Generic Monster Tamer

+1000cp.

Setting

Pick one option from each of the following sections. Some options will grant or cost CP. Alternatively, you can roll for a random option without paying or gaining CP. CP gained in this section does not count towards the drawback limit.

Alternatively, you may choose to add this as a supplement to another jump, ignoring this section completely.

Development (Technology): How advanced technology is in the setting. Aesthetic may be chosen, so even advanced technology may look stone age.

1) **Stone Age (+100cp)**
2) **Bronze Age (+50cp)**
3) **Iron Age**
4) **Renaissance**
5) **Modern**
6) **Age of Tomorrow**
7) **Space Age (100cp)**
8) **Future Tech (200cp)**

Development (Supernatural): How prevalent things such as magic, psionics, and ki/aura are in the setting

1) **None (+100cp):** There is no supernatural presence in the setting, with magic, psionics, ki, and other supernatural phenomena only existing in fiction, outside of monsters of course.
2) **Untapped (+50cp):** Supernatural forces do exist, however, within the setting they may as well be little more than myth as few, if any, have actually tapped into it. What few recordings of such that actually exist are seen as myth or hoaxes.
3) **Enclaves:** A small number of people, relatively speaking, know of the supernatural and make use of it, however, many such enclaves guard these powers and keep the secret locked away.
4) **Rare:** The supernatural appears in some people naturally, awakening at a young age, but is rare enough that most people outside of the local government will know about it prior to meeting someone with access to said powers, though many go their whole lives never meeting anyone with powers.
5) **Uncommon:** While not entirely common, enough people possess naturally occurring supernatural powers that it is likely you will meet a person with supernatural powers several times in your lifetime. At this level, magical products may be found on the market.
6) **Common:** A large portion of the population (anywhere between a quarter to half) naturally possess supernatural powers of some sort, and many can learn to use at least the basics without a natural talent for it through raw study and/or the use of a focus.
7) **Prevalent (100cp):** Most people possess a natural ability to use supernatural powers of some sort, and those that don't are capable of learning to use supernatural powers fairly easily. Even those that are untalented in learning magic can use artifacts or potions that are commonly sold.
8) **Ubiquitous (200cp):** As above, but everyone has a natural ability to use supernatural powers to varying levels.

Reception (Humanity): How well humans take to monsters.

1) **Hated (+100cp):** The general consensus from humans is that monsters are a threat to be eliminated, that they should be put down unless they can be useful, in which case they are treated as little better than property.
2) **Disliked (+50cp):** Prejudice against monsters is prevalent, and this may well extend to those that defend or tame monsters. This doesn't go so far as to be seen as threats for most, but it is still quite severe.
3) **Wary:** Fear and distrust fuel human opinion of monsters; "these beings are dangerous and should be handled with caution," would be a common statement used in regards to monsters as a whole.
4) **Tool:** A monster is a useful creature, like a tool or weapon that just happens to be alive. Some may build sentiment, but it's all to common for a monster to be discarded for a stronger one.
5) **Fact of Life:** Animals exist, the weather exists, and monsters exist. They simply are and few people question it, seeing them as they would a tree in a park, a deer crossing the road, a cloudy day turning to rain, or another person walking down the street.
6) **Welcomed:** Monsters are treated well, the same as one would a family pet or friendly stray, and, depending on their intellect, may be even be treated as one would a friendly neighbor.
7) **Favored (100cp):** A tamed monster is often seen as a best friend or as part of the family, and even untamed monsters are often treated fairly well if interacted with, often being at the very least polite.
8) **Revered (200cp):** Monsters are above humanity, either as demigods or saviors, or even as living saints. Humans see them with awe and are deferential to them, for the most part. This often extends to monster tamers.

Reception (Monsters): How well monsters take to humans.

1) **Threat (+100cp):** Most, if not all, monsters see humans as a threat to their lives and treat them as such.
2) **Survival (+50cp):** Prey monsters see humans as predators while predatory monsters see humans as potential prey.
3) **Annoyance:** Monsters avoid humans and may lash out if pursued but are willing to tolerate them for a time.
4) **Tool:** Humans are seen as little more than a means to an end, a way to improve, a source of food, etc. If they find a better human, or if the human is not up to their standards, they may try to leave.
5) **Ambivalent:** Most monsters will tend to consider humans on a case by case basis and will simply be indifferent otherwise, not hostile, but not exactly friendly either.
6) **Interest:** Curiosities. That is what most monsters see humans as. They will come to humans to observe because of this, and may well interact to try and understand them better.
7) **Asset (100cp):** Monsters will actively live around humans and interact with them in at least some capacity, often being at least polite with them.
8) **Sought Out (200cp):** For one reason or another, monsters actively seek humanity, whether they need humans to exist or are simply attracted to them by instinct or were designed to aid and love them, it does not matter to them.

Tamer Investment: How difficult it is for a tamer to train or deal with their monsters.

1) **Life Changing (+100cp):** Obtaining a monster requires you to devote your life to its care or takes something integral from yourself.
2) **Intense (+50cp):** Monsters are high maintenance or take something from the tamer, making it only possible to keep one or two at a time.
3) **High:** As above, but less, allowing for the use of two or three monsters at a time.

4) **Moderate:** Monsters require some care, but not enough to be a burden, allowing a tamer to have up to six with little issue, though more may push their talents.
5) **Low (100cp):** Barely needs food or water, easy to keep in line, gives the ability to keep roughly a dozen tamed at a time.
6) **Effortless (200cp):** A monster needs almost nothing from their tamer, allowing a tamer to have a small horde of monsters with them at all times.

Monster Rarity: How easy it is to find a monster. May limit access to certain levels of knowledge of monsters.

1) **Unique (+100cp):** Single digits, no doubles
2) **Precious (+50cp):** Double digits
3) **Rare:** People have maybe seen one in their whole life
4) **Uncommon:** Known among groups of people, maybe see one guy with it per 100 people or limited to particular professions that use them
5) **Common:** Can't walk through town without seeing a few.
6) **Familiar (100cp):** Not unusual in a household; only odd people have no experience with them
7) **Ubiquitous (200cp):** Literally everywhere; the replace normal animals option.

Monster Lore: How much people know about monsters.

1) **Unknown (+100cp):** Monsters and their capabilities are largely unknown by all but those that have discovered them.
2) **Rumored (+50cp):** Only the most basic of information is known about monsters and only a select few even know they exist.
3) **Storied:** Knowledge of monsters is limited due to a lack of study and many believe they are a myth at best.
4) **Known:** The most known about monsters are their behaviors and eating habits, the basics, not really going into their capabilities.
5) **Observed:** The capabilities of monsters are only just starting to be researched beyond the basics.
6) **Studied:** The abilities of monsters are being looked into and documented by small groups of researchers.
7) **Analyzed (100cp):** this should probably be the one where knowledge of the Hows behind the monster's various gimmicks are known. Like knowing how Pikachu's electrical cheek sacs actually work scientifically.
8) **Understood (200cp):** This is probably the point where any question someone might have in general has been well documented; with only absolute edge cases and abnormals lacking documentation on them.

Monster Intelligence: How intelligent monsters are on average (some may be more or less so).

1) **Animal (+100cp):** Monsters have about as much intelligence as a common animal, though this may range all the way up to some of the smartest animals out there such as octopi and dolphins
2) **Primitive (+50cp):** Most monsters are smarter than the average animal, more in line with the most intelligent trained animals, up to and including communicating through sign language.
3) **Young Human:** A monster’s intelligence is between the intelligence of a normal child between the ages of 3 and 13.
4) **Average Human:** The average intelligence of monsters is equivalent to a normal human between the ages of 13 and 25.
5) **Genius (100cp):** Monsters are smarter than the average human and can understand concepts most humans would find difficult.
6) **Hyper-Intelligent (200cp):** The monsters with the lowest intelligence are still much smarter than the average human while the average monster is potentially capable of revolutionizing human civilization with their understandings.

Monster Power Level: The average strength of a monster in the setting.

1) **Novel (+100cp):** Monsters of this tier are basically normal animals, but with minor quirks that give them unique abilities. A human is capable of matching most monsters in this tier with some training.
2) **Curiosity (+50cp):** Monsters of this tier possess at least one noteworthy trait, or a bunch of minor ones, that make them strong enough to require a well trained human or two to take down, tamed monsters simply making it easier to do so..
3) **Hazard:** Monsters of this tier are difficult for humans to fight on their own, though it's still possible with a team of them or require exploiting a key weakness. Even so, tactics are more likely to bring about a win between monsters in this tier.
4) **Dangerous:** Monsters of this tier are able to take on full squads of humans and be expected to win nearly every time. Monsters are generally required to combat other monsters at this tier. At this level, a monster could deal catastrophic damage to small sections of a town if unchecked.
5) **Mythic:** Monsters of this tier are entirely capable of destroying entire neighborhoods if not stopped promptly, even a single attack could destroy a house on their own. Specialized training and equipment is required for humans to tackle them, either in combat or in training.
6) **Legendary:** Monsters of this tier are capable of wiping out medium sized towns with ease and even cause enough damage to level a small city if they're dedicated enough. Dealing with monsters of this level is difficult without using another monster and may even require a full military to achieve.
7) **Titanic (100cp):** Monsters of this tier are capable of causing enough damage to level even large cities, or even into large tracts of land around them, though doing so would still require a bit of work on the part of the monster. Human's only hope of facing them are other mon. In less civilized settings, they may be seen as minor deities by the locals.
8) **Force of Nature (200cp):** Monsters of this tier are capable of tearing apart entire kingdoms on their own, wreaking as much damage as an tornados, hurricane, or other such natural disaster. Beyond this level, monsters break into levels of damage similar to a tsunami or earthquake, able to devastate large portions of a continent. In less civilized settings, they may be seen as greater deities by the locals.

Monster Nature: The nature of a monster's power. Pick two. More than two can be selected, costing 50cp for each beyond the first two. You can instead pick one or randomly roll, if you do, you receive +50cp to spend, if you do both, you receive +100cp instead.

1) **Alien:** The monsters are entirely alien in nature, from beyond. Whether they are native to another planet, another dimension, or something stranger, their powers are hard to understand and follow rules that are esoteric at the best of times, seemingly working on different laws than our own universe's.
2) **Humanity:** Monsters come from humanity itself. Such creatures are often personal to the one that spawned them, representing some aspect of them. It may be rare for these monsters to be found in the wild or traded between tamers, but rogue monsters are possible, particularly those created from the death of their sire.
3) **Magical:** Born of supernatural forces, these monsters are often found to possess a 'gimmick' of some sort, a theme or set of powers, with only rare generalists emerging within the creatures themselves. These themes often give rise to a higher level of power, but a tendency to be one trick ponies.
4) **Natural:** The natural world and biology can produce some unusual powers, working towards being a better hunter or survivor. Beings with natural powers, powers brought about by simple biology, are often fairly blunt, but have an innate form of growth that makes even weaker traits viable at all stages.
5) **Spiritual:** Spirits, ghosts, spectres, demons, angels… the nature of the soul that remains after death or the collection of residual spiritual energies collecting. These beings are varied in the extreme, both in ability and appearance, but possess a weak growth tied directly to their tamer.

6) **Technological:** Either machines themselves or born from them, such creatures are quite varied and easily altered by those that know how, but are inflexible once their form is set. However, those born of technology are generally on the smarter side of what is possible, making them easier to train.

