Monster Hunter Frontier: The Monsters

By saiman010



Introduction:

Welcome, Jumper, to a world not so different from our own. Welcome to a world where you will find yourself on the frontiers of the Monster Hunter world, where some of the most extreme and dangerous monsters exist just beyond the edges of human civilization. Here, you will become one of the many powerful monsters that roam these lands.

You may choose to be one of the more common species, such as an Espinas or a Yian Kut-Ku, or rise as one of the rare and mighty Elder Dragons like Shagaru Magala or Leviathan. No matter your choice, in this Monster Hunter world you will have the right to live freely as one of the most powerful creatures to exist in this realm.

So take this 1000 CP, and let us see what species of creature you shall become.



Starting Location:

Here, you will decide where and when you begin in this world. Roll 1d6 to determine your starting point

1. Historical Site
The Historical Site is a vast collection of ancient ruins built into a mountain of towering columnar stone. Once this place may have been a fortress, temple, or forgotten city, but time and nature have nearly erased its purpose. Rising waters now surround the island, swallowing lower halls and broken pathways beneath the waves. Entire sections of the ruins have already sunk, leaving only shattered towers and half-flooded chambers behind.

2. Polar Sea
The Polar Sea is a frozen wasteland of endless snowfields, icy cliffs, and bitter winds that can freeze flesh in moments. Beneath the ice lie dark waters, while blizzards can swallow entire hunting parties without warning. Only the hardiest creatures can survive in such a merciless climate. Many cold-adapted beasts make their home here, including Anorupatisu, Giaorugu, and Pokaradon. Packs of young Pokara can often be found near camps, playful and curious despite the brutal surroundings.

3. The Highland
Also known as the Fields of Natural Calamity, the Highland is a mysterious region of towering plateaus, jagged cliffs, and windswept heights. Much of this land remains unexplored, with pathways vanishing into fog and ancient trails leading nowhere. At the summit lies a dying forest clinging to weathered stone, while below stretches an endless sea of clouds.

Waterfalls pour from the cliffsides, carving rivers through the heights and feeding hidden caverns below. Herbivores such as Erupe and Burukku graze here, providing prey for stronger predators. Gurenzeburu stalks the open plains, while Dyuragaua, Doragyurosu, Pariapuria, and Kuarusepusu also claim parts of the region.

4. The Desert
The Desert is a harsh and ancient land of endless dunes, burning sunlight, and shifting sands. During the day, the heat can be unbearable, while nights bring bitter cold. Beneath the sands lie networks of caves and tunnels, offering shelter from the surface while hiding dangers of their own. Rocky canyons break the horizon, creating narrow hunting grounds and echoing battlegrounds.

The creatures of this region are perfectly adapted to survival in such extremes. Daimyo Hermitaur prowls rocky areas with its armored shell, Diablos dominates the dunes with raw aggression, and Cephadrome glides beneath the sand like a predator beneath water.

5. The Deep Crater
The Deep Crater is a volcanic realm of molten rivers, blackened stone, and choking ash. The ground trembles without warning, vents release blasts of steam, and eruptions can reshape the land in moments. Pools of lava cast an endless red glow across the cavernous depths, making day and night meaningless. Only creatures resistant to heat or gifted with overwhelming strength can survive here for long.

6. Choose Any Area in the Monster Hunter World
You may instead choose any area within the Monster Hunter world as your starting domain, whether known or unknown, civilized or wild. The world is vast, and many lands await the rise of a new creature.



Perks:

Unlike most Jumps, this world offers only a single Origin. Your gender and age don't matter. And you can decide if you are a drop in or not.

Because of this, instead of choosing an Origin, you are granted two discounts for each perk tier from the list below. In addition, any perks costing 100 CP that you choose to discount will instead become free.

General:

Monster Hunter Species [Free]
Here, you are a natural organism of this world, born as part of its living order. Because of this, you possess the same traits shared by the creatures of the Monster Hunter world.

You ignore fall damage, allowing you to leap, crash, or descend from great heights without harm. The square-cube law holds no limits over your body, meaning your size and power can exist naturally regardless of scale. You also naturally fit within the world’s vast and complex ecosystem. Your existence will not be seen as unnatural, and the land itself will recognize you as one of its own. Predators, prey, and rival creatures will react to you as they would any other species native to this realm. Which you decide what is the diet you have.

Finally, the build you create here will serve as the base form of your species within this world, defining what kind of creature you are and how you exist in the natural order.

Monster Hunter Body Type [Free]
Here you will decide what type of monster you are based on the body types that exist within this world. Your choice determines your general anatomy, movement, instincts, and the role your species may hold within the ecosystem.

