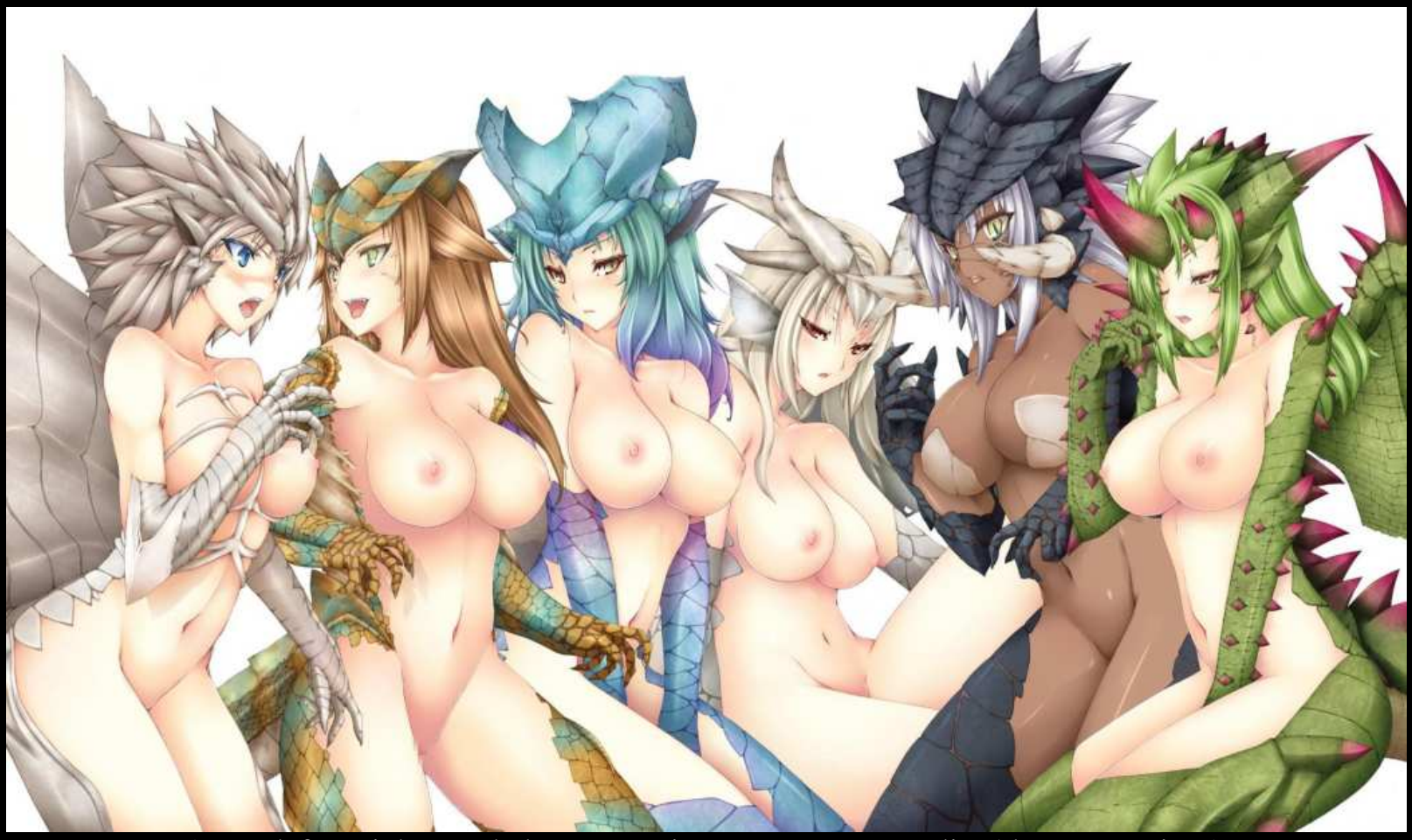
Monster Hunter XXX: The Jumpchain

By DOOM-Knight009

Monster Hunter world… Or, to be less cryptic, welcome to the world of Monster Hunter, albeit a "better" version of it. More *lewd,* more *fun*. A world much more about Laying the dragon than Slaying the dragon, to use the old joke. But when the "Dragon's" look like this…



(From left to right: Kushala Daora, Tigrex, Lunastra, Fatalis, Akantor, Espinas)

… How can you *not*? Of course, this world being what it is, you've got a long road ahead if you want booty of the tier displayed above. You'll be cutting your teeth on the likes of Great Jagras, or Great Jaggi, for you veterans out there.

And maybe, just maybe, with a good chunk of effort, you can one day nail an 'Elder Dragon' and make her scream in ecstasy.

Take this +1000 CP to define yourself, and let's hunt some Monsters.

Location

First off, let's sort out the "where" behind this endeavor of yours. Choose freely.

