Generic Monster Trainer

Welcome to a world of monsters. Have no fear, the monsters are (mostly) friendly! Practically everyone has a monster friend or six to help them through their days and protect them from wild or evil monsters. Whether it's the quite pastoral life of farmers and the monsters they raise, the excitement of youngsters receiving their first monsters and starting off on their monster journeys, or the glamour of the worldwide Monster League championships in Glory City, monsters are everywhere. It seems the entire world revolves around monsters, with television filled with monster contests, scientists and corporations constantly pushing the edge of technology to produce new and stronger monsters, and monsters being used in nearly every business, from package delivering bird monsters to power plants that run off the output of lightning element monsters. But everything isn't peaceful. In the shadows lurk criminals and villains who use monsters for selfish and evil ends, and in the depths of the wild lands the Monster Lord gathers armies of evil monsters as he prepares to topple human civilization and place the world under monster dominion.

Monsters themselves are incredibly diverse. They can look like animals, plants, rocks, undead, robots, humanoids with a few inhuman traits, living foods, two dimensional drawings, and more. Their intelligence varies between being no smarter than a dog, to a very wild and primitive child, to full human intelligence, though even the smartest can understand the power that comes from combining their hearts with a human trainer.

You'll be spending the next 10 years here, carving out a story of your own. Take these +1000 Creature Points to define your place in the world.

Starting Location

Roll 1d8.

1) **Monster Birthing Facility-** The birthplace of most domesticated monsters, a monster birth facility can be anything from a pet shop where wild monsters are bred and sold to a genetics lab where monsters are grown in tubes to a shrine where monsters are brought to life from drawings.

2) **Small Town-** Whether you grew up here your whole life or just recently moved into the area, this quaint town is in one of the most peaceful parts of the world, where wild monsters are at their weakest. It’s the perfect place for a young monster trainer just starting out. Too bad there’s this one kid who seems to have a stick up their ass, is way too obsessed with monsters, and seems to consider you their “rival” in the monster business...

3) **Farm-** Farms are great places to raise (or grow, for plant types) monsters away from the hustle and pollution of the big city or the dangers of the monster infested wilds. At your option, this might be a friend or family member’s farm that you’ve come to stay at and help around the place while you learn the monster trade or even your own farm, set up and ready to train your first crop of monsters.

4) **Monster Town-** The most intelligent monsters have societies of their own, far away from regular human contact, and you’ve come upon one of them. They probably have plenty of rare and powerful monster raising ingredients and equipment here, if you can convince the locals to do business with you. Unfortunately, a few of the monsters here don’t take kindly to humans, and any that set foot here will likely face harassment and challenges to duels from these troublemakers.

5) **Wilderness-** Any serious monster raiser is eventually going to have to venture out into the wilderness to test their skills against wild monsters, in order to both hone their own monsters’ skills and/or to capture new and exotic specimens. Roll another 1d8 to determine what kind of wilderness

you're in.

1) **Forest**- Perhaps the safest type of monster infested land, the forest is full of birds and gentle, cute monsters based on mice, fairies, and chipmunks. This does mean that there are quite a few other young monster trainers here, who would be happy to challenge you to friendly fights with their newly caught pets.

2) **Cave**- This underground crevice is the home of many rock based monsters, as well as those who are based on burrowing animals like moles. And bats. So many bats. Be sure to bring something that can help light your way, or you could be lost in the twisting passages.

3) **Island**- This island is a great fishing spot, due to the abundance of fish monsters who live along the beaches. And if you don't fish, the beach itself has its own share of of shellfish and sand elemental monsters.

4) **Jungle**- Braving a deep jungle like this one is a necessary step in any monster trainer's journey. It is filled with bug and plant type monsters, and as you journey deeper into the unexplored depths you'll find rarer and more dangerous tiger and snake monsters to test your mettle against.

5) **Lizard Valley**- This valley is home to mysterious dragon and dinosaur type monsters, who are rare and not often seen in more civilized areas. It's also full of fossils, and many monster scientists will pay handsomely for a new specimen of extinct monster species they can revive.

6) **Haunted Mansion**- This mansion was never really inhabited by humans, nor is the graveyard outside home to human corpses. Rather, this is the home of a variety of powerful undead and demon type monsters, plus the odd wolf type to howl at the moon or raven type to caw menacingly as they swoop overhead. Why would they build something like this? Perhaps if you impress the vampire type monster who broods in the manor's heart, he'll tell you.