Choose one body type below.

Neopteron

Insectoid creatures known for rigid carapaces, segmented bodies, and highly adaptable forms. They may range from tiny swarm hunters to towering armored giants. Some possess wings and true flight, while others rely on speed, climbing, burrowing, or overwhelming numbers. Their exoskeletons often provide natural armor and protection.You can fly or swim with this body type



Temnoceran

Arachnid-like creatures defined by silk production, climbing ability, and predatory patience. Many possess six limbs, though some have eight. These monsters excel at traps, ambushes, and controlling territory through webs or hidden nests. Their forms can range from agile hunters to massive brood guardians.



Bird Wyvern

Small to medium-sized bipedal creatures with slender frames, sharp beaks, and avian traits. Some possess wings, feathers, or gliding ability, while others are fully ground-based runners. Bird Wyverns are often fast, alert, and highly territorial, relying on mobility and precision over brute strength. You can fly with this body type



Flying Wyvern

Large and powerful wyverns famous for their wings and dominance of the skies. Many are true fliers, while others use their wings as forelimbs for speed and power on land. Some have lost the power of flight entirely but remain dangerous apex predators. This body type is known for strength, aggression, and battlefield presence. Choose one body type from the two pictures below. You can fly with this body type if you wish.



Piscine Wyvern

Fish-like wyverns adapted for movement through water, mud, sand, snow, or even lava. Though often awkward on open land, they become deadly in their chosen terrain. Their streamlined bodies and ambush tactics make them dangerous predators wherever they can swim.



Runner Wyvern

Smaller, flightless bipedal hunters with powerful legs, swift movement, and pack instincts. Many species live within social hierarchies led by dominant alphas. They excel at coordinated attacks, harassment, and wearing down larger foes through teamwork and speed.



Carapaceon
Crustacean or scorpion-like creatures protected by heavy shells and hardened exoskeletons. Their bodies are built for defense, crushing power, and resilience. Many resemble crabs, lobsters, or scorpions, and can survive injuries that would cripple lesser creatures.



Amphibian
Broad-bodied creatures often resembling frogs or salamanders, with muscular forelimbs and powerful hind legs. Known for explosive leaps, surprising strength, and adaptability, they thrive in wetlands, forests, caves, and many other environments.



Fanged Beast
Mammalian creatures ranging from ape-like titans to bears, boars, hounds, and stranger forms. They are often faster and more agile than other large monsters, combining physical strength with cunning instincts. Some rely on raw aggression, while others use intelligence or social behavior.



Leviathan
Large serpentine predators with sleek bodies and incredible mobility. Most thrive in water or marshlands, though others swim through sand, snow, or lava. They are often among the top predators of their habitats, using speed, flexibility, and relentless attacks.



Snake Wyvern
Serpentine monsters with long coiling bodies, forked tongues, and fluid movement. Some are massive constrictors, while others are smaller and more agile. Their unusual shapes allow for unpredictable attacks, climbing, and control of tight spaces.



Brute Wyvern
Massive, flightless predators built around powerful hind legs and crushing physical force. Their bodies resemble great theropod beasts, using weight, jaws, and momentum to dominate the battlefield. Though many have small forelimbs, some develop them into deadly weapons.



Fanged Wyvern
Quadrupedal wyverns with strong forelimbs, sharp fangs, and excellent agility. They combine beast-like movement with wyvern ferocity. Many are swift hunters that rely on sudden charges, climbing, pouncing, or elemental power to overwhelm prey.



Cephalopod
Strange and highly dangerous creatures that dwell near the top of their ecosystems. Most possess eight appendages in total, though only six are typically used as true tentacles, with the pair nearest the eyes being reduced or atrophied.



Dragon Body Type [not mandatory and can be chosen by Elder Dragon Only]
Your body shape is now reminiscent of a true dragon. You possess six limbs in total: four powerful legs and a pair of wings.You embody the power expected of an Elder Dragon.You can fly with this body type



Monster Hunter Size [Varied]
Here you will decide the adult size of your species. Choose one size category below.

Small [+300 CP]
Your size is comparable to a Velocidrome, at max 8 meters in length. Quick, nimble, and able to move through areas larger creatures cannot easily reach.

Medium [Free]
Your size is comparable to a Yian Kut-Ku, at max 12 meters in length. Large enough to be a serious threat while still retaining mobility and flexibility.

Large [100 CP]
Your size is comparable to a Rathalos, at max 19 meters in length. A powerful and imposing creature able to dominate most environments.