Origins: Any origin may be taken as a drop in if you wish to avoid new memories.

Survivalist: Those that wander the wild parts of the world and thrive in them. Hunters and scavengers that live by their wits and what they can scrounge up from the land itself, rarely ever relying on monsters for aid. Survivalists gain +100cp to spend exclusively on General Perks and Items.

Tamer: Those that ally themselves with monsters, train them and make them better. Tacticians and coordinators that rely on the trust they cultivate with their monstrous allies to keep them safe while managing to make them stronger. Tamers gain +100cp to spend exclusively on Items or Companions.

Rancher: Those that care for and treat monsters and animals. Farmers and medics that keep monsters well cared for when they are left behind by their trainers and breeding them aid them in their endeavors, as well as their own. Ranchers gain +100cp to spend exclusively on General Perks or Companions.

Researcher (50cp): Those that study the world and learn its secrets. Scholars and scientists that learn all they can about monsters and even learning to make their own in time, making many useful discoveries in the process. Researchers gain +200cp to spend exclusively on Items or Companions.

Soldier (50cp): Those that fight and train alongside their monsters. Warriors and leaders that act as a guard against whatever hostile forces that may be out there, taking small bands of monsters directly into the fray with themselves in the lead. Soldiers gain +200cp to spend exclusively on Items or General Perks.

Mystic (50cp): Those that live in harmony with the world and the monsters within it. Wisemen and shamans that learn from monsters in order to access their power for themselves and achieve a form of self awareness through it. Mystics gain +200cp to spend exclusively on General Perks or Companions.

Monster (Varies): One of the many beings besides humans that resides on this world, a creature of power that rises above the average human. The cost of this origin is 100cp x the Monster Power Level tier chosen above (100cp for Novel, 200cp for Curiosity, 300cp for Hazard, etc.).

General Perks

Dressed for Success (50cp): You know how to groom monsters to make them look their absolute best and emphasize certain physical qualities that may be there, even allowing the monster to maintain the altered look indefinitely, or at least until you change it. This is a purely cosmetic effect.

Monster Rider (50cp/100cp): You know how to use monsters as mounts, even the more exotic ones that may exist out there. So long as you have the appropriate saddle to do so.

For an additional 50cp, you don't even need the saddle and may simply go bareback.

Ninjutsu (100cp): You are a ninja. Or, at least, know their methods. You are exceptionally stealthy, able to find places where you can easily stay out of sight and making little noise when moving, even your heartbeat and breathing is muted, making it difficult for even monsters with enhanced senses to find you.

Instant Arena (100cp/200cp/300cp): You are able to create a subspace that mirrors the real world. Damage done to the environment in this subspace is not carried over to the real world. Additionally, you may trap others within the subspace if they are weaker than you or your monster, though if they are stronger they can break free with ease.

For an additional 100cp, you may change the environmental conditions within the subspace, though it can't be naturally hazardous to the health of those within (yourself included). If you instead pay an additional 200cp, you may add conditional effects, such as boosting certain elements used within or creating hazards that can inflict status conditions.

Finally, the more CP you spend on this perk, the harder it is to escape the subspace without your say so.

Resizing (200cp/300cp): Now this is an unusual trick. You have the ability to cause monsters to grow smaller and cuter, as well as returning them to their original size or anywhere in between. You can even teach monsters to adjust their size on their own.

For an additional 100cp, you can even allow a monster to grow up to half again larger than their normal size, with a proportional increase in strength.

Post jump, you may use this on yourself and teach the technique to others, not just monsters. For most humanoids, growing smaller also seems to revert age, though this has no effect on your actual age.

Anthropomorphize (200cp/400cp): Oh, this is an even weirder one than the resizing! You can grant a humanoid form to monsters with a bit of work and training. These forms may be reminiscent of their monster form turned humanoid or may look completely human with small accents that speak to their natural form. The monster may revert to their normal form at will.

For an additional 200cp, the monsters are brought up to human level intelligence as well, if they aren’t already, and may assume a hybrid form if they so choose. If you take this then, post jump, you may combine alternate forms, gaining the abilities of each form in the process.

Hybrid (300cp, Cannot be Taken by Monsters): Whether through scientific mishap, magical ritual, or… other means, you are part monster and gain access to the abilities inherent to them. You gain the Monstrous Form perk as if you were a monster.

Familiar Summoning (300cp/400cp): You possess the ability to summon small monsters from your own power which share a mental bond with you and are completely loyal. These monsters are small, relatively weak, and possess few natural abilities beyond what an animal may have, however, they share their senses with you and may grow in strength with training like a normal monster. You can only have so many of these monsters summoned at a time, however, with only a normal human’s strength, you might only have three at any given time, but the stronger you are, the more you may have summoned at a time.

For an additional 100cp, you may invest your strength into creating a stronger summon or one with more esoteric abilities. However, summoning these stronger monsters is draining, the stronger the monster is, the more intense the

drain is, though it will never kill, attempting to summon something stronger than you have the power to summon will bring you to the edge of passing out and the summon will fail.

Magician (400cp): You possess the potential for magic, possessing a reserve of magical energy to draw on and use for spellcasting of all sorts. Spellcasting is an art (and science) that thrives on preparation, one must be willing to put in time in order to be a skilled practitioner. Choose one of the following:

- **Ritual Magic:** Your talent lies in the creation of rituals that shape raw magic into useful effects. While a ritual may take a long period of time to set up, it is also flexible and easily altered to suit your needs, requiring simple symbolism and intent to shape the magic of the ritual. However, this flexibility also means it is easy for the magic to run awry.
- **Spell Slinging:** Your talent lies in simpler spells that can be cast quickly. By constructing a channel within your mana, you gain the ability to cast a spell by simply funneling mana into the channel. While the spells are quick, they are relatively weak and simple things, and it can take hours to change what spells you have access to.
- **Alchemy:** You talent is focused not on your own magical power, but the power of the world. By combining ingredients, you are capable of creating potions and other alchemical items that, when you put magic into them, react in a way similar to a spell. You may even be able to create magical artefacts given the right materials and skills.

You may learn the other disciplines, given time and practice, or you may pay an additional 100cp to buy another discipline, with a second purchase granting all three options. Alternatively, you may forgo taking a discipline, if you do, this perk is discounted.

If the supernatural development of the setting is None, this perk cannot be taken. If the supernatural development of the setting is Prevalent or Ubiquitous, this perk is discounted.

Post Jump, you may impart a talent for magic in others as well as teach them how to use it.

Additionally, if you possess certain perks you gain additional magical talents (see notes).

Note: A second discount halves the discounted price (100cp), it does not make the perk free.

Ki Adept (400cp): You possess the potential to utilize ki, possessing a reserve of life energy that fortifies and empowers your body and may be used to enhance these effects. Ki is an almost instinctive art, one that is used easily once you've learned to feel it out. Choose one of the following:

- **Aura:** Your talent lies in the manifestation of an aura that lies just over your skin, acting as a defensive measure that protects you from harm and allows you to withstand hostile conditions more easily.
- **Ki Kneading:** Your talent lies in allowing your ki to reinforce your body, giving yourself increased physical strength, speed, and endurance, which grows alongside your reserves of life energy.
- **Chakras:** Your talent lies within the many chakras of the body, granting you accelerated healing and an intense resistance to impurities such as disease or poison, even curses may be purged in time.

You may learn the other disciplines, given time and practice, or you may pay an additional 100cp to buy another discipline, with a second purchase granting all three options. Alternatively, you may forgo taking a discipline, if you do, this perk is discounted

If the supernatural development of the setting is None, this perk cannot be taken. If the supernatural development of the setting is Prevalent or Ubiquitous, this perk is discounted.

Post Jump, you may impart a talent for ki manipulation in others as well as teach them how to use it.

Additionally, if you possess certain perks you gain additional ki-based talents (see notes).

Note: A second discount halves the discounted price (100cp), it does not make the perk free.

Psion (400cp): You possess the potential for psionics, possessing a reserve of willpower to draw on and use for manifesting your powers. Psionics is an unusual art that requires both keen instincts and a focused mind to put to proper use with any sort of power. Choose one of the following:

- **Telepathy:** Your talent lies in the ability to connect to other minds, sharing your thoughts, and senses at the most basic level. At higher levels of mastery, however, you can induce visual and auditory hallucinations, implant thoughts and suggestions, or alter memories, though those with strong wills will be harder to affect.
- **Telekinesis:** Your talent lies in the ability to manipulate matter with your mind, moving objects and producing psychic force at the most basic level, with finesse and power increasing with mastery. Alternatively, you may align your telekinesis with a specific element, increasing your power at the cost of losing the ability to manipulate anything else (effectively gaining something like pyrokinesis, cryokinesis, or chlorokinesis instead of telekinesis).
- **Extra Sensory Perception:** Your talent lies in the ability to see through your mind's eye, enabling you to read minds, see through walls or at great distances, look into the past (or even the future), and tell when someone is possessed or otherwise not themselves. The clarity and distance at which this works (both physically and temporally) improves with mastery.

You may learn the other disciplines, given time and practice, or you may pay an additional 100cp to buy another discipline, with a second purchase granting all three options. Alternatively, you may forgo taking a discipline, if you do, this perk is discounted

If the supernatural development of the setting is None, this perk cannot be taken. If the supernatural development of the setting is Prevalent or Ubiquitous, this perk is discounted.

Post Jump, you may impart a talent for psionics in others as well as teach them how to use it.

Additionally, if you possess certain perks you gain additional psionic talents (see notes).

Note: A second discount halves the discounted price (100cp), it does not make the perk free.

Blessing Magnet (400cp): Myths and legends abound in regards to monsters, the fortune of seeing them, and how they sometimes imbue humans with their strength. You have an uncanny knack of drawing these blessings out of such legends. Powerful entities seem to be more inclined to like you and may offer their blessings, and these blessings stay with you throughout the chain.

Touched by a Legend (500cp/800cp): Myths and legends abound in regards to monsters, the fortune of seeing them, and how they sometimes imbue humans with their strength. In your case, however, this isn't a myth, you have been blessed by one of these powerful monsters and are protected by them. A side effect of this blessing protects you from simple misfortune and gives you a bit of extra luck, however, its main benefit is that it protects you from any attempt to attack your soul, possess you, or subvert your will, making you effectively immune to such attacks unless you allow them through.

For an additional 300cp, you gain 600mp to spend on the monster customization section that represents powers offered to you by the monster that has laid its protection on you. This does not allow you to spend CP for MP unless you have Monstrous Form or Hybrid.

Survivalist Perks

Outdoorsman (50cp, Free Survivalist): You have the skills to survive out in the wilds relatively comfortably, including general knowledge of what is and isn't safe to eat, and are able to survive on your own with no detrimental side effects to your mind. This includes orienteering and navigation.

Voice of the Wild (100cp, Free Survivalist): You are a hunter of exceptional quality, capable of tracking monsters even if they lack a physical form, creating traps that can capture or kill using only natural materials, which only improve in quality when you have better materials, and extracting the poison from poisonous plants. Additionally, you are familiar in first-aid and natural treatments for various injuries.

Natural Enhancement (200cp, Discount Survivalist): There are a number of natural materials that can be used to create medicines, however, you take it a step further, allowing you to create salves, poultices, and herbal medicines that enhance your physical abilities for a short period of time. At the bare minimum, you can create stamina restoring medicines, and your knowledge is guaranteed to grow more in depth and get better with time. Additionally, this allows for the creation of poisons.