7) **Mountain Peak**- This frozen mountaintop is the home of powerful ice and snow elemental monsters, making it a common training ground for professional monster trainers who specialize in, or want to train against, ice monsters. Legends say there is a tribe of highly intelligent white furred ape monsters hidden up here, though no reputable person has ever claimed to have caught one.

8) **Volcano**- What better place than an active volcano to find fire or lava type monsters? If you can manage the sweltering heat, you'll find a wonderful training ground to test your mettle against, and possibly even a chance to catch a rare phoenix type monster if you're lucky.

6) **Mysterious Ruins-** These crumbling ruins were once the home of an advanced monster making society, which has since been faded into history. These ruins, filled with artificial monsters such as robot or food types as well as humanoid types, allegedly hide the secret of what brought those ancient people low. Recently, there have been reports of strange movements within the ruins. Could some criminal gang be after an ancient super weapon hidden here? Or perhaps the agents of the Monster Lord use this area as a base.

7) **Glory City**- Monster trainers from all over the world dream of one day competing in the famous Glory City. Most prestigious of all is the World Championship, where each year the most talented monster trainers compete for the chance to be crowned the very best, but there are plenty of other competitions as well, from monster racing circuits and beauty contests to even more niche contests. Unfortunately, many people would do anything to win, giving the city a seedy underbelly of illegal laboratories, cheating rings, and organized crime backed gambling.

8) **Free Choice**

Backgrounds

Any background can be optionally taken as a drop in.

Bonded- Though monsters are ubiquitous, most people use them in peaceful pursuits or as pets. Even among those who do fight, some prefer a single partner they can always rely on rather than an ever changing team. Either way, you are one of those humans who focus on raising a single monster at a

time, relying on it as a friend and partner and drawing on the power of friendship to defend yourselves rather than careful strategies and balanced team compositions. Your age is 10 + 1d8.

Competitor- You're not just some pet owner. You're a serious competitor on the monster fighting circuit. While most never get more involved than local bouts, the dream of each real Competitor is to travel around their region, defeating each of the League sponsored Monster Masters to qualify for the regional tournament. Only those who have a regional championship under their belt can move up to the World League and eventually enter the World Championship for a shot at a title fight against the reigning champion. To that end, you have learned everything you can about monsters and the strategies for how to raise a team and lead them in combat. Your age is 10 + 1d8.

Expert- You have devoted your life to learning about monsters. Not just how they fight, but how they live, where they come from, what makes them tick. You're the one that trainers come to when they want to find (or create) the perfect monster to fill out that weak spot in their team or to explain why the local heard of buffalo monsters has suddenly gone on a destructive stampede. Your age is 30 + 3d8.

Dark Trainer- Bah! What do those children know about real power? You're not naive enough to think of monsters as friends or even pets. Monsters are tools, to be used up and thrown away when they are no longer necessary. You might be a career criminal, an official competitor who uses shady and underhanded methods to enhance your monsters and win at any cost, or even a traitor to humanity who has sold out your own species to work as a lieutenant of the Monster Lord in his bid for world domination. Regardless of your line of work, you rely on ruthlessness and science to get ahead in the world, rather than anything so foolish as hard work or the power of friendship. You age is either 10 + 1d8 or 18 + 2d8.

Monster- Rather than a human, you're one of the intelligent species of monsters. The sky really is the limit when it comes to defining your new form. You probably have an element or two, and your body could be nearly anything: living, unliving, or undead; bipedal, flying, or rolling; cute, mythical, or eldritch. Absent further purchases, you start out as a young and weak member of a species of average strength. You may choose whether you live alone in the wilds, as a member of a town of monsters, or if you have bonded with or been "caught" by a human and joined them on their adventures. Your age might be nearly anything, but you are at least long lived enough to survive for 10 years.

Perks

Monster Speak (100CP, free Bonded)- You have a rare gift: the ability to speak with monsters. Anyone can talk to their Ice-cat of course, but you can actually get your point across and understand its reply. Less intelligent monsters don't have much to say, but you can instinctively grasp everything from the chirps of a bird type monster to the modem noises of a phone type monster.

