
MINECRAFT
MANHUNT

Minecraft Manhunt 1.0 By Burkess

Welcome to Minecraft Manhunt. You'll be visiting the wonderful world of mining and crafting to face off in Manhunt challenges.

The objective is that one or more people will attempt to complete Minecraft by reaching The End and killing the Ender Dragon, and a variable number of hunters will attempt to stop them.

The roles will switch around so multiple people can have a go at being the hunter and the hunted.

You'll need these.

1000 Hunt Points.

Locations:

1. A populated server: There's thousands of people here who you can play Manhunt with.
2. A small group of people: This is a well knit community that numbers in the double digits for you to play with.
3. Free choice: Design your own parameters, or pick an existing group to play with.

Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Hunt Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times.** Doing so provides an <u>additive bonus.</u>

Respawning Mechanics: *Free while you're here!* Costs **500 Hunt points to keep.** <u>You can't use hunt tokens to buy this.</u> If you die, you'll respawn at the origin point for the universe you're in. Where life began and the first part of reality that was created. You can also set your

spawn point by interacting with a bed. This'll cause you to respawn from that bed, assuming the bed hasn't been destroyed.

Heart System: *Free!* You gain 10 red hearts. They function like shields. As long as you have hearts, your body won't sustain any injuries. When you run out of hearts, you can take damage like normal.

Food And Stamina: *Free!* Your stamina is limited only by the amount of food you've eaten. You do not grow tired, you just get hungry. You have instant digestion with perfect efficiency, meaning you get 100% out of everything you can eat and convert it into energy. High quality foods add saturation, which allows rapid regeneration of your hearts when some are missing.

Inventory: *Free!* You gain 37 hammer space inventory slots. Anything stored inside your inventory is weightless, including stuff you're holding. Similar items in your inventory group up into stacks of 64 per slot.

Crafting: *Free!* You have a recipe book that updates whenever you have the materials to make something. With a crafting table, you can instantly assemble items by placing items into a grid. You start off knowing how to make anything from Minecraft, and can make things that aren't from Minecraft too.

Mining: *Free!* You can dig up bits of objects and rip them to pieces, chunk by chunk. This causes the item to pop and become a smaller version of itself you can easily pick up and manipulate, while removing its weight.

Building: *Free!* Minecraft logic allows you to create floating structures and buildings that don't need to obey gravity. If you place a block down, it'll stay there until something destroys it. You also don't have to deal with issues like underground tunnels having little breathable air in them. As long as there's a block of empty space, it's treated as enough air for everyone to breathe.

Upload Skin: *Free!* You can freely alter your appearance by redesigning your body. This lets you alter your age, sex, appearance, and anything else you'd care to change.

Inventory Augmentation: Gives you 10 more inventory slots per purchase.

Heart Augmentation: Each purchase gives you 5 more hearts.

Animal Raising: Breed and grow animals by feeding them food. This causes animals to rapidly advance in their life stages until they reach adulthood. You can also lure animals into following you by offering them food.

Farmer Steve: Simply placing a plant in some dirt near water and then waiting is enough to grow most anything. All aspects of taking care of plants are simplified for you, and you never have to worry about things like soil quality, over farming and the like.

Potioneer: You can brew potions with beneficial and detrimental effects using magic and special ingredients. Each new setting will have its own unique potions for you to discover using local stuff you can find.

Equipment Augmentation: Taking a bar of a material allows you to place it in a smithing table and coat another tool or piece of equipment to upgrade it. While Steve is only capable of doing this to upgrade diamond to netherite, you're under no such restrictions and can augment anything with any bars you have.

Double Think: You have a second mind that has parallel thoughts and can focus on other things. While you focus on survival, you could also think about your next moves and plan ahead.

A Total Liar: You can convince yourself what you're saying is the truth, and your certainty can convince other people. You also know all the tricks the best liars use. If you lie in public, you'll get people who like you defending you and taking your side.