1: **The "Old World:"** Aka, the 'main' Monster Hunter experience. If you want variety, you will find an utterly unprecedented variety here. Every monster to ever show their face in a game, barring only some cases in World, calls this land their home. From the humble Great Jaggi all the way to the colossal Dalamadur. Of course, that same variety is also going to be out to eat you, not in the fun way, should you walk into their turf as you are wont to do.

2: **The New World**: Aka the "next gen," the distant continent to host a much smaller, and yet in some cases quite unique, cast of monsters. Wyverns that the Old World has never imagined make their home here, like the comical (until it isn't) Great Jagras, the beautiful Legiana, and the grand Kulve Taroth. Here, "research" is the name of the game instead of just going out and making a living slaughtering wild beasts, at least normally. You'll have plenty of opportunity to "Research" things to your heart's content.

3: **Supplement**: Already had a Monster Hunter Jump in mind? No problem, just bolt this lewdness to the side and treat them as one cohesive experience. Naturally, CP is exclusive between documents.

Origin

Who are you? Ooh oooh…

All Origins may be toggled as Drop In.

Hunter: (Free)

The most *direct* of the available options, and the easiest to understand. Track Monster down, hit on it (and maybe hit it) till she's in the mood, fuck Monster. Profit. Maybe Capture her if you're feeling cute and want to keep her, temporarily. Of the available options, Hunters are the only ones nominally trained for combat and are the most suited to deal with randy Monsters, especially the more violent ones. Especially the ones whom you could literally fit *inside* without them normally even noticing…

Scholar: (Free)

Well look at you, nerd. I kid, slightly. Sure, the idea of you going out and trying to catch a Monster by yourself is a laughable idea, you are far too frail to be taking a Rathian's spiked tail to the face. But should you actually manage to get your hands on one? That's when you get your chance to shine, as there is no one better than you to both tease every mote of delight out of the Monster, but also potentially domesticate them. For "everyone's" benefit, I'm sure.

Craftsman: (Free)

Major fact of life for this world, civilization literally runs on Monsters. The bulk of the buildings you see, the weapons Hunters wield, the ships that sail the waters/sands/skies… All built from Monsters, by people like you. Enjoy having a list of requests longer than a Dalamadur. On more important matters, well, whose purview do you think it'd be to make a "fun" version of the Dragonator?

Monster: (Varies)

Hmm, do you feel the "call of the wild" in a different sort of way, Jumper? Ok, we can work with that. You can *be* the Monster getting hunted. I don't know, maybe all those cute Hunter girls running around in skimpy Kirin armor was just too much to resist? Ha ha…

-Any ‘Small Monster,’ Jagras, Jaggi, Aptonoth, etc. May be chosen for a pity bonus of **+400 CP**. I’d say get yourself a “master” as soon as possible unless you like being prey of just about everything.

-200 CP: Any tier 1 Monster: Great Jagras, Dodogamma, Barroth, etc. These are the Monsters rookie Hunters, and rookie Hunters alone struggle with, and whose materials generally form the bedrock of most structures and weapons.

-400 CP: Here you find your ‘powerful’ Monsters. Rathalos, Uragaan, Legiana. These beasts could well be considered the apex Monsters of their respective habitats, and yet still be relatively plentiful in population.

-600 CP: Elder Dragons, and Elder Dragon-level Monsters populate this tier. Fiends that normally send populations panicking at their presence, or whom can destroy entire ecosystems actively, or passively. Deviljho, Kushala Daora, Akantor, etc.

-800 CP: Elder Dragon+ Myths made flesh, destruction incarnate. The “Black Dragons” and their extremely limited peers. Naturally the loneliest tier of Monsters, creatures that defy the natural order by their very existence. Xeno’Jiva, Alatreon, Dire Miralis… And of course, Fatalis itself.

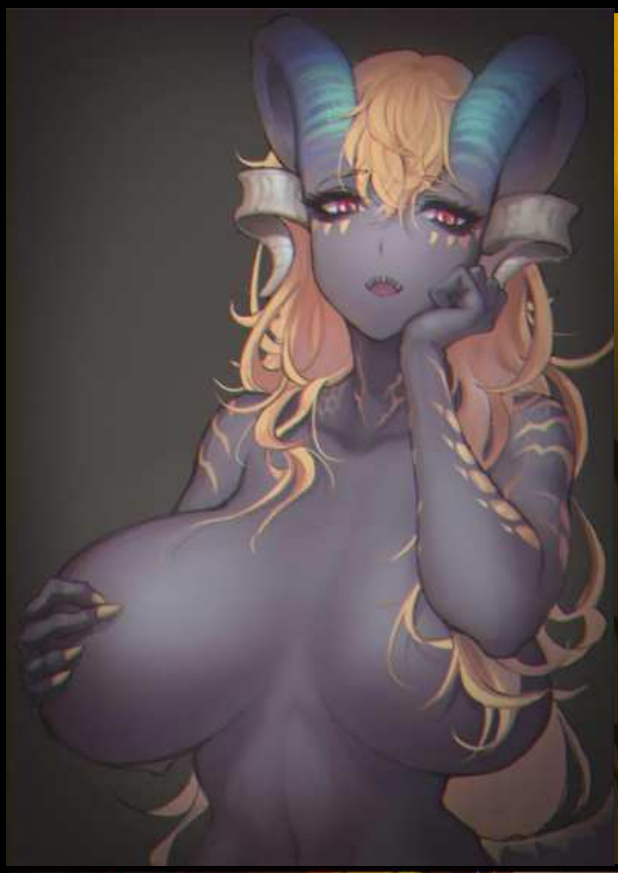
Regardless of your chosen ‘tier,’ you have the option to amp up your intimate sensitivity so you can actually feel pleasure from sex with a humanoid, who inevitably isn’t going to be “equipped” for the job.