Teamwork (200CP, discount Bonded)- You may not have a stable full of monsters to use, but that doesn't mean you have to face every challenge alone. You may need to fight the forces of evil alongside other Bonded pairs of trainers and monsters, and luckily you're a master at coordinating efforts between allies, able to set up combined attacks and keep the enemy overwhelmed by numbers rather than you and your allies stepping all over each other in the chaos of battle.

The Power of Friendship (400CP, discount Bonded)- When you're doing something for your friends, the limits you thought you had just seem to melt away. When someone your care deeply about is in trouble, you find an inner reserve of strength that can let you jump back to your feet when you were lying barely conscious on the ground or push the strength of your attacks to a whole new level to defeat

your foe. At the limits of this ability, if your friend's life is on the line you might even be able to undo their recent death or petrification with nothing but your tears. As a squishy human, this isn't terribly useful to you, but friendship works both ways! People who care about you get the same benefit when working to help or protect you.

Convergent Evolution (600CP, discount Bonded)- You no longer have to sit on the sidelines and shout encouragement to your partner. You can temporarily merge with another person, usually a monster, by uniting your heart with theirs. This grants them a new, stronger form and suite of powers, just like any normal evolution monsters go through, with the new body being based on qualities of both yours and theirs. Once you're done, or when you're sufficiently injured, you split back apart into your component halves.

Hunter (100CP, free Competitor)- You'll never be a real champion with nothing but store bought monsters. No, you'll need to head into the wilds to hone your monsters' powers and to capture new ones. Thus you have become a master outdoorsman, able to camp and survive in even the harsh wilderness. What's more, you are also an expert tracker, able to easily hunt down those rare monsters for capture.

Type Specialist (200CP, discount Competitor)- Many people, from fishermen who specialize in water monsters up to the Monster Masters themselves, choose to study and raise predominantly one type of monster, becoming experts on that one kind of creature. You too have an expertise in a single type of monster, knowing their quirks in and out and being able to easily raise them and use them to the fullest in battle. Your specialty might be an element (fire types, darkness types, gravity types) or a category (bug types, angel types, eldritch types).

Battle Master (400CP, discount Competitor)- Anyone can order a dragon monster to breathe fire, but you are a true master of tactics, especially when it comes to monster battling. Your advanced knowledge of how to lead your monsters in combat is enough to allow you to easily crush all but the most elite competitors in the world and could even give you a fighting chance when outclassed by type disadvantages or raw power.

Prodigy Contender (600CP, discount Competitor)- Famous monster fighters often agonize over their teams, trying to find the perfect combination that will cover all eventualities while also being filled with the strongest monsters they can raise. You, on the other hand, have a way with monsters that renders such concerns moot. Your incredible talent could see any monster you train growing to the peak of its power by leaps and bounds, until even the weakest of monster species would be able to hold its own in the World Championship. You'll never have to worry about lacking an ice type with high defense in your lineup, as long as you put in a bit of effort to train one. With this, you could train a team fit for the Championship even before you were done growing up!

Doctor of Monsterology (100CP, free Expert)- You have studied monsters thoroughly, from their psychology to their biology. Not only are you good at predicting monster behavior, you've got a knack for knowing which monsters would make good partners for which humans. Plus, all that knowledge makes you an able hand at healing monsters, whether performing surgery on a unicorn monster or swapping out broken parts for a robot monster.

Monster Maker (200CP, discount Expert)- You've moved beyond merely studying monsters to making them. Choose a method to use for monster creation, from the straightforward to the fanciful. The more leeway your method gives you in determining what kind of monster you want, the less you'll

be able to control the details of each monster. If you can only create monsters by baking food to life, you'll only be able to make food type monsters, but you'll have tight control over each one, deciding whether it favors speed or defense relative to its species, which special abilities it has, and other details. Conversely, if you bring drawings to life with magic, you'll be able to create any species of monster but you'll have no control over the details of each one. A biologist who genetically engineers monsters would be somewhere in the middle, unable to create robot or ghost monsters but with some level of control over how each one comes out.

You can repurchase this perk to learn new methods, but only the first can be discounted.