One With the Wild (300cp, Discount Survivalist): Nature has an ebb and flow to it, one which seems to naturally work for you. You possess an exceptional form of luck that makes survival much easier. Fresh water is easy to come by, food is rarely ever scarce, the terrain is easier to traverse, and the weather always seems to work with you. In fact, you seem completely unaffected by bad weather and environmental conditions, which translates into a minor resistance to the elemental abilities used by monsters (and others) as well. Maybe it isn't so much luck after all?

Peak Performance (400cp, Discount Survivalist): Living off the land and fighting off monsters on your own has given you an exceptional physical condition. You are stronger, faster, tougher, more perceptive, and overall better than most of humanity, pushing into, and potentially beyond, peak human ability. You even shrug off infection, poison, and disease with remarkable ease and can go with less food, water, and air than normal.

Trophy Hunter (600cp, Discount Survivalist): Monsters are an amazing resource for someone far out from civilization, their hides making great armor, their claws and fangs turning into amazing weapons, and many aspects able to be turned into useful trinkets. With this, you possess the skills necessary to turn parts from a monster into weapons, armor, trinkets, and trophies. Such creations will have traits and powers based on the creatures they are constructed from, such as a witch's eye turned into a pendant granting a minor boost to magical abilities or a fire breathing wolf's fang being converted into a sword lighting on fire when swung.

Tamer Perks

Perceptive (50cp, Free Tamer): You notice little details and patterns that others may overlook, some of which may prove useful to you. Additionally, your eyesight is improved, especially in regards to your dynamic vision, allowing you to better track things in motion.

Tamer of Beasts (100cp, Free Tamer): For a tamer, taking the wildness out of their monster allies is a major aspect of the profession, getting monsters to listen and ignore their instincts when necessary is a difficult task that you are particularly suited for. You have a knack for getting inhuman creatures to be less wild, more rational, and

more willing to work with you. Whether this is through mutual trust, songs soothing the mind, or even forming a mental connection that infuses their mind with a portion of your own, it doesn't matter. This can even be used on animals, post jump, which has the effect of improving their intelligence slightly.

Commander (200cp, Discount Tamer): Even more important than taming a monster is being able to direct them efficiently, both in and out of combat. You have a knack for commanding monsters, easily able to give them direction, keep their abilities in mind, and know how to use their abilities together to better coordinate them. Additionally, you are good at keeping individuals or groups working well together even when they are not usually friendly towards each other or when they're natural enemies, such as predator and prey.

Skill Sets (300cp, Discount Tamer): Monsters often have a number of skills they can work with, but many focus on only one or two, strengthening those abilities, but causing their other abilities to fall to the wayside. You, however, are able to direct your monsters to create 'sets' of skills they may swap with a few moments of concentration. Each set, will emphasize a trait or two of the monster, making it stronger, such as boosting defensive power and reaction speed or improving speed and bite strength, however, they may only have one such set active at a time. You can even teach non-monsters to do this, post jump, yourself included.

Exotic Experience (400cp, Discount Tamer): Monsters often possess exotic abilities and instinctively use them, you, however, are able to figure out how to use them in new ways that are overlooked or otherwise unused, as well as how to make such new methods work, in order to cover their weaknesses or augment their abilities using another. You can even teach monsters how to use the powers of other monsters so long as their abilities are similar in nature (a dog able to breath fire learning fire manipulation from a salamander wizard for example).

Unleashed Power (600cp, Discount Tamer): Monsters often have hidden reserves of power to them, a strength that is restrained within their forms. As a tamer, you know how to unleash this hidden strength. By working with a monster you can figure out how to release their full potential in short bursts, giving them a new form, new powers, and increased physical capabilities above what they would normally be able to accomplish. At first, they will need a catalyst to achieve this form, however, given time and training, they can potentially do so on their own. Similarly, this form will start out only lasting about a minute and impose a fairly heavy drain on the user when it ends, but with training can be made to last longer and/or be less draining.

Post Jump, you can use this perk on non-monsters, including yourself.

Rancher Perks

At the Crack of Dawn (50cp, Free Rancher): You are able to get more out of your rest and sleep than most, giving you the ability to operate on half as much sleep as you otherwise would so long as you take short breaks throughout the day (and with 6 hours you don’t even need to take those breaks). Additionally, you possess an internal alarm clock you can set for any time you would like, which will wake you up immediately regardless of how deep you were sleeping.

Home on the Range (100cp, Free Rancher): You possess all the skills necessary to care for monsters and a preternatural skill in actually caring for them. Preparing meals suited for them, cleaning up after the monsters, washing them, and making them comfortable even in environments they normally are not well suited for (though not ones completely anathema to them, such as fish out of water). Monsters in your care are also easier to care for the more tame they are and you can keep a monster from growing more wild while they are in your care.

Trusted Caretaker (200cp, Discount Rancher): You have a particularly trustworthy air to you, allowing you to make great first impressions with both tamers and monsters alike, to the point where a tamer may well leave a young monster in your care if they cannot currently care for it, for whatever reason after only just meeting you, assuming you have the facilities to do so. Monsters also act more tame around you as a result of this, though they are no less wild than they actually are, they will cooperate better with you than they would another.

However, abusing this trust can rapidly find this perk's effectiveness dwindle to nothing unless you have a particularly good reason for doing so (such as an abusive tamer) and it will not establish itself again until the start of the next jump or until you earn that trust back in some way.

Tender Loving Care (300cp, Discount Rancher): Caring for monsters is more than just feeding and cleaning, more than even making them feel comfortable, it's also about keeping them healthy. As such, you've developed the skills to treat most injuries sustained by monster and human alike and can quickly adapt to new body types or injuries when treating individuals. Additionally, you have a knack for expanding on your medical knowledge.

Nurtured Growth (400cp, Discount Rancher): When cared for properly, a monster is more motivated to train, and you know this well. When you care for a monster, the better you do so, the faster and better they will grow, the more fulfilling and beneficial their training will be. Additionally, by rearing a monster from the time they are born, they will grow to be much stronger as a baseline than other monsters of the same species as their natural growth benefits from your care.

Monster Breeder (600cp, Discount Rancher): Breeding monsters is a difficult proposition, crossbreeding them even more so, however, you have managed to learn a technique that allows you to more easily do so. By taking two monsters that are compatible and keeping them in a relatively close proximity, you may find an egg that holds a monster with traits from both parents, even if the monsters cannot physically produce such or never come into physical contact. Alternatively, if both monsters are willing, you are able to instantly produce an egg. Additionally, you may hatch these eggs at any time with a moment of concentration with the baby monster fully developed inside, as well as stalling the hatching indefinitely without causing harm to the monster within.

If you are a monster, you may benefit from this and, post jump, may use this on any living creature that is willing.

Researcher Perks

Well Organized (50cp, Free Researcher): You can keep your work neat and orderly with minimal effort, even going so far as to easily keep your thoughts well organized and focused, improving your memory by a decent degree. Additionally, you have a great ability to remember where you put things even when not organized.

Student of Science (100cp, Free Researcher): A researcher isn't much without being able to actually do research, as such, you have a wellspring of patience most sages would find admirable, focus such that you can ignore most uncomfortable situations and annoyances with ease, and are capable of memorizing information quickly and efficiently. As a result, learning new things is easy for you, especially when it comes to scientific fields. This extends outside of the sciences, but is not quite as efficient or easy.

Practical Tinkering (200cp, Discount Researcher): Tinkering comes easily to one such as yourself, finding ways to make things work and building them with a bit of elbow grease and know how. This goes even further, however,

since you know how to build technology that interacts with monsters in useful ways. From chemicals that promote healing or improved strength to training devices used to push their limits to complex networks capable of transporting monsters across the world, so long as there's another node for them to transfer to, you can figure out how to build all of these and more given time and materials, you just need to find them out, and with this, you have a bit more than just the basics down.

Workplace Safety (300cp, Discount Researcher): You have a minor form of danger sense, able to pick up when something you're doing will go wrong and endanger yourself or others (including any test subjects if applicable), as well as knowledge in how to pinpoint the cause of the issue so it may be altered or fixed in some way. Additionally, you become an expert in medical sciences and can treat nearly any workplace injury that doesn't immediately result in death or is otherwise a sure death.

Monster Engineering (400cp, Discount Researcher): Monsters have a wide array of abilities that are often unique or useful for various purposes, but having to care for a monster to gain these benefits can often be quite the issue, as such, you are capable of replicating the abilities of monsters through the use of technology, to a degree, as well as innovating technology that uses a monsters ability as a basis, such as making highly efficient batteries by studying the electrical storage abilities of a lightning rodent monster.

Creature Synthesis (600cp, Discount Researcher): You have obtained the knowledge of a complex process which you can use to create entirely new monsters, artificial or biological, which will possess abilities and traits based on the materials utilized in their creation. You may even impart certain inherent powers or perks you possess into these monsters, though this can weaken or even remove the perk entirely from your repertoire until the monster dies or is left behind after a jump ends.

Additionally, you may use this process to impart traits from one monster onto another, whether they are a monster or otherwise, though this can have potentially dangerous consequences if done carelessly, especially as instincts to use the new traits are not granted.

Soldier Perks

Basic Requirements (50cp, Free Soldier): You are a willful individual with an exceptional drive and focus that allows you to succeed where others may fall short, not to mention an inherent knowledge of your limits and just how far you can push them. Your will is strong enough that you can push through pain, despair, and even fear to a certain degree, though it won’t ensure you do things rationally in those cases.

Military Basic (100cp, Free Soldier): You have been trained to fight with number of weapons and armor effectively, have gained an athletic form with the endurance to keep up combat for extended periods of time, as well as being drilled on how to fight tactically alongside your allies, including fighting alongside your monster companions. Additionally, you can keep a level head in stressful situations.

Present Arms! (200cp, Discount Soldier): This is quite the unusual ability you possess, the ability to convert a tamed or willing monster into a weapon, piece of armor, or other form of equipment such as a lantern. The monster maintains its abilities, altered to fit their new form and function, but are directed by their wielder as well as their own intent. You are able to train monsters to take on their equipment form at will, even partially, without your intervention, even manifesting their equipment form entirely for their own use once they master the ability. Post Jump, you may use this ability on anyone, not just monsters, including yourself.

The form the monster takes is based on both their abilities and their personality, a rock monster with a sturdy hide that prefers to be cautious might take the form of a shield while a more aggressive member of the same species might take the form of a war hammer instead.

Battlefield Leader (300cp, Discount Soldier): On the battlefield, communication is both essential, and incredibly difficult. You however, are able to establish a sort of battle bond when fighting to make it so your team is able to pick up on unspoken cues from you and you can pick up on theirs just as easily, even if you have never fought together before. This only grows more intuitive and effective as you fight alongside your team. Additionally, you know the general condition of your allies in a fight and can find them easily.

Warrior's Instinct (400cp, Discount Soldier): The battlefield is dangerous, and with monsters involved it's even more so, as such you are able to keep track of what's going on around you with supernatural ease, even when unable to see what is going on. Additionally, you possess a sixth sense for when danger is coming your way, which will briefly improve your reaction speed when the danger would be lethal to yourself or one of your allies.