Read Like A Book: The better you know someone and the more you study them, the better you're able to predict their future behavior and patterns. Their future plans and strategies become clear and obvious to you.

Spot The Pattern: Grants increased skill at recognizing patterns and making mental connections. If something you see is like something you've previously seen, it'll instantly come to mind. You make mental connections twice as fast as you normally would.

Unshakable Courage: Your courage and bravado shakes the hearts of those less confident in themselves than you. Even if you're a few hits away from dying, you could make your enemies flee as you stand tall and charge at them. Your courage and confidence rises in response to any challenges you face.

Enderman's Apprentice: You've gained the ability to be immune to projectiles and the power to teleport to places nearby. You can lift twice as much as you usually could, and your strikes pack more of a wallop.

Skeleton Company: You can summon a few dozen skeletons of various types. Wither skeletons, Strays, and normal skeletons. They'll act as your soldiers and do your bidding. You can expand the types and number of skeletons you summon with practice. Comes with an unbreakable bow with infinite arrows and a talent for marksmanship.

Silverfish Swarm: You can spawn a school of silverfish that'll infest any nearby stone and transform it into more silverfish. The fish obey your orders and can be commanded to breed, wreaking havoc on anything made out of rock.

Swims With Striders: You're immune to heat and can swim in lava. You can also carry other people across lava without the heat or the fumes affecting them.

Ghastly Flight: You can levitate and know how to fire explosive fireballs. You're excellent at making cat noises, too.

Creeper Gang: You can spawn creepers in dark areas outside of people's line of sight. The creeper will then go and explode whatever you want it to blow up. As a last resort, you also know how to self-destruct. This inflicts damage amplified by your maximum total "health."

Baby Ender Dragon: You've become a fledgling Ender Dragon. You're small now, but you're only going to become stronger with age. This grants you numerous advantages, such as incredible durability, strength, flight, a breath weapon, agility, and so on. You can raise obsidian pillars into the sky that form ender crystals at the top of them: these crystals emit energy that rapidly heals you.

You have an affinity with the void and are incapable of being harmed by it or any element like it. Your last ability is the power to create portals to other dimensions. Currently, you know how to enter The End and similar places like it, and can create portals to return to any dimension you've visited. If you're female, you can asexually reproduce via laying eggs.

Zombie Arts: When you take damage, a zombie ally will spawn nearby and rush to your defense. If the zombie takes damage, they can call in their own reinforcements, who arrive to help both of you. And so on. Whenever you hit someone, they grow more hungry and experience nausea.

Warden's Executive Assistant: You can fire a powerful sonic blast that pulverizes things it hits. Your hearing is extremely advanced, and you can track people by sound. You can spread darkness from your body that blocks out the light.

Junior Witch: Using magic, you can conjure up potions you've previously made and studied. You know how to make all the potions from the Minecraft world and will automatically summon one as it is needed.

Journeyman Evoker: You've learned Evoker magic, allowing you to create a deadly fang magical attacks that spread across the ground. You can also summon vexes and a Ravager.

Witherer: Hitting someone allows you to apply a wither effect on them, damaging them over time as it withers them away. You can fire explosive waves and projectiles that destroy the environment and hurt people. Hitting something that's alive and not undead allows you to drain their life force and heal yourself for as much damage as you inflicted upon them.

Freezing Glare: Freezes people in place when they make eye contact with you. Breaking eye contact or blinking allows them to move again. They can break out if their will overpowers yours.

Chatterbox: You can initiate telepathic phone calls with other people in real time. You just need to establish a link, and then you and any number of people can all talk to each other. You want to talk to your hunters as they're chasing you? They just need to pick up the call.

Mob Controller: Cause mobs to appear from dark areas. In any place of complete darkness with no light. You can control said mobs and send them to attack your enemies or complete your objectives. The mobs are Minecraft ones that would appear in that biome.

Mob Friend: You can befriend normally belligerent and hateful creatures. A zombie or a skeleton for example could become docile and be your friend and fight your battles.