Giant Size [200 CP]
Your size now rivals a Deviljho, generally at max 30 meters in length. Vast strength, immense durability, and a terrifying presence come naturally to you.

Titanic [400 CP/Elder Dragon Only]
Your size is comparable to a Lao-Shan Lung, at max 69 meters in length. You are less a beast and more a moving natural disaster.

Colossal [500 CP/Elder Dragon Only]
Your size stands , comparable to monsters such as Zorah Magdaros . You measure at max 250 meters in length, vast enough to dominate landscapes and be seen from miles away, yet still far smaller than the greatest serpents of the world.

Leviathan [800 CP/Elder Dragon Only]
Your species reaches the scale of the greatest creatures in this world, comparable to Laviente, around 450 meters in length. Mountains seem smaller beside your colossal form.

Elder Dragon [500 CP]
Elder Dragons are creatures that defy normal classification and exist outside the standard ecosystem, regardless of appearance. They are rare beings of immense power that have lived since ancient times, feared and respected as living forces of nature.

Your species is now counted among this legendary class. Because of your overwhelming might, you naturally stand at the top of the food chain, with few beings willing or able to challenge you.

Part of Your World [200 CP]
Your species will now continue to exist in future worlds you travel to. Wherever you go, your kind will become part of that setting's natural order, able to appear, thrive, and establish themselves as a true species within the new world.



100CP:

Elements
Here you have the ability to grant your species an elemental power along with the matching blight that your attacks can inflict upon enemies. You may purchase this perk multiple times to gain multiple elements and blights.Each blight will last 3 minute if not remove.

Fire Fireblight
Your attacks carry intense flames and burning heat. Fireblight causes the target to catch fire, dealing damage over time until the flames are extinguished.

Water Waterblight
Your attacks unleash water, pressurized jets, or crushing waves. Waterblight weakens the target's stamina and leaves them slowed or less able to evade.

Ice Iceblight
Your attacks wield freezing cold, frost, and chilling winds. Iceblight drains stamina more quickly and hampers movement as the target becomes stiff and sluggish.

Thunder Thunderblight
Your attacks channel lightning and electrical force. Thunderblight increases the chance of the target being stunned, leaving them vulnerable after heavy hits.

Dragon Dragonblight
Your attacks release the mysterious power of dragons. Dragonblight suppresses elemental abilities, weakening powers or attacks tied to elements.

Elemental Resistance
Here you have the ability to grant your species resistance to one element and its matching blight. This greatly reduces the damage and harmful effects caused by that element. You may purchase this perk multiple times to gain resistance to multiple elements.

Sharp Body Part
Similar to Glavenus and Seregios, your species possesses a body part that functions as a deadly natural blade. Claws, tail, wings, horns, or other features may become sharp enough to cut through flesh, armor, stone, or even slice through grass simply by passing through it.

Leader Hunter
Similar to Midogaron, your species gains an instinctive sense for identifying the leader of a group. Whether facing hunters, packs, armies, or organized teams, you can quickly determine who commands them and focus your attacks on that target to throw the rest into chaos.

Unknown Species
You are part of an unclassified species, similar to the Unknown Black Dragon or the mysterious Mi Ru. Because of this, at the beginning of this jump and in future worlds, all records and information about your species will be blank or missing. This makes your kind far more dangerous, as enemies will have no data, strategies, or understanding of what you can do.

Sexual Dimorphism
Your species possesses strong sexual dimorphism, similar to Lunastra and Teostra. Because of this, males and females may display noticeable differences in appearance, behavior, instincts, or combat style.
Some sexes may even wield different elements or ailments, similar to Nono Orugaron using ice while Kamu Orugaron uses fire. If your species has access to multiple elements or status effects, you may divide them between each sex as you wish. You may also alter coloration, markings, body shape, or other physical traits so that each sex is visibly distinct.

Thick Shell / Blubber
Your species now possesses either a heavy protective shell or thick insulating blubber. Because of this, you gain strong resistance to environmental extremes. A hardened shell can protect against intense heat, crushing force, and direct impacts, similar to Gravios. Thick blubber grants excellent resistance to freezing climates and cold-based attacks, similar to Pokaradon. You may purchase this perk multiple times to strengthen both forms of protection or further enhance one of them

Good Parent

Like Gogomoa, younger members of your species often remain alongside adults instead of being hidden away. Baby versions of your species are commonly present near mature individuals and are naturally involved in group survival. They are not helpless observers. Youngsters will coordinate with adults, assist in gathering food, distract enemies, and support the group in ways suitable to their age and size.