Stat Preview (400CP, discount Expert)- Experimentation can be harrowing when your new method to empower a monster could ruin its career or even kill it. This will ensure you don't have to worry, because you'll always know the effects of treatments you're considering before you commit to it. If you're about to expose your Living Cloud to a Lightning Rock, you'll know how its physical statistics will be changed, how its elemental alignment will change, what moves its new evolution might learn and which it can't, and so forth, allowing you to make an informed decision about your monster's growth. This also applies to creating monsters, letting you know the results before birthing a new monster.

Merger (600CP, discount Expert)- When a monster reaches the end of its lifespan, all that training that went into raising it goes to waste. Your techniques allow trainers to continue getting use out of their prize monsters by merging them together into new monsters. The new monster won't be as strong as either of the "parents", but if they were strong enough the new monster will be far stronger than any natural newborn and will know some of their attacks straight away, as well as potentially being a whole new breed combining the characteristics of the originals.

Whipped Dog (100CP, free Dark Trainer)- The upside of monsters' stupidity is that they're easy to manipulate. You can get away with mistreating one as long as you keep string it along with the occasional promise of "love" and "friendship" to get it to behave. You're a master at getting away with animal abuse and having your victims crawl back for more, rather than snap and bite your arm off.

Monster Thief (200CP, discount Dark Trainer)- Whether it's breaking into corporate research centers to steal the newest genetically engineered monsters or snagging some brat's pet, you are a master thief. You're also good at rounding up disposable thugs for these capers, to slow down any interloping do-gooders.

The Power of Darkness (400CP, discount Dark Trainer)- Relying on "friendship" in battle is for fools. Rather than rely on an emotional connection with some dumb animal, you find that the more cruelly you treat your minions, the more powerful they become in combat. And if there is power that can only be accessed by the bond between two hearts? For you, the darkness in your heart alone is enough. A monster who can normally only evolve through a strong bond with its trainer could instead be evolved by your greed, selfishness, or hatred, for example.

Illegal Enhancements (600CP, discount Dark Trainer)- Monsters are tools, and when a tool isn't good enough, you upgrade it. You have discovered a series of cruel and painful process for enhancing monsters, from cybernetic surgery to mystic rituals that fill the monster's heart with darkness and hatred. Under your ministrations, even weak and pathetic monsters can be turned into a useful army.

Evolutionary Burst (100CP, free Monster)- It can take quite a while for monsters to grow up, which

is a problem if you're going to aim for the top. But you're special. By drawing on your bonds with a human partner, you can temporarily evolve up one level. You'll be exhausted from the effort afterwords. As an added benefit, you can also voluntarily evolve downwards temporarily, perhaps to lounge around in a cuter, younger form until you need to draw on your true power.

Unstable Mutation (200CP, discount Monster)- Monsters are highly susceptible to environmental changes, and you are particularly suited to adapting to new locales. When exposed to a new biome or ecosystem, your body will begin to mutate to fit into it, as if your species had originated there. A bear monster moving from a forest to a glacier may become an ice type polar bear monster, while if you spend time in a high tech research lab you may become a cyborg-bear or electricity bear. You can choose beforehand whether or not you want to start mutating, and may choose for your mutations to slowly recede while you're outside of the environment you adapted to.

Absorption (400CP, discount Monster)- You are an apex predator among monsters. You grow not only through physical exercise and experience, but by absorbing the power of the monsters you defeat. When you defeat a monster, a small amount of power flows into you. It isn't enough to be noticeable on its own, but over time you'll grow stronger than a normal monster would through combat. By defeating enough of a single species of monster, you'll even eventually gain access to their attacks and the option to allow them to influence your evolution, such as a bird monster gaining the option to evolve into a phoenix monster by defeating many fire type monsters.

If you have the monster background, you are long lived enough that you have already evolved into an adult, being a fairly strong example of your kind.

Legendary Beast (600CP, discount Monster)- There are stories of singular and strong monsters: ancient creatures worshiped as gods, alien beings from alternate dimensions, or genetically engineered super monsters from secret laboratories. These monsters reign supreme over their lessers, being difficult to defeat even for the most expert trainers' teams. You are one of these, able to ruin even a small town with your powers given enough time.

Items

Trading Cards (100CP, free Bonded)- In this monster-obsessed world, children take breaks from raising monsters to play monster themed card games. This huge collection of trading cards not only offers information about nearly every monster, it's also highly valuable to local collectors.