Laser Vision: Laser vision that can shear through iron blocks and inflict great damage.

Flight: You can fly at your running speed and hover in midair.

Phasing: Ability to phase through solid matter and become solid again. You can "swim" upwards while phased and inside of something to prevent you from getting stuck underground.

Enhanced Movement: You can perform an 8 block vertical and horizontal leap, your walking speed is your sprinting speed, and your sprinting speed is a further enhanced super sprint.

You Are What You Beat: If you kill a creature, you gain the ability to shape-shift yourself and become it. This causes you to take on its form and gain its abilities. You can switch between the forms of any beings you've killed.

Damage Reflection: When toggled on, you split the damage you would have taken and give half of that to your attacker and take half of it yourself.

Journey Map: You can bring up a colored, detailed map of the world that also allows you to map areas underground and switch to a 3d view. It allows you to make markers that are visible to you and track your exact coordinates.

A New Seed: You can create alternate dimensions. These new worlds use a seed system that allows you to create the same world each time, and altering the seed produces wildly different results. In future settings, it'll create alternative versions of the world you're in with different biomes and people in them. You can transport yourself to and from dimensions you've created via portals that you now know how to craft.

Portal Crafting: In the same way that you can craft a nether portal in Minecraft, you'll be able to craft portals to reach other dimensions that exist in future worlds. The nether portal will work to let you reach any hell like dimensions. You reach other dimensions using a similar method, just replacing the obsidian for a different block type.

Foot Prints!: You can see glowing tracks where someone has gone. These footsteps make it clear to you where to follow. They start to fade over time and are more defined the fresher they are.

What's Out Of Place?: You gain an eye for detail to pick up on anything that's off or odd. If anything is out of the ordinary or unusual about what you're seeing, you'll notice.

Man Hunter: Grants a perfect memory and an encyclopedia knowledge of man hunting and practical psychology.

Is There Anything I'm Missing?: If you ask yourself if you're missing something here or if there's anything relevant to your goals nearby, you'll get a yes or no answer. This allows you to quickly clear any places that truly are useless to you and will let you focus in on the ones you should be investigating.

Super Sniffer: You have a nose greater than a blood hound's and can smell pheromones, emotions, and track scents from weeks ago.

Wolf Pack Tactics: You've mastered an art of fighting that involves overwhelming an opponent by hitting them when they focus on a friend. Or taking up someone's attention, so your ally can land shots. You'll find places to maneuver to best take advantage of any numbers advantage, and you embody the difficulties someone faces when trying to take on multiple opponents.

One-Upmanship: When you see someone perform an action, your skill level is temporarily boosted to help you do something similar. If you were chasing someone through a parkour course, their repeated successes would spur you on to be better, so you don't lose them. This applies to anything.

Last Place They'd Expect: When being pursued, you'll be given ideas on where you can hide that are the last place your hunter would expect you to go.

Ambient Distractions: You passively cause other events to trigger by manipulating probability. This means that when someone is looking for you or attempting something you want to disrupt, you can cause unlikely events that'll take up some of their attention and let you get away.

Astonishment: Your bold, courageous, ill-advised and risky gambles leave people stunned when you're successful. The greater your success, the longer they'll be demoralized and astonished.

Split And Dispatch: Anyone fighting you is more likely to chase you when you flee from them. Your attackers having various differences in their speed means that some will catch up to you sooner. You specialize in a speedy and brutal style of fighting that involves dispatching people as quickly as possible to defeat your enemies one by one, rather than facing them all at once.

Outdistance Them: Breaking line of sight on your pursuers makes them more cautious and willing to regroup and chase you together. The further away you get from the enemies, the more likely they are to break off the chase and continue only with backup.

Person Of Many Tricks: The first time you use a trick or tactic, it'll come as a surprise. This is more effective if they have no reason to suspect you'd be able to do that.

