

Just couldn't get enough of raising monsters, could you, Jumper? Never fear, the most distilled and comprehensive monster raising world awaits you. Welcome to Pangaea, where the various kingdoms of the world have turned to a partnership with Monsters, sealed in Saucer Stones for you to discover. While you can't directly access any CDs from the real world in order to generate a monster from the information stored within, nonetheless you will find yourself in the middle of the competition to become a Master Breeder and to show the world that you're the most skilled of your craft!

Or perhaps you'd prefer instead to work as an Assistant to another Breeder, helping them to raise the monster and having a closer connection with it? Additionally, you could instead become the backbone of the Monster raising society, the Lab Technicians or the Shrine Operators. Or, perhaps you want to embrace the raw power that comes with being a monster itself? The choice is yours, jumper.

Take these **1000 CP** and as always: Choose Wisely.

Origins

Any Origin can be be made a Drop In. You'll lose out on some knowledge in-world, but it might be worth not having to deal with those pesky memories that aren't yours. Depending on your Drop In, you'll still have the relevant materials to your career (Generally a License of some kind indicating that you can and can't do). As a Monster, you may start as a Wild Monster or already with a Breeder. The Origins are free- choose whichever appeals to you the most.

As a human, your age is 1d8+15, with Associates adding 10 years, although it can be changed for 50CP. Feel free to pick whatever gender you like.

As a monster, your age will start at 0, and you are free to choose a gender.

Monster

Not a human, you are instead a Monster in the area. You lack any ability for speech, and in order to enter into any tournaments you'll need a Breeder to watch out for you. But all the same, your physical prowess is a great deal stronger than any of the others. Any monster breed or combination is available to you as a Jumper.

Breeder

You're a Monster Breeder, licensed by Elives School or another major branch. You get a Ranch, an assistant, and are on your way to greatness. Of course, much will still stand in your way on the way to your greatness, but your training methods will prove superior.

Assistant

Being a breeder was a little rough, so instead you're working the books, the finances and all the behind-the-scenes things to make your Breeder the best they can be. You might go unappreciated at times, but everyone knows that an assistant is the what makes a Ranch go round.

Associate

Whether you're a Lab Tech or a Shrine Attendant, or even a sanctioned Explorer, you work for the Associations and gain access to a number of facets that make the Monster world go round. You're the backbone of the Breeder society in all facets, and everyone looks up to you.

Association

All of the citizens belong to one association or another. Each of them are specialized in their own areas, but lacking in others. Think carefully before dedicating yourself to one Association or another. Associates *must* pick one of the three Associations.

Fraternal International Monster Breeders Association (FIMBA)

FIMBA is the oldest, and most traditional of the organizations, focusing on the basics and the power to be found from them. Dedicated to monster culture, most of the famous breeders hail from FIMBA with their focus on the basics leading to strong monsters.

International Monster Association (IMa)

An early rival to FIMBA, the IMa is a group that has focused solely on the strength of its monsters, utilizing training gadgets in order to get high power in a short amount of time. But they do lose a connection to their Monster that FIMBA tends to have.

Age Island Monster Association (AGIMA)

A new up-and-comer, the AGIMA Monster Organization favors experimental training methods, sometimes seen as extreme by FIMBA and even IMa, but their results cannot be denied, even if Monsters can be harmed from some of the training done, even more than IMa.

Freelance

While most people side with an Association for the benefits, there are a handful that don't really bother with all of that. They just want to go through their own way, and while you might reside in an area where a particular Association is dominant, you needn't actually join them.

Perks

One 100 CP perk is free to the respective chosen origin, while the rest are discounted.

General Perks

Ageless (0/100 CP)

No matter how much time passes, you do not age. Fifty years, a hundred, a thousand, or more. Your body and mind do not wear down, and you will continue to age up to your current species' peak performance age range. You may bring this perk with you after the jump for 100CP.

The Book (0 CP)

A mental skill in which you gain perfect muscle memory for repeating a task. Once you've performed a task once, you can repeat it again with the exact same results, no matter how many times you perform it. No need to worry about making a potential mistake. Of course, if circumstances change (a different workshop, a different opponent) then the result can't (and won't) be exactly the same.