Burst Fusion (600cp, Discount Soldier): With the danger monsters can represent, normal training and equipment may well not be enough to survive in battle, so, you've developed a way of adding the strength of a monster to your own. With a few moments of focus, you can combine yourself with a willing monster, adding their abilities and traits to your own and gaining their combat instincts on top of your own. Additionally, the more trust you possess with the other monster and the better you work together in battle, the stronger this fusion becomes, though this caps at about twice as strong as it would be baseline. You may concede control of the fusion to the monster if you so choose.

These fusions are temporary, lasting roughly five minutes to start, but extending up to an hour as the fusion grows stronger.

If you possess the Present Arms! perk, you may spiritually connect with the monsters-turned-equipment for a similar, but lesser, boost.

Post jump, you may fuse with anyone in this way, not just monsters.

Mystic Perks

Empathy (50cp, Free Mystic): You possess an innate ability to understand the intent of a monster, while this does not allow for direct communication, it allows you to more easily pick up on what they are trying to get across and the context behind it. This extends to animals and, to a lesser extent, humans.

Hermetic Lore (100cp, Free Mystic): You have a wide array of oddly useful skills at your disposal, from acupuncture and massage to meditation and herbalism to crafts such as carving and glassblowing. Additionally, you are able to easily teach monsters how to use their abilities to aid in these pursuits, such as a fire breathing monster using its breath to heat glass or an acidic monster being able to etch metals.

Shamanic Communion (200cp, Discount Mystic): You have an affinity for languages that allows you to learn the basics of a language in a day's time and become fluent within the span of a week. This extends towards forms of communion such as divination, tarot readings, and fortune telling. Additionally, you possess the ability to

understand monsters and animals of all types as if you shared a common language, though this might manifest as only a rudimentary understanding depending on how intelligent the creature you are conversing with.

Gypsy Trinkets (300cp, Discount Mystic): Monsters have an unusual interaction with certain materials, normally these interactions do nearly nothing, but you know how to take advantage of these interactions to make useful items by combining these materials into wearable baubles or bits of armor. The effects can have a fairly wide range of effects, but are generally only a boost to one or two abilities the monster possesses.

At first, you won't be able to have these creations work in tandem, only one working at any time and requiring a few minutes to swap the effects, but with practice you can make it so the work together to provide multiple benefits.

Post jump, these creations function for anyone, not just monsters, though the effects may be less useful for some than they would for others.

Thaumic Unity (400cp, Discount Mystic): You've stumbled onto an unusual ability that allows you to physically fuse two monsters into a single, stronger monster temporarily, so long as the monsters are willing. The fusion shares traits from the component monsters, though they may manifest differently or in new ways, and are strengthened by the combined strength of the two monsters. The greater the synergy and trust between the monsters, the greater the power of the fusion and the longer it will last and the more you practice, the more monsters you can include into the fusion (up to a maximum of five at a time), though more monsters tends to shorten the time of the fusion. Already fused monsters cannot be fused again.

It is possible for monsters to become permanently fused, however, this requires exceptional trust and synergy between the component monsters as well as a desire to become a permanent fusion, a rarity for such willful creatures. Alternatively, if you possess the Creature Synthesis perk, you may make this fusion permanent.

If you possess Burst Fusion, you may include yourself as part of the fusion, either acting as a voice in the back of the mind of the fusion to extend the fusion and increase its power or as the main member of the fusion, becoming the single controller of the fusion.

Post Jump, you are able to use this on any individual, not just monsters.

Druidic Patronage (600cp, Discount Mystic): Monsters have many abilities that are unique to them, unable to be found in nature, and yet are able to be done despite the fantastical nature of these abilities. These abilities are inherent to the monsters, and yet, you are able to learn them. Through a strange form of communion, you are able to gain insights into how a monster performs their more fantastic abilities, granting you the ability to use weak versions of these powers. Given time and training, these abilities may be able to match, or even exceed, the monster you learned it from. By learning the same ability from multiple monsters you can improve your understanding, and thus the strength, of the ability.

These abilities may be passive improvements, such as a skill that improves defensive capabilities, or an active ability, such as the ability to heal others at the cost of becoming fatigued. However, you can only maintain a relatively small number of such skills from each category (See Notes).

Monster Perks

Monstrous Form (Free, Monster Only): You are a monster, so, you should have their abilities. You gain access to the Monster Customization section below and gain 200cp to spend in that section exclusively. You may pick two 50cp options and one 100cp option from the Monster Customization section to be free. Additionally, the tier of Monster Power Level may also provide additional options. You may convert CP into MP at a 1:1 Ratio (50cp gives 50mp).

Instinct (100cp, Free Monster): What monster worth their salt wouldn't know how to use their abilities? Not a good one. You automatically know how to use any abilities you may possess, though this is limited to how such abilities are activated and how to control them in a general sense, gaining skill in their use is still entirely up to you.

Stay Strong (200cp, Discount Monster): Monsters are an odd existence, they only ever seem to grow stronger in nature, and even ones that have been resting for months on end never seem any weaker. Now, you share this trait with them. Your conditioning, both physical and mental, and skills do not deteriorate from lack of use, nor do they diminish from old age. Additionally, you are protected from effects that would weaken or drain you in some way, unless you choose to let them occur.

Hit Points (300cp, Discount Monster): Monsters naturally produce an odd energy that forms a film over their bodies, reacting to hard impacts in a way similar to ablative armor. While some don't produce enough to form this barrier, you certainly do. You receive a pool of extra health akin to an HP Meter which protects you from damage until it is depleted. Once depleted, you will start to take injuries normally. This barrier may be replenished by resting, eating, or using special medicines designed to do so, though it will naturally regenerate very slowly even without such as long as you remain uninjured. Additionally, this pool will grow larger and more efficient as you grow stronger, allowing it to take greater damage before breaking as you gain in power.

Post Jump, you may imbue others with this ability, granting them the ability to produce this energy and form the film that it does. However, this is greatly draining and may leave you without the barrier for several days yourself even if you readily rest and use medicines to aid in your recovery.

Untamed Wilderness (400cp, Discount Monster): Monsters are incredibly diverse, and yet, tamers are able to bring them under their control, some taking more effort than others, with some even requiring months or years of effort to be tame. You are another matter entirely. No matter the method, you remain yourself and unfettered by the control and influence of others, you will not bow to anyone except by your own will. This extends beyond simple taming; magical influences, psychic control, and even possession wash off of you with no noticeable effect. However, you can always sense when someone tries to do so, and even tell what they are attempting to do, allowing you to play along if you so wish.

Rank UP! (600cp, Discount Monster): It is common for monsters to grow stronger, they train, they grow, they get better, but some gain the ability to go even further, to evolve and become something new. You count yourself amongst that number. You possess a reservoir of energy that fills as you gain in experience and power, with greater foes defeated filling it more. When this reservoir is filled, you may induce a transformation of sorts, a permanent one, which can either increase your existing abilities by a fair degree or induce mutations that grant new abilities related to the old (or shaped by a catalyst of some sort), though the degree of change is somewhat based on the size of the bar when filled. However, the size of this reservoir increases exponentially with each use, requiring you to fight stronger and stronger foes to fill.

Post Jump, you can grant a form of this ability to others as well, and may even set a limit to the number of bars and how they progress if you so wish (such as giving someone six bars, the first four increasing existing abilities, the

fifth inducing changes, and the sixth giving an increase to existing abilities, including those wrought by the change form the 5th bar).

General Items

Rations (50cp): This is a collection of simple foods carried while travelling that never seems to run out. While these rations can fill any diet, they aren't very flavorful for humans. Monsters are able to subsist entirely off of these rations without issue.

Exotic Saddle (50cp, Free Monster Rider): You are in possession of an extremely well made saddle that is somehow able to fit onto nearly any monster large enough to carry you and allow for a comfortable ride.

Goblin Market (200cp): This warehouse attachment takes the form of a bazaar run by humanoid monsters where you can purchase items useful for monsters and their tamers, including medicines, taming equipment, food, and the like. They will take any legitimate form of currency for the setting you are currently in, and will exchange currency from previous settings into the currency of the current setting.

Monster Nexus (400cp/800cp): This warehouse attachment is a small section of land with a tower in the distance. Within this tower reside monsters that regularly spawn and may be fought, harvested, or tamed. You have some degree of control over the types of monsters produced within, but only in the general sense. Untamed monsters may not leave this attachment.

However, for an additional 400cp, you may summon this tower into a setting, after which, monsters will start to spread from it to the rest of the world.

Survivalist Items

Survival Kit (50cp, Free Survivalist): The essentials of survival; A bedroll, a fire starter, a knife and hatchet (both of which never seem to need sharpening), a length of sturdy rope and twine (which always seems to have a bit more), a mirror, a canteen, a pot, a compass, a whetstone, a lantern (which never seems to need oil), and a small shovel. If any of these items are lost, you'll find them in your possession again within the next 24 hours.

Handy Haversack (100cp, Free Survivalist): A sturdy hiking backpack that fits you perfectly and holds about five times what it appears to be able to hold. Whenever you reach into the pack, the item you are looking for is always right on top.

Harvesting Tools (200cp, Discount Survivalist): You have a set of tools that is perfect for breaking down any animal or monster quickly, easily, and efficiently, augmenting your skill to be even better than you already are and ignoring how tough the creature would normally be. This only works for breaking down dead animals and monsters, however, these tools make poor weapons.

For an additional 100cp, undiscounted, you may gain an array of materials harvested from monsters already, with a small cache of additional materials arriving every two weeks.

Plentiful Grove (300cp, Discount Survivalist): A small section of wilderness, large enough to build a cabin and a garden, which possesses an abundance of natural resources useful in survival. Medicinal herbs, edible plants and mushrooms, and plants that are good for crafts of all sorts, such as vines for cordage and hardwoods good for making bowls. There is even a river with a section of easily accessible clay at the bank. You can always find this grove, able to get to it by simply walking into the wilderness and looking for it.

Portable Cabin (400cp, Discount Survivalist): This small, briefcase-sized object is an extremely useful object that can expand into a cabin that is even bigger on the inside, enough room for ten people and several monsters and even has a sizable basement for storage. Pests are repelled from, and are incapable of getting into, the cabin. It is fairly bare bones, but has full utilities and keeps all upgrades made to it. It can be collapsed back down into its briefcase sized form at will as long as no people, animals, or monsters are within..

Tamer Items

Monster Bait and Repellant (50cp, Free Tamer): This assortment of strongly scented pellets act as a potent bait for attracting (or repelling) monsters, including most animals, from up to a quarter mile away, farther if the monster possesses a strong sense of smell. This bait can also be used up close to disorient a monster, with it being more effective the better their sense of smell is.

Tamer Essentials (100cp, Free Tamer): This assortment of items is essential for any tamer: treats you can offer to monsters to entice them to willingly join you, equipment for training monsters and their abilities safely, safety equipment that can protect you from training accidents, and even devices to contain monsters should they need to be, even ones that haven't chosen to join you yet.

For an additional 100cp, undiscounted, the containment devices automatically tames the monster and promotes a friendly obedience from the monster towards the tamer.

Monster Support Kit (200cp, Discount Tamer): There are a number of items made for the tamer to support their monster in battle, both naturally occurring and created. This kit contains a fairly large array of them. Medicines that promote rapid healing, enhance offensive or defensive capabilities, increase the power of elements, and items that remove various ailments, though they all can only be used once. The kit will provide a small selection (five items or so) each day based on what you want from it, these items may be stockpiled.