Perks

General Perks

-Priority Hunt: (Free For All/-400 CP)

First, pictures, using our big, Ara Ara Momma Kulve Taroth as an example…




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Starting from the top-left, we have your options for the 'theme' of the world you're heading into, up to you to decide. Naturally if you chose 'Monster' as your Origin this will also decide your form.

-First off we have **Monster-Girls**, probably the easiest to understand and relate to. All the "critical" bits are in the same place as you would find them on any normal human, but with probable additions in the realm of ears, tails, partial scale, fur, or chitin coverings, teeth or long tongues… You get the idea. The overwhelming majority of the body will still be human.

-Second, at the top-right, we have "**Anthro**" or "**Furry**." A decidedly more niche appeal, but worth offering. The bulk of the body will be exactly as described above with perhaps more fur/scale/etc and the critical difference being the snout or muzzle.

-Third… the world doesn't change at all, you sick bastard.

Purchasing this Perk permanently for 400 CP will allow you to make this choice for all future Jumps, altering wide-scale all Large monsters in the setting. Ergo, minotaurs and dragons would be affected, but orcs, goblins, and other "fodder" monsters would not. All monsters altered by this Perk, including the ones in this Jump, will be sapient, if uneducated. No bestiality here.

Also, just for the sake of clarity, no option above changes the size category of the Monster. Zorah Magdaros is still the size of a mountain, etc.

Hunter Perks

-**Guild Trained**: (-100 CP)

Considering it's your entire **JOB** to go out and "hunt" Monsters, even if you intend to do so for a non-traditional goal, you damn well need to be able to fight. Even if only so that Uragaan doesn't turn you into a red smear on the ground. As such, you are fully competent with any standard weapon offered in the Monster Hunter setting, Bow, Charge Blade, etc. However you get something only slightly different, you have tweaked your style to incapacitate, exhaust, arouse, not kill. As, you know, it would kind of defeat the purpose of hunting a Monster to fuck it if you ended up

killing it. I mean, if you're a necrophiliac that's a different story, but I'm assuming you aren't.

-**Stamina SURGE!**: (-200 CP)

Have you spared a thought for how prohibitively exhausting it would be to keep up with a horny Monster? A beast that probably has *hours* left in the tank even after you've softened them up to the prospect of a lay? Whom might very well eat you if you disappoint? Consider this your safeguard. Your stamina is utterly absurd, making you fully capable of lasting through a tumble with a Monster… or running the hell away from a hunt gone bad.

-**Capture King**: (-400 CP)

Remember when I mentioned being cute and Capturing one of these creatures? Think it'd be hard? Absolutely not for you, not with this Perk. You don't even need something as sophisticated as a trap to get the job done. Just lead your mark into a bunch of vines when they're at half-strength or lower. Once they're in, just cherry tap them on the head and it's lights out till you decide to wake them, one way or another. Post-Jump all of your efforts to capture, ensnare, or otherwise take a target alive receive this supernatural boost.

-**It Ain't The Size That Matters…**: (-600 CP)

Look at the Monster, then back to you, now back at the monster, now back to you. Sadly, it is very, very doubtful that any downstairs you have is suited to deal with *that*. If you're a dude, no way in hell are you gonna fill that canyon. And if you're a girl… well that's just terrifying. But you're a Hunter, dammit, and size has never stopped you before! By taking this Perk, you turn this otherwise "difficulty" on its head. The bigger and heavier than you your lover is, the MORE intense the pleasure for both of you, even if the 'tool' you're using wouldn't even penetrate normally. Additionally, this is fiat-backing that you will never be crushed by a larger lover. So, go ahead, go sex up Zorah Magdaros and see what happens.

Scholar Perks

-**Critical Eye**: (-100 CP)

You'd think that with as long as people have been living in this world with Monsters that they'd have long ago learned everything there was to know about them, you would also be wrong. At least the hunters and scholars of the New World have the excuse of "it's the New World" to defend their ignorance with. You? You will have no excuse. With but a single, hands-on examination you can learn literally everything there is to know about a single specimen: diet, lifestyle, exploitable erogenous zones, etc.