Monster Perks

Growth Potential (100 CP)
The hallmark of monstrous origins. Your own abilities grow at incredible rates, and also the ability to train your mind, life force and your body's defense as if it were any other muscle. Through training, you can quickly strengthen any physical aspect (including your life force, defense and mind, as noted above) to be up to three times greater than your current biological limitations.

Persuasion (100 CP)
Whether or not you can speak, you still know how to get your point across, and can convince people to do things for you much easier than you could otherwise. This extends to favors, requests, and even earning companions to come along with you.

Talent Transfer (200 CP)
With this perk, you gain the ability to transfer a portion of your talents. You can lock any perk, to a maximum of three, that you have, and crystallize it into an item that others, including companions, can transfer to themselves. Whoever receives it gains that perk indefinitely. Any perk you crystalize you will regain completely after ten years have passed. This perk cannot be transferred.

Defense is Defense (400 CP)
No matter what attacks hit you, be they physical, psychic, or anything that would normally be reduced by some form of magical protection, you can apply your defenses as you choose against that attack instead. You can use physical defense against psychic attacks, magical defense against physical attacks, and so forth.

Guts (600 CP)
Your Finite Resources (Willpower, Magic Points, Chakra, Spell Levels, etc) regenerate at an incredible rate, allowing you to continue using them well beyond where you should be able to. You regenerate to your full powers in fifteen seconds.

Breeder Perks

Training Specialist (100 CP)
If there's one thing that you know how to do, it's to bring out the potential in those around you. Your Companions and subordinates, under your direction, can increase in whatever factor they put their minds to three times faster than normal. For each year that you spend (or have spent) with them, this increases by a factor of one, reaching a maximum of ten times their usual learning speed.

Performance (100 CP)
You find any way to train that you can get your hands on, and have adapted many mundane tasks into something that will help you grow stronger. Anything that you do that wouldn't be normally considered training can instead allow you to train an appropriate attribute. Holding a business meeting counts as training your intellect (or charisma), diffusing a bomb would be the same as training your agility, and so forth.

Charisma (200 CP)
Whether you're talking someone up or pointing out their flaws, people always seem to get the best intentions from you. Even if you say the negative things, people will still respect you more for it. Being too harsh on someone may still have some unintended effects, but unless you really go out of your way to offend someone, you'll never find it difficult to get through to them. (This perk may be turned on or off at will)

Problem Solver (400 CP)
When someone needs something done, you're the very first person that they come to. Whether it's diving deep into a ancient cavern full of rare treasures, exploring an incredible jungle full of mysteries, or even just needing a specific breed of monster, you're who they come to. Additionally, there's no ill will ever held against you should you turn them down. They'll just come about the next time around they need something with just as much faith in you as before.

Battle Gauge (600 CP)
During a fight, you see everything. You can instinctively process everything that's happening at an incredible rate, devouring the information. This perk is most effective when you're watching from the sidelines, but still functions at half its efficacy when it's you that's in the middle of combat, giving you an incredible advantage as an overseer or commander.

Assistant Perks

Internal Clock (100 CP)
You don't need a scheduler. You don't need a PDA. You can keep track of dates and events years from now with perfect clarity and on top of that, you have an internal clock that is always 100% correct to the local time. Additionally, you always know when someone's birthday is- even if they don't know it themselves.

Food Specialization (100 CP)
You're probably the best chef to have ever existed. Eating the same food, every day for months on end never gets boring with you around. Beyond that, you can ration out food without letting anyone go hungry, letting you make any food store last about twice as long.

Good Cheer (200 CP)
You're irrepressible. Even in times of difficulty, you're still able to find the good in the situation, and inspire not only yourself, but those around you. Nothing can quite seem to break your spirits, and as long as you can remain nearby and in your good mood, others around you will also be able to stave off any negative emotions.

Talk With Monsters (400 CP)
Unlike most people, you know what a Monster is saying. You can communicate with them just as easily as you can with a person. Additionally, you become much more adept at picking up body language in general, able to tell what a person is feeling from how they carry themselves.

Perfect Understanding (600 CP)
Just by looking at someone, you're able to tell their statistics down to a numerical level. You know their strength relative to not only yours, but to anyone else that you look at. This also extends to how they will likely fight and ways to defeat them in battle, even without needing to see them in combat. Seeing them only adds to your ability to pick apart their skills.