For another 200cp, undiscounted, the kit may also produce a single item a selection of catalysts for inducing change in monsters, inducing directed mutation akin to a metamorphosis (the effects of these items are relatively minor unless they possess the effects of Rank UP!).

EXP Share (300cp, Discount Tamer): This unusual pair of devices allows a monster to experience combat through another, by placing one of the pair onto a monster and the other onto another, they are able to learn together, enhancing their rate of growth and experience levels. These devices can be used by humans, however it can be straining to the mind if a human links their mind to a monster to gain combat experience.

Additionally, if the monster possesses an Exp Bar such as the one from the Rank UP! perk, they may transfer Exp gained by one monster to another, up to half of the total exp gained.

Power Stones (400cp, Discount Tamer): This is a collection of items that react with a monster's unique physiology, imparting some bit of knowledge on how to use their powers differently from their own instincts and making it easier to use as a result, increasing mastery. While a monster could learn these methods on their own, it could take years to learn a single one, so these are used instead. Some monsters will not benefit from a specific item, but all monsters can learn from them.

Even humans with access to any kind of supernatural power may utilize these items, gaining a deeper understanding and insight into their powers as a result, although it gives a rather severe headache and using multiple in a short period of time may be harmful.

For an additional 100cp, undiscounted, you may find more of these items in the future with new uses based on powers in new worlds.

Rancher Items

Creature Comforts (50cp, Free Rancher): This is a modifier rather than an item, it makes any property you own, including your warehouse or temporary shelters like tents, far more comfortable and homey, especially for those that commonly live there. Any new property you obtain will have this applied over the course of a month. With a bit of effort, this is sped up and can make even the most out of place monsters comfortable.

Portable Med Bay (100cp, Free Rancher): This rather large bag, roughly the size of a duffel bag, is filled to the brim with high end medical supplies for first aid, short term care, and long term care and is complete enough to be able to care for nearly any injury.

For an additional 50cp, undiscounted, you also get one more item of interest; a small tripod that sterilizes a fairly small area around it and keeps contaminants out, useful for field care where it's very difficult to create hospital conditions.

Home Cooking (200cp, Discount Rancher): You receive a rather large supply of high quality food supplies and the facilities to cook them, as well as the option to get precooked meals made from these supplies at any time. The food from this item is guaranteed not to go bad while in your possession and replenishes once a month. There is supply enough to feed twenty people for a month.

For an additional 100cp, undiscounted, this comes with an array of vitamins that bolster monsters, improving on their strengths or reducing their weaknesses, given they eat them regularly. Vitamins for making fire produced by a monster burn hotter, vitamins that make the monster faster, and much more.

Ranch (300cp, Discount Rancher): An absolutely massive ranch, a little over 2000 acres, that can support any monsters you might own as well as having quality soil for farming. Monsters living on this ranch have higher tolerance for environmental conditions, are more resistant to diseases and other negative conditions, and require less food than they normally would need.

Farming done on the ranch is more productive and can grow year round even when conditions would otherwise make it difficult (but not impossible) to grow. Better still, if you possess the Home Cooking item, anything you grow on this farm is added to the supplies on offer with the item.

This can be kept as a warehouse attachment or imported into a setting.

Monstrous Orchard (400cp, Discount Rancher): This orchard is filled with trees that were grown by a powerful monster as a way to aid monsters. Each tree grows fruits, berries, nuts, pods, edible leaves, or herbal flowers that, when eaten, can have a number of potent effects, from simply promoting healing all the way to making the eater temporarily immune to poison or other status effects. These effects may be concentrated with the proper work processes, which you must discover yourself.

If you possess the Ranch item, you may combine the two into a singular item.

This can be kept as a warehouse attachment or imported into a setting.

Researcher Items

Infinite Notebook (50cp, Free Researcher): This notebook, small enough to fit into your back pocket, has an unusual quality of always having more room, always another page, despite its seemingly small size. You can story any notes you take within without worrying about a lack of space. Additionally, it always opens to the exact page you want.

Comes with a pen that never runs out of ink and naturally improves your penmanship.

Both items can be found by simply reaching into a pocket or an unobserved spot on your person.

Bestiary (100cp, Free Researcher): A device that stores data in regards to monsters of all sorts, from their statistics to where they're commonly found to their special abilities are all logged within this device. Or, at least, they will be. Whenever you encounter a monster, this device will passively scan them and give basic information on them. You may also actively scan with it to gain greater detail, but this requires a few minutes of scanning to accomplish, meaning it is only really useful for already tamed monsters.

For an additional 50cp, free to Researcher, the device starts with information on all known monsters within the setting. You might still find small pockets of unknown monsters, but these will be a rarity.

For an additional 100cp, undiscounted, this encyclopedia updates each jump to include inhuman creatures from that jump.

Reading Glasses (200cp, Discount Researcher): This is a pair of seemingly innocuous reading glasses that actually have a fairly profound effect on the wearer. While worn, you can read far faster than normal, up to twenty times faster though you can dial it back if you want to enjoy your reading, and retain the information you read especially easily as it integrates more fully into your mind. They have the added effect of keeping your eyes protected from anything that would damage your eyesight while worn and can even reverse damage taken while they weren't worn.

Research Library (300cp, Discount Researcher): This warehouse attachment serves as a storage space for your accumulated lore; perfectly preserving it's contents from standard wear-and-tear or degradation. Moreover, the information stored here may be accessed through simple devices connected to it; allowing you to easily peruse or

cross reference its contents at any time. As an added bonus, this space is the perfect tranquil environment for personal study and writing; preventing writer's block from setting in, or excessive distraction.

If you posses the Bestiary, you may choose to link it to this library; allowing it to access its contents freely.

Advanced Laboratory (400cp, Discount Researcher): A bleeding edge laboratory filled to the brim with useful devices, technological or otherwise, that allow you to perform all of your research much faster and easier. Anything researched within this lab is much easier to comprehend and goes several times faster than it should, and the safety measures within make sure that you are not harmed by this research (unless you do something *really* stupid). One key component is the computer, which is top of the line for the setting and will remain such as it upgrades to remain top of the line. The computer will never downgrade, it only ever improves.

This can be kept as a warehouse attachment or imported into a setting.

Soldier Items

Tactical Visor (50cp, Free Soldier): This visor, able to be attached to a helmet or worn like sunglasses, comes with a dozen or so of patches that feed data on the wearer directly to the visor. The visor then displays a HUD that displays the general condition of those wearing the patches. If you have any kind of indicator of health, mana, experience, or similar (such as from the Hit Points or Rank UP! perks) they are displayed on the HUD as well.

For an additional 50cp, undiscounted, the visor also highlights useful items such as ammo, medicine, or monster support items.

Training Facilities (100cp, Free Soldier): This special workout facility consists of a well maintained gym and simple rooms where one can rest or sleep in relative comfort. The gym will naturally adjust to provide a good, safe workout for you and your monsters, no matter how great your physical abilities may become.

For an additional 50cp, free to Soldiers, it also includes facilities for safely and effectively training any special abilities you or your monsters might possess, no matter how powerful or dangerous those abilities are.

This can be kept as a warehouse attachment or imported into a setting.

Monster Arts Manual (200cp, Discount Soldier): You have come into possession of a series of texts that contain instructions on various fighting styles that can grant exceptional combat skill and prowess, far above the average soldier's skill. Initially, you possess a manual to only a single style related to a weapon of your choice, however, you get another manual every year related to a style that compliments an existing one, allowing your skill to continue growing as you learn more.

While on their own these manuals make you an exceptional fighter, the fighting styles truly shine when integrated with powers that are beyond human, often coming from a monster. When you have access to an appropriate power, the style takes on a new depth that allows you to reach into superhuman levels of ability.

Others may study these manuals to learn the style as well.

Armory (300cp, Discount Soldier): This warehouse attachment serves as a storage space for your assorted tools of war; perfectly preserving it's contents from standard wear-and-tear or degradation. Moreover, their are mantles capable of holding weapons or armor for easy display, as well as offering a unique ability. Any weapon or armor placed on one of these mantles may have a copy summoned at will, with armor manifesting directly onto the body and weapons appearing in hand. Multiple copies of weapons may be summoned in this way.

Other tools of war, such as grenades, are not summonable in this way.

Bound Gear (400cp, Discount Soldier): This item, a weapon, shield, suit of armor, or other handheld object, is bonded to you in its entirety, growing in strength and power as you yourself do. A weapon will always be able to deal damage on top of what you could normally dish out while a suit of armor or shield can always improve your defenses by a fair margin. However, this is only part of the draw.

This tool can act as a channel for a monster capable of taking on a weapon form, fusing them into this item instead of taking on their own form, though this item will still take on traits reminiscent of the monster fused into it. While channeling a monster in this way, this item empowers the abilities of the monster's weapon form with your own strength.

For an additional 200cp, undiscounted, you may gain a second instance of this item, with the same rules as above applying. You cannot possess two suits of armor from this item.

You may freely import an appropriate item to gain these benefits.

Mystic Items

Diviner's Robes (50cp, Free Mystic): These simple, but sturdy, robes are quite robust, capable of standing up to a monster's thrashing with relative ease, though they offer only a small degree of protection to the wearer. While worn, the wearer is more in tune with the natural world and better able to commune with it.

Herbalist's Satchel (100cp, Free Mystic): A rather simple leather shoulder bag, this item is rather useful to anyone seeking to collect herbs. Anything held within this satchel is preserved indefinitely, such that a flower picked years prior would count as freshly plucked for a ritual that required such. In fact, items stored in this satchel have their properties slowly enhanced. It can take months to have a noticeable effect, but every little bit can help.

Deific Totem (200cp, Discount Mystic): This item, anywhere from the size of a pendant to a bracer or gauntlet, is imbued with the strength of an exceptionally powerful monster. This totem has two main effects; the first calms and pacifies monsters, making them unlikely to attack you and more likely to aid you if you ask, though stronger monsters may still be aggressive or surly. The second gives you the same resonance as a monster, allowing you to benefit from items that only monsters would normally be able to use.

Post Jump, this extends beyond simply monsters as it allows you to benefit from anything that another creature could benefit from and is in some way restricted to them.

Artificer's Workshop (300cp, Discount Mystic): This warehouse attachment is an exceptionally well maintained workshop with tools designed to build and construct whatever you may be working on. Anything built within this space is constructed in half the time and your skills in the craft are enhanced while waste is minimized as any waste

is collected by the workshop and recycled for further use. There is a storage area for commonly used materials that provides an unlimited supply of simple materials, updating each jump to include common materials for the setting.

This also includes a simulation system that will scan an item to recreate how it would work and, if there are any issues with the function, where the issues originate from.

Bardic Melody (400cp, Discount Mystic): In your possession is a musical instrument, default is a flute-like instrument, that, when played, produces nearly magical effects. At its most basic, the music played can aid in taming monsters, making them more receptive to your presence. Additionally, choose one of the following to add to the instrument:

- **Discord:** Your instrument is able to produce effects that weaken your opponents; inducing drowsiness or full on sleep, creating illusions to confuse and misdirect your opponents, distracting melodies that hinder the control of enemy monsters.
- **Harmony:** Your instrument is able to produce effects that bolster your allies; alleviating fatigue and improving stamina, providing clarity to break through illusions or mental control, breaking curses, or even providing a minor boost to physical or mystical abilities.

For an additional 200cp, undiscounted, you gain the option you didn't choose above as well, either as a second instrument or part of the same one, your choice.