-**Principled Primitive**: (-200 CP)

"I swear it, these Monsters can be made functioning, productive members of society!" … Oh wait, you actually can. While getting the one-on-one time necessary might initially be a chore, you are fully capable of teaching sapient, if otherwise dim-witted, beings a common language and the ability to read, write, and otherwise integrate into polite society. One week for speaking competently, one month for reading and writing.

-**Beast Whisperer**: (-400 CP)

What's the foundation of understanding? Well, language is a good place to start. And won't you just boggle everyone's minds when you show off how you can literally talk to Monsters out in the wild. Not domesticated ones, no, but full on wild animals. Pack-like Small Monsters would even be willing to spring to your defense… if it's not obvious suicide. The 'pack' clause applies to wolves, wargs, and other equivalent animals post-Jump. The communication is blanket post-Jump.

-**Enlightened Acclimation**: (-600 CP)

Now, this might come as something of a shock, but some Monsters are walking natural disasters just by existing. Except for you, they aren't. Funny how that works. Under your care, even the most volatile of Monsters can be made safe to live beside. For example, you could quell the impossible hunger of a Deviljho, or somehow stop, on the high end of things, a Dire Miralis from cooking the surrounding countryside. How do you do it? Fiat. You don't have to explain why you're awesome.

Craftsman Perks

-**Beat Stick**: (-100 CP)

Ah, your trusty hammer. Your best friend in the workshop, and for bopping a Monster on the head in a pinch. With this Perk you are guaranteed 'competence' for any feasible application of a hammer. In addition, anything you happen to make using said hammer is at least twenty percent better than it otherwise would be.

-**Harmless Extraction**: (-200 CP)

I cannot stress enough that this world literally runs on Monsters. Which is perfectly fine, right up until you realize that it involves killing those cute girls for their parts. Luckily for you you've developed a neat trick for getting what you need to build with, while also doing no harm at all. Three times a day per Monster you can "carve" and get appropriate materials… but never Gems. And, don't be surprised if you somehow manage to "extract" three tails at once from a Monster that only has one. This world can be weird like that. Post-Jump you can do the same with any living creature.

-**Toymaker**: (-400 CP)

Now sure, you could be 'Mister Wholesome' and just make a menagerie of toys for children, but that would be a waste of your potential. You design the toys of *adults*. The Dragonator? Fun piece, could do with a lot less "impale" and a lot more "vibrate." Or you can design and build a BDSM harness fit to make a Fatalis squeal in ecstasy… You're going to need a lot of rope. And all of those Monster materials sing in your hands, like using Qurupeco parts to make a Hunting Horn that *really* sets the mood. Or Malfestio parts to makes weapons that hypnotize as you hit someone with it.

-**Loot Piñata**: (-600 CP)

At the end of the day, isn't that all we really are? Any wandering person is just a meal on legs to a Monster. Any Monster is just a big, angry pile of prizes to a Hunter. By taking this Perk, you obtain the mythical power to literally fuck the choicest of prizes out of your partners, all without doing them any injury, unless they're into that, I guess. Gems? All day every day. Critical organs, souls, literal crystalized memories? Sure thing, they'll all be waiting for you in a neat little pile

when you wake up next to your lover as “shiny drops” in true Monster Hunter fashion. Once per day, per Monster/Lover.

Monster Perks

-**Feral Beauty**: (-100 CP)

Practically a necessity, Jumper, considering that you live in the wilderness bereft of the niceties of civilization, probably. Simply put, dirt, mud, inclement weather, a face covered in gore… none of these things will ever detract from your appearance. Further, you are now exempt from bathing, stenches, and other unpleasant biological functions. You do still need to eat though.

-**Entourage**: (-200 CP)

Seems we’re taking ‘animal magnetism’ nearly literally. Taking this Perk endows you with a passive knack for gathering “groupies” inclined to either simply wait on you or offer a bit of sexual release. Male or female as your preference dictates, these individuals will each be roughly one tenth as powerful as you, setting allowing for such, and will defend you right up until they start getting killed.

-**Capture Quest**: (-400 CP)

Hmm? A safety net? Well of course it is. Seems now, that all Hunters after you are assigned specifically to Capture you, yes, even if you happen to be an Elder Dragon. And Hunter’s are *very* loath to fail in their assignments, highly prone to just giving up and leaving if Capturing you is no longer a valid prospect, like if you just escaped their last trap, for example. Should you somehow get Captured anyway, you will not be killed for your parts unless you present a clear danger to your captors. Post-Jump, people or organizations will *always* spend their initial efforts on trying to take you alive, only moving to lethal options in response to lethality on your part.

-**Big Beautiful “Wyvern:”** (-600 CP)

A small reminder, Jumper. Even a tier 1 Monster is at least going to be three times or more bigger than the Hunters coming after you. Even if you subdue them, pleasantly, there isn’t much chance that they’re going to get out of a row with you without some permanent damage, at least without this Perk. In addition to fiat-

backing that you will never crush or cause other size-related injury to any sexual partners you have, you and them get off more the bigger and heavier you are than them at the time of sex.