Associate Perks

Sealing Specialty (100 CP)
You possess the means to, at a Place of Power (which may vary depending on which Jump you're in), to seal things into an item that you can carry on your person, a process which takes just a few seconds. Most people use disks, but the choice is up to you. You may also unseal at these same locations. You can also seal and unseal outside of a Place of Power, but the process is roughly twice as long.

Intimidation (100 CP)
With your manner of bearing, you're able to make even chatterboxes quiet up a bit. They may not outright fear you, but you can make just about anyone be reserved and quiet in your presence. You can relax your force of will if you need to, or exert it even further to keep people quiet while you're working.

Ingenuity (200 CP)
Studying the old and ancient technologies of those that has come before has given you the ability to read any written language after studying it for an hour or less, depending on its complexity. Additionally, blueprints or schematics are something that you can figure out at a glance: how it works, how to put it together, and more importantly, make it better.

Combination (400 CP)
You're able to take two things and combine them together. Generally used for splicing monsters, but you can extend this to just about anything, and allow you to get the exact result you want when combining, provided it's possible in the first place. This requires a Laboratory in order to do. Thankfully, this perk also gives you the knowledge to build one, and if you do, it is added to your Warehouse for free after the Jump.

Explorer's Gift (600 CP)
This allows you to, when looking for something native to your current setting, be able to locate it with relative ease. You instinctively know where to look to find it, the best way to retrieve and transport it, etc. You're able to subsist on substantially less resources and are very talented at replacing them- even in extreme conditions. Additionally, you only require an hour or two of sleep each night.

Association Perks

Association Perks are discounted only to one perk tree, as chosen prior.

FIMBA Perks

A Cut Above (100 CP)
When you start something new for the first time, even if you lack any sort of relevant experience, you'll be able to start as if you've had around six months of unboosted training in that task. You naturally pick up new things quickly, though the skill tends to plateau just as quickly without any other form of training.

Technique Mastery (200 CP)
FIMBA was the origin of monster training, and from that, the focus on monster techniques was also brought to focus. Due to this, you're extremely adept at mastering your own special attacks, as well as helping your allies to do so. Once you learn a technique, it's immediately mastered, and even if you never use it for years, it's still right at your fingertips as if you had constantly used it every day.

Singular Focus (400 CP)
Early monster breeders were often only able to raise a single monster, and due to that, their razor focus on a single task is now available to you. When concentrating on a single task that will take an hour or more, your talents and experience allow you to get the results of someone of twice your skill.

IMa Perks

Terrain Master (100 CP)
Dangers of unfamiliar territory mean nothing to you. Pitfalls, traps, blizzards, thresher maws- you instinctively know where these are and how to best deal with them. Additionally, untamed wilds pose very little threat to you and your an easily survive without difficulty in these locations.

Multi-Tasking (200 CP)
Multi-tasking. It's hard for some people. It's not for you. You're able to multi-task with no loss to your overall productivity. Initially you're able to do this with four separate tasks, though by the end of the Jump you'll be up to eight. After that, you can continue to expand your ability. Stacks with all other similar perks.

Magi-Tech (400 CP)
Combining magic and technology isn't difficult for you, and in fact, you've found ways to utilize magic and technology not only from different time periods, but also from different worlds altogether. Augmenting a machine with magic to increase its abilities becomes second-nature for you, and vice versa.

AGIMA Perks

Prosthetist (100 CP)
Always on the cutting edge, you've learned how to make the most of modifying your own body, or the body of your Companions, if willing. Weaponized prosthetics, or even more mundane ones that you craft are always of the highest quality, and any cybernetics or the sort that are on your body, or add in the future, you'll be able to use better than your own limbs without any training.

Weird Science (200 CP)
Science is something that always pushes the envelope, but with this perk, you're used to pushing it, and it's become something commonplace for you. What this means is when you start doing science (or magic, or magitek) that's questionable given the subject matter, the results you're after, or even the subjects of your experimentation, you'll find that only the most staunchly opposed will even raise an objection, otherwise most will simply allow you to carry out your experiments without batting an eyelash, no matter how horrible it might seem.

