteran Hunter (50 CP, Free Hunter)**

A veteran, though not necessarily in age, this experienced Guild member took a shine to you somehow and is your mentor. They're possibly the one who taught you all you know about hunting, and speed is their specialty; they're uniquely skilled in being able to move so fast as to seemingly disappear from sight, before reappearing behind their quarry, ready to strike. Aside from hunting or tutoring you, they've got a quirky hobby that occupies the rest of their time, like painting or eating bunny dango.

### **Childhood Friend (50 CP, Free Villager)**

You've always known each other since you were young (and if you're a wyverian, so are they), and you've shared many carefree days and nights exploring the wilderness around your home. Though they're not the strongest or wisest person around, they've got a variety of non-combat talents and unusual trivia in their head. Some days, you can find them sleeping in the oddest places, like in hidden caves or beneath old shrines, and they'll awaken none the wiser.

### **Royal Word (50 CP, Free Merchant)**

Somehow, you've made a connection with a high-up member of royal society. Perhaps you introduced them to a wondrous product or trading partner, or you are officially commissioned by their government for one reason or another. Regardless, you're in cahoots with one sitting on the crest of the world. Despite their position and publicly serious disposition, they are surprisingly brazen when not in the public eye and with you, pushing your buttons playfully or saying the oddest things, perhaps to get a reaction. They'll always be able to set out extra time and resources for you; you need only ask.

### **Secret Supplier (50 CP, Free Craftsman)**

A quirky wyverian dressed in red who you've known for a long time, this masked wanderer comes to you every now and then to drop off extremely valuable and rare items—for your eyes only. Several materials you've seen them carry haven't even shown up on official smithing material lists. Most of the time, they're short on words and short on time but they take any requests and fulfill them in full. Every so often, they have a request of their own, which will always turn out extremely dangerous—but extremely rewarding.

### **Coworker With Benefits (50 CP, Free Scientist)**

You've made a very strong connection with a knight in the Royal Order who can't stop giving you the good ol' razz whenever neither of you are on the job. They're very professional and extremely skilled; you can trust them to keep you safe from an elder dragon. When not in the field, your rivalry will be legendary, with

both of you inspiring the other to new heights and practices in your bids to outdo each other for... some reason. If you take alcohol, expect them to challenge you to a good ol' drinking contest on the regular.

**Jumper's #1 Fan (50 CP, Free Foreign Knight)**

You've picked up a starry-eyed follower of sorts, who simply adores you and the things you've done. Their devotion won't ever truly overstep your boundaries, although if you don't stop them, they might start imitating your hairstyle. They're young, determined, and have much more hunting potential than they give themselves credit for—but their recklessness is their primary downfall and the reason you had originally saved them back then. Maybe you could give them a chance one of these days?

## Drawbacks

### History (+000 CP)

If you have history in the *Monster Hunter* setting, you may import it with this.

### Meet Mister Weapon! (+100 CP)

You have a tendency to blurt out awesome yet dumb phrases whenever you're "in the zone". Whenever you're landing a killer move on a monster or when you've just hit the big point when explaining something to someone, for example. "Hope you've got insurance", seriously? Why would monsters have insurance? Why do people in this world even know what insurance is!? As a monster, you'll be absolutely unable to understand what the humans and small folk are actually saying to each other, although reading their body language and equipment will be enough to give you an idea of their general intentions.

### Childish (+100 CP)

*Hey kid, shush. The grownups are talking.* You've got a positively cherubic bearing, and your starting age is now locked to 1d4 + 8 years. Your emotional and physical maturity isn't quite there yet, and even as you age you'll maintain a dash of naïveté and airiness. Most people won't take you seriously, unless you were royalty or something... and even then, you'd still have to fight for it. As a monster, you'll begin as a 1d4 + 3 year-old juvenile just out of the nest, or whatever alternative makes sense given your species.

### Pawsitively Clawdacious (+200 CP)

Rather than as the species you picked, you've imported as a lynian. You're physically weaker than your human and wyverian counterparts, and have a constant urge to spout cat-related puns. Your job won't be different at least, but expect people to look down on you. Physically, for the most part.