Items

Hunter Items

-**Guild-Deviant Weapon**: (-100 CP)

You can't Hunt without a weapon. Hell, you can't *survive* in Monster territory without a weapon in most cases. But you have this, a simple Iron or Bone weapon of any of the typical types offered in Monster Hunter: Great Sword, Charge Blade, Swag Axe, etc. It can evolve as you acquire Monster parts, one way or another, and can freely toggle between 'lethal' and 'non-lethal' just by twisting the pommel.

-**Nulberries**: (-200 CP)

So, hey, a lot of these Monsters can inflict various 'blights' upon you with the elements at their disposal. And mid-coitus, in the heat of passion, there's no guarantee that they'll be able to control themselves. Take Vaal Hazak for instance, she's leaking effluvium constantly, or Kirin, whom sheaths itself in Thunder-element for protection. As getting your vitality cut in half, or partially paralyzed would be a massive hindrance to your love-making, these berries nullify and prevent these 'blights' for one hour at a time. You get ten per day, and post-Jump they will cure any "suffered" ailment. So Poison, Fear, etc. But not diseases.

-**Hunter's Paradise**: (-400 CP)

This is an attachment to your Warehouse, Jumper. What does it do? Well, all those Monsters you'll be hunting here, while you 'technically' don't get to keep them, and in fact you may well end up killing a few by accident, they don't die. They go here, populating this arbitrarily large "preserve" as it were. The inhabitants will not fight amongst each other, instead waiting dutifully to tend to their conqueror tenderly and passionately. They can't leave the Paradise, but as stated, it can hold a literally infinite number of Monsters, so, think of it as a living trophy hall, where

the “trophies” want to fuck you. At your discretion post-Jump, you can have equivalent “large game” be affected by your chosen variant of ‘Priority Hunt’ and sent here when you “slay” them.

Scholar Items

-**Pet Collars**: (-100 CP)

Say you’ve successfully domesticated a Small Monster, or even a larger one. It’d be an utter tragedy to have some twitchy Hunter bumble along and slay them when you weren’t looking. Hence this bottomless collection of classy, and not so classy, collars to clearly state to all who look that ‘these Monsters are safe/owned.’ There will be no mistakes. Each collar can be designed freely, but disintegrates if taken off the Monster, at which point you have to design another. Post-Jump these symbols of “ownership” will be taken as a fetish thing, not as slavery.

-**SO TASTY!!!**: (-200 CP)

You have a steak. A perfectly cooked, unreasonably juicy, hunger-annihilating steak still clinging to the bone of the beast it came from. While it isn’t much more than a piece of flame-cooked meat, you can pull another from your back pocket whenever you want. Some smaller Monsters could theoretically be pacified with just this, food.

-**“Frenzy” Toxin**: (-400 CP)

So you’ve studied the Gore Magala, or Shagaru Magala, and collected samples of the Frenzy virus. But you thought to yourself, ‘it can be better.’ So you’ve created this abomination of an aphrodisiac. Coming in six small vials no bigger than a human thumb, this stuff is POTENT. How potent? Splash the contents of the vial on the genitalia of a Dalamadur and the *mountain-sized* serpent Elder Dragon would be writhing on the ground, begging to be plowed. You get a new vial every day after one is used.

Craftsman Items

-**Beat Stick Actual**: (-100 CP)

The trusty hammer every craftsman in the world relies on. Not only is it capable of forging and modifying Hunter weaponry in flagrantly absurd timeframes, it also has a potent defensive measure built in. One bash to the head and a Monster is dazed and confused for ten seconds, giving you ample opportunity to beat feet out of there. This measure works once per day, per Monster.

-**Eyepatch of Power**: (-200 CP)

What makes a badass? Well, sure there's skill and accomplishments and what have you, but clothes and accessories help! This is the latter. An eyepatch so manly, so macho, that weaker Monsters might just roll over and submit on sight! Works on people too… What, you're a girl? Uh, some people like macho girls? Hyperbole aside, small Monsters not in a pack will cave immediately. Defeated human enemies post-Jump will not object to sex with you, the victor. And everything else will view you as at least two higher out of ten than you usually are.

-**"Special" Containment**: (-400 CP)

All those Captured Monsters, they have to go somewhere. Normally, that would be *dead* once the scholars are done poking and prodding. But why be so cruel after you went and built this lovely "Monster Prison." This arbitrarily large building is equipped with cells fit to contain literally anything present in the world of Monster Hunter, from a feeble Aptonoth (why you would bother with them though I can't tell) up to Xeno'Jiva. Naturally the trick is getting them in it first. But anyway, once you *do* get your Monster inside they can expect, rather luxurious treatment all things considered. Three meals a day (generated internally), a daily bath performed when you aren't looking, and being stuffed/played with whatever sexy toys are most appropriate for their sex. Stockholming Monsters has never been so easy.