Collar (200CP, discount Bonded)- While people here are accepting of monsters, in other worlds they may take exception to your friend coming with you to public places. This collar, which will change size and material to fit any monster you put it on, makes it clear to everyone that the creature is just a pet. Why else would it have a collar on? People will happily allow your monster anywhere you could take a dog or cat, which means you may still need to fast talk people into accepting your seeing eye rhinoceros or your drug sniffing unicorn, but at least they'll find it no more worthy of panic or fear than a normal domesticated animal. The effects temporarily recede if the viewer sees your pet display more intelligence than a parrot or a monkey.

Evolutionary Gems (400CP, discount Bonded)- These stones are each infused with the power of an element or type of monster. Exposing a monster to them will allow it to evolve into a new form of that type, and may be enough to push it into evolving immediately if it was close enough to reaching a new form already.

Monster Monitor (600CP, discount Bonded)- This handheld device takes advantage of the bond between the hearts of a human and their monster. It is capable of monitoring a monster's status, including a radar function that will point you towards your monster if lost. More importantly, it can draw on your connection to empower your monster. As you cheer your friend on, they will find themselves healing, growing stronger, or getting sudden bursts of energy, drawn from your friendship. Your monster can also be caused to evolve, even skipping multiple levels at once to reach its final evolutionary stage or transforming into a unique super-powered form it could have never reached on its own. This also works in reverse, allowing you to devolve it back to earlier forms in case you want to try out different potential evolutions. And should your monster die, you can draw it into the Monster Monitor and allow it to be reborn as a baby so that you never need to fear losing your friend.

Monster Capsules (100CP, free Competitor)- These small portable devices provide simple and convenient storage for your monsters. You can easily release your monster at any time, or return it to the capsule. While inside, your monster will be able to live in an environment suited to it. You may also capture new monsters by absorbing them into empty capsules. You'll get a set of empty capsules in your warehouse each week so you can keep catching more.

Training Equipment (200CP, discount Competitor)- This set of training equipment is specifically designed for monsters, from more mundane weights and targets to meditation chambers to develop psychic type powers and cryogenic chambers for fire types to hone their fire blasts against. Pieces of equipment can also be placed inside Monster Capsules to allow your monsters to train on their own.

Monster Ranch (400CP, discount Competitor)- This sprawling ranch is the perfect place to raise monsters. It has a dedicated habitat for every kind of monster, from a giant lake to a miniature sand filled desert to a graveyard for the ghost type monsters. The habitats naturally grow enough food for huge herds of monsters even without oversight from you. The monsters themselves love it here, and seem to grow even faster when raised in the right habitat. This can follow you either as a warehouse attachment or by being inserted into other worlds.

Arena (600CP, discount Competitor)- Are you a Monster Master by chance? Either way, you have your own themed arena to meet challengers in as well as a dozen or so junior monster trainers that count as followers (as do their monsters) to soften them up first. Even in other worlds, people are willing to turn a blind eye to this, regardless of their thoughts on animal cruelty. It's obviously all just a bit of good fun.

Monster Digitization Terminals (100CP, free Expert)- Each one of these terminals is capable of digitizing monsters, saving them in its memory so that they can be retrieved at a later date. You start with two and have blueprints for how to make more, and its possible to send monsters between terminals, essentially teleporting them.

Monster Scanner (200CP, discount Expert)- This handheld device is a computerized encyclopedia of monster information. Pointing it at a monster not only gives information about its species, but also measures the specimen's current health and status.

Monster Samples (400CP, discount Expert)- You have an extensive library of samples of monster creation materials, covering every known species except the legendary monsters. You may choose whether this is a set of genetic samples, a set of drawings, discs that can monsters can be summoned from, or anything else that could be used in the Monster Maker perk.

If you have multiple purchases of Monster Maker, you get one collection per type of creation you have learned.

Monster Laboratory (600CP, discount Expert)- This facility is stocked with the latest scientific equipment for the study of monsters, including cryogenic chambers for keeping them in suspension and a medical facility for treating injuries. It also includes a high quality facility for monster creation according to any Monster Maker variations you've gotten, from a cloning lab to a summoning shrine to a well stocked bakery.

Villainous Costume (100CP, free Dark Trainer)- Every good criminal needs a disguise to keep their identity secret while performing their dastardly plots. You can use this costume of your own design to hide your identity as you do evil.