To be clear, this totally overrides your *Monster* origin for this jump if you purchased it. You'll probably be a melyn or other kind of wilds-dwelling lynian. If you bought an origin aside from the *Monster* origin, you'll start out as a felyne in your chosen career path, albeit twisted slightly. For example, you aren't a hunter but a palico if you chose the *Hunter* origin.

### Human Magnet (+200 CP)

No, not in the attractive sense. Something about you or the way you carry yourself will rub people the wrong way, to the point where it is much harder, nearly impossible at first, to find willing compatriots and allies to join you directly in any group-involved activity, like on hunts or to share research with you. As a monster, you'll instead be more likely to attract the attention of hostile hunters, knights, poachers, and other armed individuals, either intending to chase you out, capture you, or worse.

### Coldsteel the Edgelord (+300 CP)

Looks like you've earned the scorn of a certain edgy DeviantArt OC, Magnamalo... and it's acquired the souls of the damned that follow you (read: that you've killed) from other worlds, gaining a small modicum of their strength and a much more varied hellfire move set. It's at least as strong as a typical elder dragon, so while it may not initially be your *equal* in a straight-up fight, it's no pushover from the standards of this world, and even on defeat, it'll somehow come back time and time again to stir up trouble before you can face it again, becoming a little bit stronger each time.

### **Afflicted (+300 CP)**

Not only have swarms of Qurio already taken flight independent of their current host, it looks like you've been infected with the virus they carry! This drawback will affect you differently depending on whether you're a monster or a sentient, like a human or wyverian.

Regular humans and wyverians who are infected become dizzy and weak with an eventual coma several weeks down the line followed shortly by death. Though you'll be spared from the worst, you will be much more prone to dizziness and malaise, such that too much violent motion (read: being hit head-on by a large monster) could knock you out for hours.

As a monster, you're in for a lot of suffering as your body will become host to and puppeted by a small swarm of Qurio. The red creatures descend to feast upon your blood time and time again, and neither you nor anyone else can permanently remove the swarm that afflicts you for more than a few days at a time.

Note that the virus can afflict even elder dragons, and though they are known to emerge from the experience stronger, it is *not* guaranteed, and even after developing a symbiosis with the Qurio, they will be stuck with unstable and agonizing powers, heavy scarring, and an urge to behave violently.

# The End

At the end of your time here, pick one.

[Return Home](#)

[Stay](#)

[Go On](#)

## Notes

Go play it. The game has been completed as of ~~June~~ September 2023.

### 1.0 Document created.

### 2.0 11/27/22 update.

- Improved names and wording for a few things.
- Reworked (and renamed) *Beast Beater* and *Royal Pain* for the hunter and foreign knight.
- Slightly altered the *Afflicted* drawback.

### 3.0 4/20/23 update.

- Altered text for the *Scientist* origin and the following perks: *Bane of Beasts*, *Master Rank*, and *Knight's Honor*.

### 4.0 6/8/23 update.

- Altered name for *Rider* into *Time to Thrash!* and *Shield* into *To Hold an Avalanche*.
- Reworked a couple of *Hunter* origin perks into *To Hunt the Rain* and *Master Rank*.
- Slightly reworded *tons* of perks and items.

### 5.0 7/7/24 update.

- Item pricing tiers changed from 100/100/300/600 to 100/200/400/600.
- Clarified item section stipend rules for imported companions.
- Everything else is mostly reformatting.
  - Backgrounds are now all origins.
  - Replaced hyphens with em dashes when appropriate. What, that's not important for you?
  - Altered name for *It's Malzenin' Time* into *Risen*.
  - Altered text for the introduction, the *Hunter* and *Monster* origins, the following perks: *Monster Alt-form*, *Resonance*, *To Hold an Avalanche*, *Fierce Flame*, *Big Bro*, *Master*, *Patience*, *Metalworking Secrets*, *Enthused*, *Ramped-Up*, *Field of Study*, *Command Central*, and *Risen*, the following items: *Cohoot Companion*, *Nesting Grounds*, and *Monster Paradise*, the following companions: *Export*, *Veteran Hunter*, *Jumper's #1 Fan*, and the following drawbacks: *History* and *Pawsitively Claudacious*.
  - Reordered drawbacks so they're in game release order.