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200CP:

Mud Armour
Your species has the instinct to coat its body in natural armor made from snow, mud, or stone, similar to Taikun Zamuza. Choose one material when purchasing this perk. Your species can gather and cover itself in that substance to gain added protection, camouflage, or environmental advantages.You may purchase this perk multiple times to grant your species additional armor types.

Silk Spinning
Similar to Gogomoa, your species can produce strong silk threads. These can be used to capture prey, create traps, swing between terrain, weave nests, or bind enemies during combat. The silk is naturally durable and highly versatile.

Ailments
Here you gain the ability to grant your species status ailments. These may come from natural organs, venom sacs, saliva, spores, special attacks, or from consuming other creatures to adapt their traits, similar to Espinas gaining poison and paralysis through poisonous frogs. You may purchase this perk multiple times to grant multiple ailments.

Poison
Your attacks inflict a common venom that gradually drains health over time.

Noxious Poison [Requires Poison/ 100 CP]
A far deadlier toxin that drains health at an extremely rapid rate for a short duration.

Fatal Poison [Requires Noxious Poison/100 CP]
An advanced poison that is stronger and more efficient than Noxious Poison, rapidly wearing down even durable targets.

Defense Down
Your saliva, venom, or attacks weaken the target's defenses for a time, making them easier to injure.

Bleeding
Sharp attacks can inflict wounds that refuse to clot, causing continued blood loss and pain until treated or allowed to rest.

Stench
Your species can release foul gas, dung, or revolting odors similar to Congalala. This can drive enemies away, disorient them, or prevent them from properly using supplies.

Leeching
By biting prey or enemies and draining blood, your species steals health from the target. You may also use this feeding method to absorb and develop traits or ailments from creatures you feed upon, similar to Baruragaru.

Paralysis
A dreaded effect that completely immobilizes the target for a short time, leaving them helpless.

Sleep
Your attacks can induce sleep, rendering the target unable to act. The first strike against a sleeping target deals greatly increased damage and wakes them.

Blastblight
Your attacks coat the target in unstable explosive particles that detonate after a short delay or with further impact.

Frostbite [Requires Ice Element]
Your ice attacks now inflict severe frostbite. The target's stamina drains at four times the normal rate, and resistance to cold is greatly reduced or negated.

Magnetism
Your attacks place positive or negative charges on targets. You may attract, repel, pull, or disrupt enemies and objects affected by these charges.

Vocal Cord Paralysis
Your attacks temporarily rob the target of its voice, preventing speech, roars, chants, or natural sound-making for five minutes**.**

Dark
Your attacks inflict temporary blindness, robbing targets of clear sight and leaving them vulnerable.

Digging
Similar to Odibatorasu, your species is exceptionally skilled at digging through the ground and moving through earth as if swimming through water. Your biology is specially adapted for burrowing, tunneling, and launching surprise attacks from below.

Projectile Hole
Like Odibatorasu, your species possesses an extra opening somewhere on its body designed for launching projectile attacks. Shots fired from this organ are faster, more accurate, and easier to use than attacks launched from the mouth.

Extreme Biome
Your species can naturally live within one extreme environment, similar to Akantor or Ukanlos. Choose one: Volcano, Tundra, Extreme Cave Systems, or the Deep Ocean.

If you also possess the Mud Armour perk, you gain a matching natural armor. Volcano grants Magma Armour, Tundra grants Ice Armour, Extreme Cave Systems grants Gold Armour, and the Deep Ocean grants Deep Coral Armour.

Multi Elements [Requires at least 2 Elements]
Here you gain the ability to grant your species unique dual elements by combining any two elements you possess. These fused elements are stronger than the sum of their parts and can inflict both matching blights at the same time. For example, the Kanade Element combines Ice and Water, while the Burning Zero Element is a fusion of Ice and Fire.

You may purchase this perk multiple times to gain additional dual-element combinations using different pairs of elements.

By paying an additional 100 CP, you may instead create a triple element formed from any three elements you possess.

Regenerating Spikes
Your species gains the ability to grow, restore, and freely launch scales, spikes, or hardened projectiles from its body, similar to Seregios or Hyujikiki. These natural weapons regenerate over time, ensuring a constant supply for offense or defense.

Nectar Drinker
Like Forokururu, your species can drink nectar from flowers and plants to temporarily empower itself with their properties. Fire plants may grant flame attacks, blue flowers may grant sleep resistance, and other plants can provide different temporary effects depending on their nature.