Monster Items

-**“Relief”**: (-100 CP)

You aren’t always going to have Hunters breathing down your neck, or maybe other Monsters, even, if you’re particularly powerful. So, nature will provide. This all-natural onahole/dildo (your choice) is always nearby in a quiet spot if you’re in the mood and lacking in company. It is sadly, a bit of a shadow compared to the real thing. But beggars can’t be choosers.

-**Pheromone Mushroom**: (-200 CP)

Maybe you feel the need to step it up a notch to seduce that cute Hunter chasing you? Or how about that regal Teostra? Either way, this little pink mushroom (sold in bundles of six weekly) will amplify your natural sexiness by a solid fifty percent. If they were the type to be interested in you, they’ll be putty in your claws unless possessed of amazing willpower.

-**Bolt-Hole**: (-400 CP)

‘Fuk dis shit I’m out.’ Sometimes that really is the best option. That Hunter might be really strong, but ugly as sin. Not worth your time. So just, leave. This small, private pocket dimension is yours to flee to for up to an hour at a time whenever you find yourself pursued. Be it here or post-Jump. Anything tracking you is revoked upon entry. The small catch is, you must be pursued for at least 15 minutes before you can escape here, and you need to break line-of-sight first.

Companions

-**Hunting Party**: (-50 to -100 CP)

Want backup? Here’s your chance. For a mere 50 CP you can Import any Companion you already have into this world with an Origin of their choice, or they can pay to become a Monster, and 600 CP to spend on Perks and Items. They cannot take Drawbacks. For the bargain price of 100 CP, you can Import three.

-**“Palico:**” 1 Free to Hunter.-50 CP per additional.

Ever present, ever enthusiastic, the faithful allies of Hunters the world over. This particular cat-girl is now your dedicated partner in your every endeavor from now on, regardless of the danger. While admittedly, she isn’t exactly “competent” when

compared to a Hunter, she is perfectly capable of supporting you with a variety of "gadgets/toys" and, more importantly, she seems utterly immune to lasting harm. Gets crushed by a Rajang? She'll wake up only a few moments later with a smile on her face and a spring in her step. You may design her initial appearance as you see fit. Also… she seems incapable of speaking without littering her speech with cat puns. Apawlogies. Nya!

-**Reliable Hunter**: 1 Free to Scholar and Craftsman, -100 per additional.

Because you need *someone* to do the hunting for you. This individual, male or female at your wish, is a fully trained Guild Hunter perfectly capable of going out and bringing you Monsters to play with… to a point. Sure, anything in Tier 1 or below is nearly guaranteed, but their odds by themselves drop by half for every tier up. 1 out of two for a Tier 2, 1 out of 4 for a Tier 3, etc. Naturally the better informed they are, or better equipped, the higher their chances will get. But, fear not, they seem quite immune to lasting harm, simply getting knocked out after suffering sufficient trauma and "somehow" getting evacuated from danger. They will be quite moody and sulky after failing a quest, but I'm sure you can find a way to "cheer them up."

-**The Menagerie**: (-1000 CP)

Think of this purchase as less of a "Companion" and more of a Companion Slot, one which you can fill with every single Monster you Hunt or have Captured for you. Yes, literally anything you want to keep that you get here, you can keep her. They are allocated their own furnished space in your Warehouse, each individual Monster, fed, "clothed" if desired, and are, more importantly, capable of leaving and going with you whenever. The whole Menagerie is counted as a Group Companion, and equally receive Perks and Items.

Pre-Built Monsters

Feeling a little strapped in the imagination department? Have some CP still to burn? Perfect, then you can direct buy from this selection of Monster-Waifus! You may Discount any 1 of your choice for half off. Discounting a 50 CP Monster makes her Free.

Monsters not native to your chosen Setting have either "Migrated" or were brought over for "Reasons."

All Monsters purchased below receive ‘Feral Beauty’ for Free.

-**Dodogamma**: (-50 CP)

PRECIOUS CHUNKY GIRL!!! *Ahem* This Monster is the very definition of low-maintenance. She eats literal rocks, and will spend the overwhelming amount of her time sleeping if given half a chance. Naturally, given that lifestyle, virtually unchanged from her life in the wild, she’s fat. Really, really fat. But she *loves* snuggling, particularly with you, for *hours* at a time. And if pressed, the explosive boulders she can spit hurt a LOT.

-**Azuros**: (-50 CP)

She’s a bear. No, really, that’s the best description possible here. She’s pretty dumb, rather strong for a Tier 1 (offset by being rather clumsy), and LOVES honey. In fact it’s rather impossible the sheer amount of honey she can scrounge up when you aren’t looking. And, as a consequence, her hands and face are usually harmlessly, if vexingly, sticky. Naturally as her master, she’s more than happy to share this golden bounty.