Items:

Hunter's Compass: *Free!* This compass can be set to lock onto a person you've met. From then on, it'll track them and lead you to wherever they go. Even if they cross into another dimension, it'll take you to where they entered the other plane.

Redstone Supplies: This is a collection of redstone components as well as a and series of video guide to teach you how to use this stuff. It respawns materials as you take them out of the stash.

Lots Of TNT: An endless supply of TNT and TNT minecarts, as well as rails.

Wooden Boat: This boat makes anyone inside of it immune to fall damage. They'll also always stay in it unless they want to get off. It lets you do things like ride it off a cliff or carry cows within it. Your boat can fit a lot more than just two people, and expands to fit as many riders as you need it to.

Armory: This is a collection of one of every kind of armor in Minecraft. Respawning.

Tool Collection: This is one of every tool in Minecraft, including the swords, in every material. Hoes, axes, pickaxes, you name it. Removing one places another in its spot.

Book Store: You have a bookstore filled with enchanted books and an unbreakable anvil. The store will pull in a nice income for you if you put it somewhere that gets a lot of traffic.

Experience Bottles: A respawning supply of experience bottles.

Food Pantry: These are barrels filled with foods from Minecraft. They always have more when you reach in.

Building Blocks: One of every block you can legitimately get in Minecraft without using creative mode. Taking a block out causes another to appear in its place.

Your Villager Friends: You have a bunch of friendly villagers who will follow you from world to world. They can learn new careers and produce goods based on the settings you visit.

Totem Of Undying: The Totem of Undying allows you to cheat death if you die while holding one in your hand, and then it disappears. Yours will simply reappear in your warehouse after it's used, lost, or destroyed.

Shulker Boxes: These boxes have 27 inventory slots and can be picked up and moved around. You have an unlimited supply.

Iron Golem Bodyguards: You have enough materials to build 20 Iron Golems. These golems are special in that they'll return to base to heal themselves and also will proactively seek out and destroy threats. A dead golem has its parts appear in the box, so you can rebuild it.

Potion Kit And Ingredients: This is everything you need to brew Minecraft potions. An inexhaustible supply of potion ingredients. It allows you to store future ingredients you find and gain a supply of those as well.

Elytra And Rockets: This is a bunch of wings that enable people to fly by using a rocket. These have infinite durability. You have all the firework rockets you'll ever need, too.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Hunt tokens, same as you got.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: *Free!* You can leave whenever you get tired of playing Manhunt. Unless another drawback says you can't. Then you have to settle that drawback first.

Be The Main Character: You permanently look like Steve or Alex and can't change that.

Longer Stay: You'll spend 10 more years here.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Companion Lockout: Your companions will always be on opposite teams from you, and you won't be allowed to work together or help each other.

Be The Objective: There will be rounds where you will take the place of the Ender Dragon and must fight against hunted who want to kill you to win the game.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many Hunt points as you spent. They don't like you and want to defeat you.

Good Planning: Everyone against you is superb at being organized, and they all have a plan and know what they're supposed to be doing.

Pro Players: Your opponents are all speed runners who frequently practice defeating the Ender Dragon in as short of time as possible.

Lucky Foes: You have the bad luck of someone noting you at the worst possible time. If someone could notice something or see something and things will get worse for you? It will.

Brilliant Mobs: The hostile mobs are smarter and more skilled, making it harder for everyone. They fight as one and share a hive-mind, with the only goal being to kill all hunters and hunted.

Covered In Diamonds: The enemy team always starts with full diamond armor.

Ghost Towns: There are no villagers, nor are they any villages that are left intact. You'll only find pillagers who have ravaged these lands and burnt the towns down.

Dragon Family: The Ender Dragon has a family of four dragons, and all of these dragons must be killed to end the game for the hunted.

Smarter Dragon: The Ender Dragon realizes that the hunters are here to protect her, and will only attack people who are trying to kill her. She'll also rarely perch and will know to avoid bed explosive tricks. Her main strategy will be to throw people into the void.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?