Monster Brainwashing Machine (200CP, discount Dark Trainer)- So you've stolen a bunch of monsters from snot nosed kids, but it turns out they won't listen to you because of their "friendship" with their original owners. This machine will sort out that problem, allowing you to bring out the darkness in a monster's heart, turning them into your obedient pawns, though it may fail if they are reminded in person of their original bonds.

Combat Drugs (400CP, discount Dark Trainer)- These illegal drugs allow you to temporarily increase a monster's performance in battle. They vary from a general boost to power to more specific blends that focus on things like defense, speed, wind elemental attacks, and so forth. They are nearly impossible to detect once used, so feel free to use them for an edge in tournaments against suckers who try to fight fair.

Cybernetic Enhancements (600CP, discount Dark Trainer)- These cruel and painful cybernetic limbs can be attached to a monster, granting them far improved power and even new attacks. You have a large collection and blueprints for how to make more. These are sufficient to make even weak pets into battle ready slaves, and can push powerful monsters past the limits of what regular monsters can achieve.

Food (100CP, free Monster)- This source of food is tailor made for a specific monster breed, whether it's a mixture of vegetables and meat or blood for a vampire monster. It refills instantly once eaten or lost, meaning you won't have to waste time foraging or hunting instead of fighting.

Accessories (200CP, discount Monster)- This collection of accessories provide minor bonuses to the monster that wears them, from helmets that increase defense to gems that increase the power of a single element's attacks to ribbons that make the wearer luckier.

Pack (400CP, discount Monster)- You're not just a regular monster, but the leader of a herd, pack, or even town, depending on the species. You have over a hundred such followers of various levels of power and life stage, from cubs up to elders. If they're sentient, they count as followers.

If you're a monster, you have evolved into an adult as in the Absorption perk. If you also have that perk, then you're already evolved twice and are among the strongest of wild monsters in the world.

Territory (600CP, discount Monster)- This large wilderness territory is under your dominion, as though it were a video game level and you were the boss. You can use one of the starting locations as an example or design your own themed habitat. At the start of each jump, you can choose whether this

follows you into the new world or becomes a warehouse attachment, but either way will spawn a new set of environment appropriate monsters.

Companions

Followers(Free)- You can take up to 10 monsters with you as followers. You don't have to choose them right now, but can instead choose your favorites at the end of the jump.

Companion Import (50-300CP)- You can import or create one companion per 50 CP spent, up to 300 where you may import/create 8 instead. Each companion gets a background and 600CP to spend.

Drawbacks

You can take up to +600CP worth of Drawbacks.

Goddamn Zubats(+100CP)- It seems like all you run into in the wild are weak, annoying monsters who are barely worth catching or training against. You'll have to work extra hard to find more normal monsters, much less strong ones.

Rival(+100CP)- Someone has decided that they're your "rival." They'll show up at the worst times to force you into monster battles. Worse, their monsters always seem to be able to nearly catch up to yours, meaning they'll always be a challenging fight.

Bad With Animals(+200CP)- Monsters just seem to hate something about you. They'll refuse to be carried around in monster capsules, bite or shock you, and often ignore your commands in combat. And if you don't have any monsters of your own, wild monsters seem to take offense, regularly attacking you.

Loner(+200CP)- Due to a tragic past, you've closed off you heart. You scoff at friendship and regularly alienate or abandon allies. This will make it difficult to use your monsters (or trainer) to their fullest, thanks to the frayed bonds between you.

Catch 'em All(+300CP)- You must catch at least one of every species of monster during your ten years here, or else you fail the jump. You don't have to capture monsters that are extinct at the start of the jump, nor new species that are created during your time here. You also don't have to catch unique and hostile monsters such as the Monster Lord or his lieutenants. You receive a list of every monster you need to catch, so you'll be able to track your progress.

Chosen One(+300CP)- The Monster Lord leads an army of monsters with the goal of conquering humanity. Who is he? An ancient monster who resents human pollution? A recently born genetic experiment who hates his creators? Or even a human in disguise that uses monsters in a bid for world domination? Regardless, he thinks that you are the chosen one who is destined to defeat him, and will spare no expense in tracking you down and killing you before you grow strong enough to match him.

End Choice
Go Home
Stay
Continue Jumping

Notes

A Generic Jump by Generic Anon.