-**Aptonoph x 20**: (-50 CP)

Not one girl, you get a whole herd. A whole herd of tasty… no, wait, that’s not how this is supposed to work! But, where do these raw chunks of meat keep coming from basically begging to be cooked into Well-Done Steaks? Oh, you wanted to hear about the girls themselves? Well… they’re pretty dumb, honestly. And skittish. They’re like cows that don’t make milk. But they are very friendly, and submissive…

-**Legiana**: (-200 CP)

For a Monster, heck, *especially* for a Monster she is the very picture of poise and elegance. She even eats in tiny bites to keep blood off of her face. Now, of course, as might be expected from a Monster that uses ice to cover her sensitive bits, she’s a bit ‘frigid’ to start off with, and a bit of a lightweight in the constitution department. But she’s shockingly affectionate once she warms up to you. And, you know, apex predator of the Coral Highlands. So she’s definitely no slouch if it comes to combat. She’s a screamer though, be ready for that.

-**Tamamitsune**: (-200 CP)

I mean, taming her would be simplicity itself. Only the males of this particular species are ever aggressive, and that's only during mating season when they get territorial and randy. Once that's done you have essentially the perfect, doting housewife who actually *enjoys* getting and keeping everything neat and tidy, and naturally produces all the soap she could ever need for such cleaning. This includes you, as well. So expect frequent invitations to bathe.

-**Rathalos**: (-200 CP)

The King of the… er, I mean *Queen* of the skies? Something's not right here… You know what, never mind. This crimson-scaled wyverness is typically considered the apex hunt of any normal Hunter's career. She's fast, strong enough of a flyer to lift other Monsters her own size or slightly larger, and spits explosive fireballs that HURT. Naturally as an apex predator, she is very protective of her property. You are now considered her "property." Her wings are quite sensitive, if you ever need to calm her down.

-**Kulve Taroth**: (-600 CP)

Ara Ara, Jumper. The Mother Goddess of Gold herself. Extremely notable, especially among Elder Dragons, for being completely passive. She normally wouldn't think a single mean thought towards you, unless you started trying to break her golden coat, but that'd just be mean of you, now wouldn't it? She's also quite the homebody, again, odd for an Elder Dragon. But while she doesn't do all that much apart from laze around the house, she passively attracts precious metals and gems, primarily emeralds and obscene amounts of GOLD, from seemingly nowhere. Hence she, and by extension you now, is fabulously wealthy beyond all but the most wasteful of spending. She also wants babies, lots and lots of babies.

-**Ceadeus**: (-600 CP)

Oh, ok, time for a change of pace I guess. She's a whale, ergo she lives in the water. No jokes please, she needs all that blubber to be comfortable way down deep in the sea where she usually lives. Also, she's *freaking huge*. In the 'you can fit in her mouth, standing up, with plenty of room to spare,' sense. She's also quite peaceful for an Elder Dragon, and only causes problems when her horns start growing over her eyes. But you can help with that, right? She's also technically the 'god' of the seas, if the 'Deus' in her name didn't tip you off. Think of all the awesome stuff you can find under the sea… under the sea~

-**Deviljho**: (-600 CP)

… Uh, are you sure about that? Fair warning, she has *quite* the temper. And a rather ravenous appetite to boot. At least she's not too picky, any meat will do, but I do need to stress *ravenous*. Her kind wander into an Area, eat everything… And I do mean everything. She'll go toe to toe with Elder Dragons just because and have a more than fair chance of winning, and even if she's losing, she's biologically programmed to never back down. As you would doubtlessly care to know, that ravenous appetite extends to other desires as well. So you'd have your work cut out for you taking care of her… Or would it be keeping up with her?

-**Velkhana**: (-600 CP)

Heh, you thought Legiana was an '"ice queen?" This lady right here is *the* Ice Queen. Just look at that glare, you are nothing to her and she wants to make damn sure you know it. She wants you to know that those expansive curves locked away from you beneath that ice she garbs herself with are not for you to touch…

And yet, break chunks of that ice off and she turns into this perpetually flustered maiden more concerned with trying to cover herself than with fighting back. Break all of it off, and she'll just beg for you to be gentle.

-**Xeno'Jiva**: (-800 CP)

Ok what, how? She should not exist yet. And even assuming she hatched, she's supposed to be slain inside of thirty minutes of… and yet here she is. Xeno'Jiva, then. This Monster quite literally bathed in the bio-energy of Elder Dragons for decades before hatching, every Elder Dragon that died in the New World: Zorah Magdaros, Nergigante… fed her cocoon. Normally, as mentioned, she would die long before her full potential could be unleashed, or even learned. I guess you get to learn that now. Despite technically being a baby, her learning speed (and physical growth) is astounding. So you won't need to hold her hand for long. Although, that doesn't mean she'd want you to stop. Holding her hand, you know, the height of lewdness.

-**Fatalis**: (-800 CP)

Um… so, here's the deal. I'd say out the gate this is a bad idea. Fatalis seem to unilaterally hate humanity, and cause madness and despair when they deign to show up. The odd Hunter that has managed to slay a Fatalis in the past, inevitably making armor out their hide, supposedly disappears into the wilderness to *become*

a new Fatalis as the armor consumes them. Worse, her hide is armored with the Hunters she's quite literally *melted* and layered atop her scales to improve her defense. And yet… she's still standing here, patiently, deliberately not looking at you… maybe she's just lonely? Tsundere?