Companions

Meet My Friends (Varies): You may import a single companion for 50cp, three companions for 100cp, or eight companions for 200cp. Each imported companion gains a free origin (other than Monster) and 600cp to spend on perks. You may spend 50cp to give all imported companions an additional 50cp to spend.

Starter Monster (Varies, One Free Tamer or Rancher, Discount Tamer): Your own monster companion. This relatively small monster (the size of a husky or smaller) possesses the monster origin along with all freebies they are entitled to, however, they are also one tier lower than the baseline for the setting if the Monster Power Level of the setting is above 5, and two tiers lower if the Monster Power Level of the setting is 8. The cost of this companion is equal to the cost of the Monster Origin. You may import a companion into this role if you wish. You may spend 50cp to give this companions an additional 100cp or 100mp to spend.

Tamer (100cp, One Free Monster, Optional): A human you trust to act as your tamer for your time here, with either the Tamer or Rancher origin and 600cp to spend on Perks. You may import a companion into this role if you wish. You may spend 50cp to give this companions an additional 100cp to spend.

Wild Child (100cp): A child that has lived on their own in the wilderness for years, raised by their **Survivalist** relative until they passed, leaving the child alone to fend for themselves. They have taken to it like a fish to water, being **One With the Wild** in a way few can claim. This has allowed them to develop their **Instinct**s and give them a touch of the **Untamed Wilderness**. Finally, they have learned from the monsters of the wild and developed an **Elemental Affinity** or two (choose either two 50cp Elemental Affinities or a single 100cp Elemental Affinity). You may import a companion into this role.

Personal Trainer (100cp): A skilled **Tamer** that has turned his skill towards people, including himself. They, on their own, could get through **Military Basic** easily with how athletic they are and are a decent **Commander** of both monsters and people. They are a health expert, able to create incredibly healthy meals that help in building up the

physique of the eater and keep those they train from overworking themselves into injury, with them having a good bit of **Tender Loving Care** within their bedside manner when actual injuries occur. They possess a range of equipment that can be stored up easily but act as a **Training Center** when fully set up. They've studied enough to apply anything they've learned about monsters towards humans as well. You may import a companion into this role.

Breeder (100cp): An older **Rancher** that has a lot of experience on their side, able to use **Shamanic Communion** to speak with monsters and possessing the **Empathy** necessary to truly understand them. Their skill and reputation has made them a **Trusted Caretaker**. However, it is their skill as a **Monster Breeder** that gives them their reputation, even having a knack at **Resizing** the monsters to be smaller and cuter, great for kids. You may import a companion into this role.

Experimental Soldier (100cp): A project brought about to try and meld human and monster, this individual is one that survived, even if they were deemed a failure by their creators. Possessed of a body that is at **Peak Performance** pushed farther by training as a **Soldier**, however, their true strength lies in their **Hybrid** nature. Unlike most Hybrids, this individual is normally human, but may manifest their more monstrous form at will, giving them access to their monster abilities as well as granting them a **Warrior's Instinct** and a **Hit Point** barrier. You may import a companion into this role.

Slightly Mad Scientist (100cp): An eccentric, but incredibly skilled, inventor with a knack for turning junk parts into functioning machines, going far above **Practical Tinkering** and well into **Monster Engineering**. They are also highly **Perceptive** and great at using **Exotic Experience**s to make their inventions more efficient. Finally, they created a device that opens into an **Instant Arena** housing an **Advanced Laboratory**, including a number of helper bots he may call in as if with **Familiar Summoning**, though they need to build the bots ahead of time, replacing the cost in their own power for time and expertise instead. You may import a companion into this role.

Traveling Minstrel (100cp): This self proclaimed bard is an exceptionally lucky individual, always seeming to get into and out of trouble with nary a scratch using only his favored instrument and his quick wit. They are a **Mystic** that possesses a **Bardic Melody** with access to both Discord and Harmony, which is also a piece of **Bound Gear**. They are followed by a Muse, a musical spirit that gives inspiration for songs and stories and empowering the songs or stories they tell, even able to merge into the Bardic Melody. Finally, they have the ability to learn sound- or song-based techniques from monsters as if with **Druidic Patronage**. The Bardic Melody and Muse are bound to them and cannot be used by anyone else. You may import a companion into this role.

Little Mon (100cp): You've come across a tiny and friendly **Monster**, little bigger than a common housecat and about as smart as a child of about ten years old that has taken a liking to you. It is a weak monster regardless of the normal power level of the monsters within the setting, being only a novel level monster at best, though their ability to hide puts them on par with a **Ninjutsu** master. However, it is highly endearing in personality, managing to get even incredibly powerful creatures to take a shine to it, even if only grudgingly, which tends to bring their favor and turning them into a **Blessing Magnet**. You may import a companion into this role.

A Tamer or Rancher that forgoes their normal starter monster may take this companion for free.

Monster Customization

This section is only accessible to those that have taken the Monstrous Form or the Touched by a Legend perk.

Monster Power Level may also provide additional freebies. A Novel monster gains what is described in the Monstrous Form perk and no additional freebies. A Curiosity monster gains an additional 50mp and 100mp option for free. A Hazard monster gains a 200mp option for free. A Dangerous monster gains an additional 50mp and 100mp option for free. A Mythic monster gains an additional 200mp option for free. A Legendary monster gains a 300mp option for free. A Titanic monster gains an additional 300mp option for free. A Force of Nature monster gains a 400mp option for free. Higher tiers gain the benefit of all lower tiers as well. A Hybrid does not gain any additional freebies based on Monster Power Level.

Finally, the Monster Power Level determines the overall strength of the abilities picked here, even making weak abilities relatively powerful the higher in tier they are. A hybrid has their effective power level decreased by 2 tiers for the purposes of how powerful these options are, with it defaulting to tier 3 if it would otherwise be lower.

You may purchase the Magician, Ki Adept, and Psion perks as Monster Options.

Natural Weapons (50mp): Your species possesses natural armaments, such as claws or a stinger. Choose one form of natural armament, your species naturally possesses that armament. You may purchase this multiple times.

Natural Armor (50mp): Your species possesses a natural defense, such as thick hide, a chitinous exo-skeleton, or a turtle shell. Choose one form of natural armor, your species naturally possesses that armor. You may purchase this multiple times. The defensive properties of these forms of natural armor stack, but have diminishing returns (giving little additional defense after the fourth purchase), though they may offer greater protection if they are limited to smaller areas (a turtle shell will be stronger than having scaly hide).

Self-Sufficient (50mp): Choose one of the following, your species no longer needs the chosen thing to survive: Air, Sleep, Food, Drink. This may be purchased multiple times. Alternatively, you may choose two and reduce the need to a quarter what you normally require.

Longevity (50cp): Your species is particularly long lived, able to live at least a century before growing old. A second purchase increases this to two centuries. A third increases it to five centuries. A fourth purchase increases it to a millennia. Each additional purchase adds an extra millennia to their life span. After the fifth purchase, they become immune to age manipulation. After the eighth purchase, they are instead ageless, growing to maturity before their aging stops.

Projectiles (50cp): Your species has a natural ranged weapon built in to their body with the ability to generate ammo with ease. This may manifest in a number of ways, maybe the ability to spit water powerfully enough to deal damage, summon bolts from nowhere that can be fired from an arm that mimics a crossbow, or even producing quills that may be thrown as darts.

Expanded Diet (50mp/100mp): Your species is able to eat things outside what is considered normal, such as poison or metal. For 50mp it simply allows you to gain nutrition from a chosen substance. For 100mp, however, you can gain some benefit from it, such as using metal to reinforce your body or internalizing poison to increase the potency of whatever poison you may already possess.

Production (50mp/100mp): Your species naturally produces a non-elemental substance with some measure of use, such as milk, pearls, or silk. For 50cp, this is a fairly slow production or requires careful deliberation from the species or another to extract. For 100cp, the production is fast enough that the substance can be used for something more, such as producing silk quickly enough to use as grappling hooks and web slinging.

If you take the Catalyst option, you may choose that what your species produces carries the effects of Catalyst instead of having it focused on their body.

Elemental Affinity (50mp/100mp/200mp): Your species has an innate affinity for an element of your choice. This can be standard elements, such as fire or wind, or more obscure ones like poison or void. For 50mp, this gives a minor resistance to the chosen element and an ability to utilize the element, even if they don't have the ability to manipulate the element (such as starting a fire with a fire affinity or superior swimming with a water affinity). For 100mp, the resistance increases significantly and they gain an increased efficiency with any ability to use the chosen element, even if they don't have the ability to directly manipulate the element (such as keeping fire at a constant temperature or how to cleave through stone easily). For 200mp, the resistance increases to the point of immunity, or even benefiting from the element, and they can more easily learn abilities or skills related to the chosen element (such as pyromancy or blacksmithing). May be purchased multiple times, choosing a new element each time.

Environmental Adaptation (50mp/100mp/200mp): Your species is used to a specific environment or condition, adapted to the hazards that come with it. For 50mp, it's a fairly common environment or condition, such as underwater or high altitude. For 100mp, it's a more dangerous environment such as deep sea, poisonous gasses, or higher gravity. For 200mp, it's a deadly environment such as inside of a volcano or the vacuum of space. May be purchased multiple times, choosing a new environment or condition each time.

Airborne (50mp/100mp/200mp): Your species is able to keep itself aloft in some way. For 50mp, they are lightweight and buoyant, merely floating rather than flying. For 100mp, they instead possess wings capable of flight. For 200mp, they instead possess the ability to fly without the need for wings. Each tier of this option may be purchased separately. A monster with amorphous and the 50mp version of this option may inflate themselves in order to fly.

Camouflage (50cp/100cp/200cp/300cp): Your species' coloration makes it blend into the environment they naturally live in. Choose an environment, they may blend into that environment exceptionally well. For 100cp, they instead gain the ability to generally alter their coloration at will. For an additional 100cp, the degree of control over their coloration and the speed at which they may change their coloration increases. For another 100cp, they may turn partially or completely invisible at will.

Catalyst (100mp): Your species is infused with a supernatural quality that allows it to enhance certain supernatural powers. This may be dispersed throughout the body or focused in a specific part; the more focused it is, the more powerful the reaction, but also the easier it is to run out of. This catalyst can be aligned with raw magic by default, but the enhancement it offers in that case is fairly weak. You can instead have it align with an ability or affinity you naturally possess, increasing the amount of power it offers. You yourself can utilize this catalyst if you possess the means to do so. This may be purchased multiple times.

Intuitive Aptitude (100mp): Your species possesses a natural and instinctive knowledge of a particular skill such as cooking, medical training, swordsmanship, or even a specific type of magic, which may then be expanded on through actual training. This may be purchased multiple times, either deepening their knowledge of an existing field or gaining a new one.

Elemental Generation (100mp/200mp): Your species naturally generates an element of your choice, such as fire from their tail, venom from their fangs, or growing metal scales that can be collected when shed. For 100mp, this generation is passive and needs some degree of work to use offensively, such as a patch of skin producing poison which can be rubbed onto claws in order to deliver it. For 200mp, this is a more directly useful power, such as being able to breath fire or generating rapidly hardening magma they can then throw. This may be taken multiple times, choosing a new element or method of generation each time.

Implement (100mp/200mp): Your species naturally possesses an implement of some sort, such as a staff, a gem, or a bone club, which they may utilize as an extension of themselves. For 100mp, this implement is simply able to channel the species' power and won't break from them using it, whether physical or supernatural. For 200mp, however, the implement also enhances the species' power, adding half again the power, control, or range of their more supernatural powers.