Words of Power (400 CP)
There is power in words, and you know that more than anyone. Any sort of magic (including sealing and unsealing here in Monster Rancher) that utilizes written words (scrolls or runes, for example) are increased in their potency up to twice their normal power.

Freelance Perks

Mobility (100 CP)
Rather than stay in one place, you're always on the move. Pathfinding, parkour, everything movement-related, you're innately skilled at. This also increase your movement speed as well, letting you move much faster in any ground-based movement.

Effortless Armor (200 CP)
This perk allows you to move as if you were unencumbered, no matter what sort of armor you might have on. Whether in something like full plate or a hazmat suit, you ignore this extra bulk. Additionally, effects that would normally restrict your movement have no effect.

Twinned Talents (400 CP)
You find that when you increase any one of your aspects, another mysteriously increases as well. When you choose this perk, choose two of your physical attributes. Whenever you train one of these attributes, the other increases as if you had spent that amount of time training that aspect as well. If you have

Items

Ranch (100 CP)
[Free for Breeder, Assistant, or Monster]
A full-sized ranch for you to raise your monster on. Comes with a Barn for the monster to rest in, as well as a house for you and your assistant. A closet in here connects directly to everything in your Warehouse, allowing you to retrieve items from it as if they were simply on a shelf within.

Salary (50 CP)
[2 Free for Breeder, 1 Free for other Human Origins]
As a Breeder, you'll have a side job of breeding monsters that people request, and the rest you'll have your usual pay for your job. You'll receive 5,000G (roughly $10,000 USD) per month as a salary. Each additional purchase of this perk will double the amount received each month. This is transferable to other jumps and may be toggled on or off for each month. It can be delivered to you in cash, check or deposited into a bank account, trust fund, or other such fashion as determined by you, and will never be questioned or investigated as to its source.

Magic Banana (50 CP)
[Free for Breeder]
A bunch of 6 Magic Bananas. If a monstrous creature eats one of these bananas, its power endears them to you, increasing their loyalty. You'll find a new bunch of Bananas each week.

Sculpture (100 CP)
[This or Gemini Pot Free for Associate]
A rather impressive sculpture of some woman. It exudes raw life force to all in the same general location, lowering fatigue for all who are nearby, allowing them to train or practice longer than they would otherwise. Stacks with all similar effects, but not itself.

Gemini Pot (100 CP)
[This or Sculpture Free for Associate]
A squat little urn that seems exceptionally serene. It reduces stress for those able to breathe in its serenity, removing stress and allowing relaxation. Stacks with all similar effects, but not itself.

Silver Peach (100 CP)
[1 Free for Associate; Discount Associate]
A peach with a faintly silver coloration. Feeding this to someone, even on their deathbed, will extend their lifespan by six months. After eating, the pit can be planted and will grow into a tree after ten years with a single Silver Peach upon it, which withers as the peach is removed in any fashion. It can never be modified or 'tricked' to get more than a single peach per harvest, nor can this peach be recreated by magical means- all attempts result in a normal peach. Can be purchased multiple times.

Golden Peach (200 CP)
[Discount Associate]
A peach with a faintly golden coloration. Feeding this to someone, even on their deathbed, will extend their lifespan by a year. After eating, the pit can be planted and will grow into a tree after ten years with a single Golden Peach upon it, which withers as the peach is removed in any fashion. It can never be modified or 'tricked' to get more than a single peach per harvest, nor can this peach be recreated by magical means- all attempts result in a normal peach. Can be purchased multiple times.

House Upgrade (100 CP)
[Free Assistant]
The house that you start with is pretty shabby. This gives you an actually nice house to live in, and any resting done here helps you significantly more than a normal rest.

Barn Upgrade (100 CP)
[Free Monster]
If you live in a Barn on a Ranch, you'll definitely want it to be comfortable. Increases the recovery of all Monsters (including yourself if you are one) by a significant margin.

Saucer Stone (200 CP)
[Discount Monster]
You've come equipped with a Saucer Stone to help your new breeder along! Allows you access to any Monster Rancher monster. Can only be purchased once.

Furelia God Statue (100 CP)
[Discount FIMBA]
A statue of a God found while on an expedition. If you use this during a Combination, it will increase all Resource-based aspects of your Combination by up to fifty percent.