-**White Fatalis**: (-1200 CP)

Bow, no, seriously. You stand in the presence of whom is nominally considered the 'God of all Monsters.' A Fatalis so old and venerable (she doesn't look it, admittedly) she's likely literally the dragon that destroyed the kingdom of Schrade eons ago. But, since she's giving me an imperious death-glare now I should make a better sales pitch. Point one, experience. She knows every trick there is, every position, every little move. Her age (and slightly diminished athleticism, hot damn she Thiccc) is an asset. Point two, safety. Every other Monster in the world has a subconscious 'run like hell' reaction if she deigns to alight anywhere and, even if there were a Monster too mentally damaged to understand this ingrained natural reaction, she's powerful enough to tear wormholes in the sky with Dragon/Lighting. Really, it's a blessing she's just here. And I'm totally not just saying this because she'd incinerate me if I didn't---

Drawbacks

Take as many as you feel you need.

-**Under Pressure**: +100 CP

Rush rush rush, why can't everyone slow down and take a breath? For Monsters, this simply increases the frequency of Hunters chasing you. For Hunters, it lowers your allotted 'hunt time' by a third. For Scholars and Craftsmen, all of your 'work' will have irritating deadlines.

-**NYA!!!**: +100 CP

The world has suffered a plague of Lynians. The cats, if you didn't know the proper term. Monsters will have to deal with Hunters supported by both wild and domesticated cats, while Hunters, Scholars, and Craftsmen will be plagued by an onslaught of thieving Mylynx.

-**I Don't Swing That Way!**: +200 CP

Flip a coin. That's what you'll get when hunting or being hunted. You have fifty/fifty odds that the Monster or Hunter will be of the opposite sex you actually want to couple with. And they'll be perfectly insistent regardless of your feelings on the matter. If you swing both ways, you get no points from this Drawback.

-**Nature's Filth**: +200 CP

That ah, that beauty filter on the wildlife (and yourself if you took Monster) is gone. A Monster that rolls in mud will smell like they roll in mud, pegging a Hunter with a fireball will fill the area with the stench of burnt hair, and getting shit flung at you by a Congalala will be as disgusting as you would expect getting shit thrown at you to be.

-**Tempered**: +400 CP

This one is very straightforward, Jumper. The Monsters you hunt, or have hunted for you, are all twice as tough, and have much higher standards for what they will accept in a sexual partner. On the flip side, all the Hunters chasing a Monster will be aces, and *very* persistent.

-**Deviants**: +400 CP

Another straightforward Drawback, Jumper. You roll the dice with every Monster/Hunter. And at least once a week you will be confronted by a Monster/Hunter with a fetish that disgusts you, one that they are very eager to push on you.

-**The Spirit Is Willing**…: +600 CP

But the flesh is spongy and weak. All "sex protections" are disabled for the duration of your Jump. This includes, but is not limited to, protections on yourself against snu-snu, protections on your partners from harm from overly large insertions, and protections against conception. So naturally, lethal snu-snu is a very, very real threat for you if you happen to be taking any 'human' Origin. For a Monster, you have a very real risk of crushing your prospective partners, and you will be emotionally destroyed over it, every single time.

-**Kaiju Invasion**: +600 CP

Is that motherfucking GODZILLA? KING GIDORAH? HOLY SHIT! Where were such titanic Monsters hiding this whole time??? Get out there and "Research" them

immediately! In more practical terms, as a Monster you will find yourself sharing territory (ergo, running like hell from) with these titans. While a Hunter, Scholar, or Craftsman would be at risk of getting carelessly stepped on as they wander through/attack civilization. Good luck, Jumper.

Home, Stay, Move on? We all know you're going to keep Jumping.

Notes

-Priority Hunt: Yes, this Perk would allow you to encounter female versions of what would otherwise be exclusively male Monsters: Teostra, Rathalos, etc. Or vice versa.

-Hunter's Paradise/Menagerie: Just to be clear, the difference herein is that 'Menagerie' is a Companion slot. 'Hunter's Paradise' is just a place you can go for lots of consequence-free sex with previously conquered Monsters. Furthermore, Monsters inside the Hunter's Paradise are incompatible with the Perks 'Harmless Extraction' and "Loot Piñata."

-Kaiju Invasion: Yes, Godzilla and the other kaiju inserted by this Drawback would be affected by Priority Hunt. They are, however, kaiju in a setting arguably highly under-prepared for fighting something so huge and potentially aggressive. I would recommend using the recent 'Godzilla: King of the Monsters' movie for relevant power-scaling.

-Capture Quest: Yes, Elder Dragons (including yourself if you are one) can be Captured. The prohibition on capturing Elder Dragons is a game mechanic, and therefore is ignored for a Jumpchain.