Redundant Biology (100mp/300mp): Your species either possesses redundant organs or lack internal organs entirely, making it harder to harm them in a lethal manner. For 100mp, the species possesses redundant organs that make it so that harming one won't be as damaging to their system as it would for a creature without. For 300mp instead, they lack internal organs entirely, making attacks far less dangerous.

Might (100mp/200mp/300mp): Your species is known for its exceptional physical strength, above the norm for the monsters of the world. This can be bought up to three times, intensifying the increase each time, with the third purchase effectively increasing the rank of the monster by one in regards to their physical strength.

Vigor (100mp/200mp/300mp): Your species is known for its exceptional physical endurance, above the norm for the monsters of the world. This can be bought up to three times, intensifying the increase each time, with the third purchase effectively increasing the rank of the monster by one in regards to their physical endurance.

Quick (100mp/200mp/300mp): Your species is known for its exceptional physical speed, above the norm for the monsters of the world. This can be bought up to three times, intensifying the increase each time, with the third purchase effectively increasing the rank of the monster by one in regards to their physical speed.

Agile (100mp/200mp/300mp): Your species is known for its exceptional agility, above the norm for the monsters of the world. This can be bought up to three times, intensifying the increase each time, with the third purchase effectively increasing the rank of the monster by one in regards to their agility.

Shapeshifter (100cp/200cp/300mp): Your species is naturally capable of taking on multiple forms. For 100cp, they possess a single alternate form, such as a monster able to shapeshift to look like a tree or back to their base form, but nothing else. For 200cp, they possess a handful of forms that they may alter in subtle ways, such as a human form being able to change from male to female. For 300cp, they may freely alter their form to nearly anything at will, though this does not allow them to mimic the abilities of what they look like, but merely look like them.

Interface (100mp/400mp): Your species has the unusual ability to interface with technology and interact with its programming, allowing for fine control of the piece of technology they interface with. For 100mp, their abilities are somewhat limited, requiring them to be physically near the object, but allows them to quickly navigate through the coding and information held on whatever piece of technology they interface with. For 400mp, they may go farther and digitize themselves, entering a cyberspace where they can more directly control the technology in question. This level also allows them to upgrade the specs of the technology while they are interfaced with it.

Affliction (200mp): Your species possesses an array of abilities through which they may weaken, reduce, or otherwise hinder others. This allows them to use their abilities to inflict weakness, which can range from using claws to cut at the legs in order to reduce movement speed, psionic powers to induce headaches that disrupt the use of supernatural powers, or even using poison or plant spores to cause paralysis or sleep. This can be done even if the method used would normally be lethal. New methods may be developed over time as their skills improve.

Supporter (200mp): Your species possesses an array of abilities through which they may strengthen, heal, or otherwise assist others. This allows them to use their abilities to augment abilities, which can range from using psionic powers to form barriers, creating combat stimulants with poison synthesis, or enhancing elemental abilities with a bit of magic. This can be done even if the method used would normally be lethal (such as using poison to make medicine). New methods may be developed over time as their skills improve.

Amorphous Form (200mp/300mp): Your species' physical form isn't set, having a consistency akin to clay. This has the effect of making the species more resilient and able to compress or expand their form to a degree. For an additional 100mp, their form is able to become more liquid in nature to allow them to flow through spaces normally too small for them to pass through.

Elemental Manipulation (200mp/300mp/400mp): Your species possesses the ability to control an element of your choice. For 200mp, this is a general control, rather blunt, but still powerful. For an additional 100mp, the control over the chosen element becomes far more precise and detailed. Alternatively, you may pay an additional 100mp to use more esoteric aspects of the chosen element, such as using fire to induce anger or water to heal. You may purchase both if you so wish. This may be taken multiple times, choosing a new element each time.

Healing (200mp/300mp/400mp): Your species possess a natural ability to heal itself. For 200mp, this requires they be focused on using their healing to repair the damage and can take some time to fully heal. For an additional 100mp, the healing is either automatic or much faster, with another 100mp granting both options.

- **Neutralization (100mp):** Your species can neutralize negative conditions applied to it as if they were wounds, using the same method as above. If they possess the Healer option below, they may heal the negative conditions of others as well.
- **Healer (100mp/200mp):** Your species can, with some effort, grant their own healing onto others. This only applies to the 200cp version of the healing option above. Another 100cp makes the healing faster.

Surge (300mp): Your species possesses the ability to push their abilities to be far more powerful than they would normally be at the cost of causing them to become strained and weakened until they are allowed to rest and repair the damage caused by the strain. The greater the strain, the stronger the boost this offers, but the more damage it can potentially cause. Without proper training, pushing this ability too far can cause irreparable damage, though greater levels of mastery allow them to push farther without worry.

Incorporeal (400mp): Your species is naturally intangible, possessed of no physical body. This offers two main benefits; most forms of physical attack are ineffective, or at least reduced in effectiveness, and they may pass through solid objects if they so wish. Energy-based attacks, such as fire or lightning, as still capable of damaging them. Additionally, they may take the Manifestation ability, allowing them to retake a physical form.

- **Manifestation (Free):** Your species isn't always intangible, capable of taking on a physical form at will.

Core (400mp): Your species of monster is actually a projection around a singular core, much smaller than the beast itself, that is the actual monster. As long as this core isn't destroyed, they can eventually regenerate their projected body, which can take varying degrees of time based on how much damage their projection had taken as the damage backlashes into the Core, draining it of power.

Modular (400mp): Your species has a highly adaptive anatomy that allows parts of it to be swapped out for other parts. Whether they're robots that can change out their parts, the channeling of different spirits, or a Frankenstein monster that can sew in new pieces of flesh from dead monsters, this allows them to alter their abilities to a limited degree. Your species gains a pool of 200mp that they may spend immediately as normal. Options bought with the MP provided by this option may be partially or wholly swapped out with a bit of time and appropriate resources. This may be purchased a second time to increase it to 400mp. (See Notes for Restrictions)

Bestowal (500mp/800cp): You may grant the Touched by a Legend perk. For 500mp, you may only grant the 500cp version of the perk, for 800mp, you may grant the 800cp version. However, you choose what the MP is spent on and may only spend this MP on options you yourself possess. Using this ability takes significant effort, requiring a full six months to recharge, halved for the 800mp version if they only grant the 500cp version of the perk.

Bestowal cannot be chosen as an option for the Touched by a Legend perk.

Legendary (600mp): Your species is what one would call a legend, one of the most powerful monsters in the setting. Besides rendering your species either wholly unique or incredibly rare, this increases the power of your monster by one tier, with Force of Nature monsters getting to continent busting levels of power. This doesn't actually up their rank, only the power of their monster's options as if they were a tier higher. Additionally, unless you give permission, your powers cannot be stolen, drained, or suppressed in any way.

Consumption (1200mp): Your species has a unique method of growth, able to take in the power of those they defeat and internalize it in order to incorporate it into yourself. By defeating, or killing, another creature, you may absorb the power of the creature in some way and internalize it. This requires time to 'metabolize' before it can be incorporated, which may then be dedicated towards one or more abilities the consumed creature possessed in order to gain the abilities in question. Using this on a creature without killing it will weaken it significantly instead, but also reduce the gains by a decent degree.

You can choose to discount this option if the powers gained are instead temporary, remaining in their metabolized state until used, at which point it provides the abilities they hold until they run out or are cut off. A single killed creature would provide roughly an hour of continuous use.

Enhanced Senses (Varies): Your species perceives the world in a way few could; possessing some sense that is far keener than is the norm for monsters. Each of the below may be purchased separately or as a whole.

- *Tactile (50mp):* Your species' possesses an unusually acute sense of touch, allowing them to feel air currents, minor changes in temperature or humidity, and similar feats. If someone talks loud enough, it's possible to hear even when rendered deaf, though it may take practice to determine what's being said.
- *Gustatory (50mp):* Your species' sense of taste is sensitive enough to pick up on the ingredients in a dish or for detecting a creature's approach akin to a snake.
- *Visual (50mp):* Your species' sight is greatly enhanced in one of two ways; either, their sight is extremely detailed, allowing them to see with more clarity than the norm, or their sight has exceptional range, able to see much farther than they otherwise could. A second purchase grants both options.
- *Auditory (100mp):* Your species' has hearing accurate enough to hear conversations from great distances or navigate using only the echoes bouncing off of the environment.
- *Olfactory (100mp):* Your species' sense of smell is more accurate than most, able to pick up even the faintest of scents and sort them out with ease, even allowing you to track based entirely on scent like a bloodhound.

- *Kinesthetic (100mp):* Your species' proprioception, balance, and ability to determine their own movements is greatly enhanced, allowing them to easily keep their balance, have great control over their movements, and excellent hand eye coordination.

Additional Senses (Varies): Your species perceives the world in a way few could; possessing the ability to sense things that are outside the norm for monsters. Each of the below may be purchased separately or as a whole.

- *Substance Detection (50mp/100mp):* Choose a specific substance or element, such as metal, poison, water, or even fire, your species is able to detect the chosen substance, getting a general feel for where it is in relation to themselves. The more specific the chosen substance, the farther this sense reaches. For 100mp instead, the sense is far more precise and able to detect the exact location of the chosen substance. This may be purchased multiple times, choosing a different substance each time.
- *Synesthesia (50mp/300mp):* Your species has the ability to use one sense to influence another, such as being able to see scents, hear flavors, or taste colors. Choose two senses, they are now connected in such a way as to allow for better detection. This may be purchased multiple times, choosing a different pair of senses each time. For 300mp, all of their senses are connected into a single super-sense.
- *Supernatural Detection (100mp/200mp):* Choose magic, psionics, or ki, your species is able to detect the chosen power, getting a general feel for where it is in relation to themselves. For 200mp instead, the sense is far more precise and able to detect the exact location of the chosen power. This may be purchased multiple times, choosing a different power each time.

Drawbacks

(No Drawback Limit)

I'll Meet You At The End Someday (+0cp/Special): Extend the duration of this jump by 5 years. This may be purchased multiple times. This drawback grants +50cp for each 300cp (or higher) drawback you've taken. If your choices in the Setting section equal up to +300cp or greater, it counts as a 300cp drawback for this drawback.

Self-Aware of My Bounds (+100cp): Humans are not strong enough to fight monsters on their own, and you must now follow the trend of this world, where humans cannot fight monsters, only monsters may fight monsters, except for the bare minimum for self-defense.

Weathered as This Winding Road is Long (+100cp): You find yourself unable to stay in one place for very long, never able to really settle down before a desire to travel takes you, growing more restless the longer you stay until it becomes overwhelming.

They Bared Their Teeth, We Showed Our Claws (+100cp, Requires Starter Monster or Tamer Companion): You're relationship with your partner is far from the best for one reason or another; though not enough to cause either one to leave the others. Disagreements and minor conflicts are a daily occurrence, and it's not unheard of for one to lash out at the other in minor but aggravating or painful ways. Thankfully, your relationship can still be salvaged; through it'll take time and effort before things start to get better.

You Will be This Hunter's Golden Prize (+100cp, Monster Only): You are coveted for whatever reason, maybe you are unique amongst your species, are simply rare, or have some ability that makes your species valuable in some way. Regardless of the reason, people will see you as a prize to be taken, not taking into account that you are a living, sophont being.