Gadamon God Statue (100 CP)
[Discount FIMBA]
A statue of a God found while on an expedition. If you use this during a Combination, it will increase all Resilience-based aspects of your Combination by up to fifty percent.

Paragoma God Statue (100 CP)
[Discount FIMBA]
A statue of a God found while on an expedition. If you use this during a Combination, it will increase all Movement-based aspects of your Combination by up to fifty percent.

Nuts Oil (100 CP)
[Discount IMa]
A steady stockpile of Nuts Oil, able to ease fatigue by a tremendous amount. As long as you can stand the taste, you'll rarely need to sleep as long as you drink this. You'll find it refills once per week.

Mint Leaves (100 CP)
[Discount IMa]
A steady stockpile of Mint Leaves that help to relieve stress. Using these ensure that you or anyone you allow to taste the relaxing mint flavors are never stressed, allowing clear thinking. You'll find a new Mint Leaf each week.

Star Prune (100 CP)
[Discount IMa]
These slightly tart fruits are sought after by anyone wanting to be famous. After eating one, you'll find that actions you take have a significantly more positive effect in the minds of those who witness it. This can earn you fans from even simple actions.

Fairy Dust (100 CP)
[Discount AGIMA]
An item that, when given to another to imbibe, increases their knowledge and mastery over elemental attacks and effects. (Ice, Fire, Water, Wind, Earth and Lightning)

Golden Powder (100 CP)
[Discount AGIMA]
Less a medicine and more of a drug, this enhances aptitude in acquiring power in general. More effective on Monsters. (Strength, Defense, Speed, Accuracy, Intelligence increase about twice as fast for the next month)

Golem Grit (100 CP)
[Discount AGIMA]
Bits of a Golem that underwent experimentation. This lowers overall damage taken by half by whoever ingests it by any attacks, no matter their source, for the next month.

Monsters

All of the following are Discounted for Breeder | Other monsters available for **200 CP** each

Low Tier - 100 CP

Zuum - An easy monster to raise, average in all areas.

Tiger - Proud, but swift and accurate.

Hare - A little on the lazy side but very powerful.

Suezo - A troublemaker, but has great potential.

Mocchi - Cute and cuddly, it holds surprising strengths.

Garu - Small but fierce, the Garu will always stand by your side.

Piroro - Limber, quick and graceful, it's a great monster for a performer.

Mid Tier - 200 CP

Golem - Large and powerful, but slow, the Golem is a staunch ally.

Pixie - Vain, but very intelligent with incredible resource recovery.

Worm - Rather all-rounded and a little lazy, but has potential.

Jell - Gelatinous, it has high defense due to its body structure.

Naga - Violent and angry, the Naga is a born fighter.

Plant - Very relaxed, the Plant enjoys doing as little as possible.

Mew - It looks like a stuffed toy, but do not underestimate it!

High Tier - 300 CP

Gali - A mask and a cape, with a body that appears to simply be 'beyond.'

Monol - A large imposing wall, with a face that emerges from within.

Durahan - A bodiless knight, strong of arm and honor both.

Henger - From an ancient civilization, the Henger is robotic, but powerful and long-lived.

Beaklon - A large and powerful insect, it's descended from the Worm.

Joker - Similar to the Gali, but far more evil, bringing death to those around it.

Dragon - Among the greatest of monsters, the Dragon is a powerful force to behold.

Companions

Companions may be imported for 50 CP each, gaining 600 CP to spend on abilities.

You may choose to bring in four Companions for 100CP, or eight for 200 CP.

If you have the Breeder Origin, you may choose to import a Single Companion as an Assistant or Monster for Free, and they gain 800 CP to spend instead. You may only import 1 Companion if you use this method. Similarly, as an Assistant you may import a Single Companion as a Breeder or Monster for free, and as a Monster, you may import a Single Companion as a Breeder or Assistant for free, subject to the same restrictions.

Drawbacks

Up to 600 CP of Drawbacks can be taken.

Realism (+0 CP)
Let's be honest- raising a Monster is hard work. Going for greatness in ten years is almost impossible, so let's give you an extra few to get you to 100 years. That should be enough time. During this time, of course, you'll have functional immortality just like everyone else in the setting.

Before the Associations (+0 CP)
Want to enjoy a time without the Associations, where everything was a little more lawless and less structured? Feel free to take this world-altering drawback. You cannot choose an Association if you choose this. However, you may be an Associate without an Association when chosen.

Predisposition (+100 CP)
You are predisposed toward a certain type of monster. While you can raise other types, they generally don't have the same level of power or technique that your preferred type would. This also extends to your Companions. All but one of them are about 75% as effective in this jump.

No Assistant (+100 CP)
As a Breeder, the only thing more important than your Monster is your Assistant...and you don't have one. Good luck keeping up with all the dates, times, tournaments, discounts, special events, and everything in between. [Breeder Only]

Oakleyman (+100 CP)
No matter which tournament you find yourself in, there’s always an opponent who is dangerous. There’ll certainly be a Monster that can, and likely will, KO your monster. They are likely to become injured from this. If you also have the ‘Missing-in-Action’ flaw, it’s guaranteed to be out with an injury.

Missing-in-Action (+100 CP)
While they won't die early, expect your Monsters (or Companions) to get sick a lot. Or get hurt a lot. Or run away a lot. Or generally just not be around for you when you need them. It makes it very difficult to raise a monster when they're never around.

Unliked (+200 CP)

Monsters don't like you. Either something about your face or the way that you act, Monsters just do not listen to you, making it very difficult for you get them to listen and perform properly. Even if you don't have a monster, expect to be attacked regularly by wild monsters that have it out for you.

Experimentation (+200 CP)

You're possessed by a need to experiment on things that you probably shouldn't. Whenever something new comes your way, the first instincts are to immediately see how it works. This will eventually lead to a creation going rogue, and this dangerous monstrosity has it out for you and everyone that you know.

Place of Peril (+200 CP)

As a Historian, you've got a knack for finding places which exude power. However, during your jump, at some point you'll happen across one that seems normal...until you accidentally awaken an ancient and extremely powerful Evil, relevant to the setting. [Can only be taken as an Associate]

You Need To… (+200 CP)

Despite your best efforts to actually do what you set out here to do, you find that there's a number of things blocking you from doing so. Want to train another type of monster? Unfortunately you need to go on an adventure to unlock it. Want to enter the next tier of tournament? There's a rogue monster on the loose and tournaments are suspended until it's brought to justice. Every time you think you're ready to progress, there will be something to complicate matters that you will need to deal with first.

Monster Death (+300 CP)

Sometime in Year 5, your first monster will die. There's nothing that you can do to stop it, and without the ability to savescum, you have no way of knowing when it'll come to put them into Suspended Animation. You will take a blow to your psyche and future monsters just won't be the same. [If the monster is a Companion, they will be reunited with you at the Jump's End]. This Drawback can only be taken if you're raising a Monster.

Rival (+300 CP)

Early on in your Jump, a series of mishaps lands you with a rival Breeder, but not just any Rival. They're incredibly talented and exceptionally skilled, and they have a plethora of monsters across different Ranks, and will always enter the same official tournaments you do and will often be your better in these. If you've also taken Oakleyman, your Rival is the one using the Monster that will often injure yours.

Market Only (+300 CP)

For some reason, the Shrines aren't working, and neither are the Laboratories. The only way that a monster can be acquired is to purchase one from the Market. You won't be able to get anything unique and are limited to the Low-Tier monsters, and you won't be able to combine to pass down the strength of your monsters. This will make raising your monsters a far more arduous task.

Destined (+300 CP)

You've got a great destiny to fulfill, and you need to succeed in it before the end of this Jump. Whether it be defeating Muu or Conquering the Big Four, you've got a long road ahead of you. If you don't manage to fulfill your destiny, this will count as a failure for your Jump.

The End

After your ten (or perhaps a hundred) years here in the land of Monster Rancher, all good things must come to an end. Hopefully you enjoyed yourself and the relaxation of owning a monster and all the benefits that came along with it. However, you must now make a choice:

Go Home:
You'll return to your home, with all of your abilities, perks, gear, companions and warehouse access, to the time and place that you left.

Stay Here:
Unable to get enough of the wonderful world of Monster Rancher? You'll remain here for the remainder of your nigh-infinite life, keeping everything that you've earned so far.

Move On:
Appetite for raising monsters, or just general excitement not sated? Then keep everything that you've earned from this and your prior Jumpchains, and move onto the next!