If you possess a trainer, then people will attempt to convince them to sell you, trade you, or even try to steal you from your trainer.

When Destiny Reigns (+100cp/+200cp, Cannot Be Taken by Monsters): There's another tamer who started around the same time as you, they are better off and their starter counters your own to a degree, not to mention are a bit of an arrogant jackass, but they don't really mean any harm. They will challenge you periodically, their team growing stronger each time so they always prove a challenge. However, for an additional +100cp, they are more hostile towards you and may choose to try and take compensation from you (possibly monetary, possibly one of your monsters) if you lose while avoiding giving you anything should you win.

From Darkness, From Oceans to Skies (+100cp/+200cp/+300cp): Monsters have the unusual ability to hide seemingly anywhere, allowing them to simply jump out and attack with little to no warning. Thankfully, monsters largely seem to only display this ability outside of urban environments, leaving them safer than the wilds. For an additional +100cp, they may appear even in urban settings.

If you've taken the second stage of **Our Little Horror Story's Just Begun**, this provides an additional +100cp.

The Moment When My Jaws Close Down On You (+100cp/+200cp/+300cp): You were in an accident that left you in some way less able. For +100cp, this is something small, like impaired sight or reduced hearing in one ear. For +200cp, this is more intense, such as a missing a hand or eye or mutism. For +300cp, you might be missing a leg or be completely blind. This can be purchased multiple times, though purchases that make others redundant (such as missing an eye while blind) grant no points.

If you purchase at least 400cp worth of this drawback, it counts towards **I'll Meet You At The End Someday**.

These conditions cannot be healed or removed, though they can be worked around.

Here Come the Ravens (+100cp/+200cp/+300cp/+400cp): You are constantly running into swarms of monsters of some sort. For 100cp, these monsters are a nuisance, on par with a low level zubat in pokemon. For 200cp, they're more dangerous or inconvenient, such as goblins. For 300cp, the monsters are a legitimate challenge or threat, especially in higher numbers. For 400cp, these monsters are, in great numbers, deadly to yourself or your monsters. You'll encounter at least one such swarm every year, though it will probably be closer to once a month, with fewer for the higher tiered versions of this drawback.

And I Felt the World Grow So Much Colder (+200cp): As a tamer, you either find yourself short on funds when in a city or incapable of finding appropriate resources out in the wilds. As a monster, food and water enough to keep you sustained is in short supply, requiring you to constantly search it out. If you are a tamed monster, your tamer suffers from this drawback as well (this grants the tamer the cp from this drawback if you purchased them here).

A monster with Self-Sufficient or no tamer only gains 100cp from this drawback. A monster with both Self-Sufficient and no Tamer only gains 50cp from this drawback.

May Your Dreams be Monumental (+200cp): As a tamer, you have a desire, a need, to be the best of the best when it comes to monster tamers. In a world where monsters are common and organized, you might strive to be the champion of the leading tournament for the region, then the next and the next after that. But in less organized worlds, this may manifest as constantly striving to do better, even to your detriment, or that of your monsters. As a monster, you become obsessed with strength, looking to be better than even the most powerful of monsters, regardless of how impossible that should be, and may be somewhat reckless in your attempts to achieve this.

Our Little Horror Story's Just Begun (+200cp/+400cp): The world around you is much darker, the monsters more threatening and terrifying, and the world far more dangerous for it. Monster abilities are disturbing and sickening to see, some hunt humans as prey, and still others are actively malicious in nature. A tamer with a weak stomach would not last long in this world.

For +400cp instead, this makes monsters and people more monstrous in mind as well, turning monsters into rabid beasts and humans into cowardly men willing to sell out their own family in order to save themselves.

Ordinarily Human (+300cp/+400cp): Your powers and abilities from previous jumps are locked out for the duration of this jump, leaving you with only what you have from this jump. Monsters that take this drawback are also reduced in power by one tier if the monster power level of the setting is 4 or above or two tiers if the monster power level of the setting is 7 or above. If you have at least ten jumps prior to this one, this drawback grants 400cp instead.

The Way of the Strong (+300cp/+500cp): Your time here is no longer determined by a set time period, instead, your exit in this world is barred until you defeat a specific set of opponents. There are a total of eight champions, be they human tamer or a powerful monster on their own, each in possession of a token of some sort, which they will only grant upon their defeat. You must defeat these champions in order to continue your journey, the only limit on your time here being your natural lifespan.

Alternatively, for an additional +200cp, you still only have ten years to defeat these eight champions, and if you fail, your chain comes to an end. This time is not extended by **I'll Meet You At the End Someday**.

Without a Soul to Keep Part of You Human (+400cp): You have no memory of your life before this jump, having only your in jump memories. If you enter as a drop in, you have hollywood amnesia, you can't remember your past but know things, such as how to speak, anyway. This will come with a basic idea of things you need to do to avoid failing the chain, such as needing to beat the champions if you took The Way of the Strong.

Synthetic Devil, My Love Turned Insanity (+800cp, Monster Only): You aren't a proper monster, but a facsimile of one created by someone truly mad. Your emotions are blunted, your logic impaired, and you are essentially programmed to obey your creator, who is quite deranged, with only a little leeway in how you may act. Should you find a way to be free of your creator, you will be able to develop your emotions and logic up to the point where it would normally be, or at least very close, and will be free of the programming that forced you to obey. This does not mean they need to die, merely that you find a way around the programming they imparted onto you.

Notes:

Credit to Regalus and Sonic0704 for their help in making this jump!

On Familiar Summoning, Rank UP!, and Consumption: Familiars summoned cannot be used to gain exp for Rank UP! and cannot provide increased abilities with consumption, the familiars created are a part of you and thus are not an enemy you can fight or eat to gain abilities. However, if your familiars defeat other monsters and you have Rank UP!, you gain the exp they would gain, even if you give them the benefits of Rank UP! for themselves, you can choose to take some or all of the exp they would gain for themselves.

Magician Perk Modifiers: These modifiers to the magician perk are gained by possessing specific 100cp perks associated with specific origins.

Magician + Voice of the Wild (Witchcraft): Your magic has the unusual quality of focusing itself through collections of natural materials roughly woven together to store the spell. Spells cast in this fashion are not particularly strong, but are quick to set up and may carry some traits from the materials used to store the spell.

Magician + Tamer of Beasts (Cooperative Casting): Your magic is able to benefit from having others involved in the casting, especially if they have magic of their own. This adds qualities from those aiding you towards the spell and allows for the casting of spells normally beyond your reach by using multiple reserves of mana.

Magician + Home on the Range (Geomancy): Your magic is focused through the land itself and raised from ley lines, allowing it to last for exceptionally long periods of time. You are able to set up a region where your magic infuses the very earth beneath your feet and allows you a degree of control over it, as well as greatly bolstering your awareness of your domain.

Magician + Student of Science (Hermeticism): Your magic is based in mathematical formulas, making it both more difficult to create spells, but also much more reliable and steady in nature. Spells of this sort are universally difficult to master, but once they are, can be used with the ease of a spell slinger with far more efficiency and power.

Magician + Military Basic (Rune Magic): Your magic is focused through the use of runes and symbols. By imbuing a drawn rune, you can bring out a variety of effects, which grow more potent and controlled the more runes are used. However, such runes are burned up on use and must be drawn again unless etched into a solid surface (such as metal or stone).

Magician + Hermetic Lore (Sympathetic Magic): Your magic is able to focus itself through one thing to affect another that is associated with the first, building a resonance that makes it more effective on an appropriate target. For example, by taking a piece of fur from a monster, you are able to use your magic on that monster even across vast distances.

Magician + Instinct (Internal Alchemy): Your magic manifests as innate abilities fueled by your own metabolic energies. Besides allowing you to consume almost anything, you are able to convert metabolic energy into magical energy to fuel naturally occurring spells linked to your physical form in some way.

Ki Adept Perk Modifiers: These modifiers to the ki adept perk are gained by possessing specific 100cp perks associated with specific origins.

Ki Adept + Voice of the Wild (Ki Awareness): Your talent with ki allows you to sense the locations of others based on their life force, and even tell roughly how strong they are. With greater degrees of mastery, the range of this sense grows.

Ki Adept + Tamer of Beasts (Aura Guard): Your talent with ki allows you to build up a charge of sorts, which you may then transfer to another being, which immediately benefits from your ki as if they were the owners of it. The ki granted in this way slowly fades as do its effects.

Ki Adept + Home on the Range (Reiki Healing): Your talent with ki grants you the ability to heal, channeling your ki through the body to mend flesh and bone, purge disease, alleviate pain and stress, and even revitalize aged flesh. A master of this skill may even achieve eternal youth.

Ki Adept + Student of Science (Astral Projection): Your talent with ki allows your spirit to leave your body for a time, travelling as a ghost while your body still lives, and rests. This allows you to scout out dangerous locales, work without sleep, and even enter dreams.

Ki Adept + Military Basic (Reinforcement): Your talent with ki manifests as the ability to reinforce your body and equipment, adding extra force to a punch, jumping far higher than you otherwise could, keeping a sword razor sharp even after slicing through metal, or making armor sturdy enough to stand up to a boulder thrown by a monster, at least once this talent is mastered.

Ki Adept + Hermetic Lore (Chi Sorcery): Your talent with ki allows you to project your ki outside of your body. You can produce blasts of ki energy, form barriers of solid ki that can even serve as weapons, and create simple constructs. With enough mastery, you may even be able to achieve flight.

Ki Adept + Instinct (Greater Reserves): You possess positively deep reserves of life energy that greatly improve the effects of your ki.

Psion Perk Modifiers: These modifiers to the psion perk are gained by possessing specific 100cp perks associated with specific origins.

Psion + Voice of the Wild (Danger Sense): You possess a precognitive danger sense that warns you a few seconds ahead of incoming dangers. This may not seem like much but in a fight this can make you quite the opponent.

Psion + Tamer of Beasts (Coordination): You possess the ability to grant telepathic suggestions that allow for clearly supernatural levels of coordination between individuals that willingly follow the suggestions you make.

Psion + Home on the Range (Vitakinesis): You possess what many would call the lesser cousin of biokinesis. This psychic ability allows you to manipulate the biological processes of organisms around you, such as promoting the clotting of blood, the growth of plants, or the release of adrenaline, as well as much more.

Psion + Student of Science (Pericognition): You possess the often forgotten brother of pre- and postcognition, pericognition, the awareness of the present. This allows you to sense everything within a relatively short range of

your body as if you had your full, undivided attention focused on each individual thing within that range. Without proper training, this can be quite stressful on the mind, so resting is a must unless you possess a superhuman mind.

Psion + Military Basic (Personal Force Manipulation): You possess a potent form of tactile telekinesis which allows you to influence all forces acting on your body. Reduce gravity to make yourself lighter, stop or turn on a dime, weaken attacks made on you, enhance your momentum to make devastating blows, and much more.

Psion + Hermetic Lore (Metacreativity): You possess the ability to create things from raw ectoplasm and psionic power. This allows you to manifest nearly any object you can imagine as long as you have the mental fortitude to shape it in the first place.

Psion + Instinct (Structural Grasping): You possess the innate ability to understand how to use anything around you, instinctively. From knowing how to drive a car without ever having done so before to knowing the best way to shoot a gun, you are able to pick up just about anything and use it properly. This doesn't give you the skill or ability to use it, just the knowledge.