Subspecies
You are now part of a subspecies derived from your base species. This variant makes up roughly 10% of your species' total population. Like most subspecies, your natural capabilities are approximately twice as powerful as those of the normal base species. You must design a new coloration and visual appearance for your subspecies.



400CP:

Bamboo Grower
Your species now secretes a strange fluid that causes bamboo to grow almost instantly. This can be used in many ways, such as creating bamboo spikes beneath targets, forming barriers, or shaping bamboo into crude weapons and constructs. Bamboo seeds naturally cling to your body, as the bamboo has formed a symbiotic relationship with your species. Wherever you travel, new growth may follow.

Phytosynthesis [Requires Elements]
You gain the ability to absorb sunlight and convert it into elemental energy. This power can be used to charge your elemental organs or body parts, causing them to erupt with the element of your choosing.

Your species may unleash blasts of concentrated solar energy, fire beams of light, or supercharge attacks with stored sunlight. Like Toridcless, you can turn sunlight into destructive force, but you may also convert pure sunlight into nourishment and sustain yourself through it.

Wind Armour
Your species gains the ability to create a protective wind armour similar to Kushala Daora. This barrier can easily deflect projectiles and cause melee attacks that strike slightly off-center to glance away harmlessly.

The wind armour by paying an additional 100 CP,may be infused with one ailment, one element, or one dual element your species possesses.

Extreme Glutton
Similar to Pariapuria, your species becomes an extreme glutton capable of consuming nearly anything that can fit into its mouth and be swallowed. You gain immunity to all forms of poison and toxins, and may vomit what you consume as a weapon against enemies.

Your strange digestive system can also transform what you eat into rare or valuable materials, which may occasionally be recovered from your remains, shed matter, or regurgitated contents for others to use‘

Musical Monster
Your species gains the ability to create powerful music similar to Poborubarumu, producing sound through its wings, tail, head, or other body parts. These melodies can strengthen your body, improve your defenses, and disrupt enemies in battle.

Those who hear your music may fall into confusion, delirium, or panic. You may also use your songs to heal allies, rally nearby creatures, or call other monsters to your side.

Crystallizing
Your species can release a beam or powder that creates crystal growths on contact. When used on yourself, crystals cover your body to form extra armor, blades, spikes, or other natural weapons.

When used on enemies, crystals spread across their bodies, draining stamina, slowing movement, and eventually exploding after a short time to cause further damage.

Frenzy Virus
Similar to Gore Magala, your species now shares a symbiotic relationship with the Frenzy Virus. Those infected may enter a violent rage and grow stronger for a time, gaining heightened aggression and power before eventually succumbing to the strain.

Some infected creatures may gradually transform into members of your species instead. The virus also acts as an extra sensory organ for you, extending your awareness, and can be expelled as projectile attacks.

Super Wrestling Moves
Your species gains physical power rivaling Rajang and develops two distinct forms that you may design. When two members of these different forms fight together, they can perform powerful coordinated combo attacks, grapples, and devastating wrestling techniques similar to Lolo Gougarf and Ray Gougarf.

If you also possess Sexual Dimorphism, each sex may take one of these forms, and their coordination becomes even greater due to their natural differences and teamwork.

Rare Species
You are now part of the Rare Species variant of your base species. This form makes up only around 1% of your total population, making your kind exceptionally uncommon and highly prized or feared.

As a Rare Species, you possess a distinct coloration and redesigned appearance that sets you apart from the normal version. Your power is vastly increased as well. If a normal member of your species was as strong as a Rathalos, you are now powerful enough to battle Elder Dragons such as Chameleos with ease.

Shapeshift
Similar to Mi Ru, your species gains the ability to transform into five different modes, switching between them freely even during battle.

Ranged Form
Your eyes turn green, and projectile-producing body parts such as the tail, spikes, horns, or glands become enlarged and enhanced. Projectile attacks gain far greater speed, accuracy, and much faster recovery between shots.

Power Form
Your eyes turn red, while your limbs, tail, and striking muscles swell with strength. This form greatly increases the power of your physical attacks, charges, grapples, and direct blows.

Speed Form
Your eyes turn blue, and your limbs, wings, and body become longer and lighter. Attack speed, movement speed, agility, and aerial maneuverability are all greatly increased.

Ailment Form (Requires Ailments)
Your eyes turn purple. Any ailment you possess now surrounds your body, coating you in poison, paralysis, crystals, frost, or other effects. Enemies that strike you risk being afflicted immediately.

Final Form
Once per day, for ten minutes, you may enter this ultimate form with glowing white eyes. In this state, you gain the abilities of all other forms combined, creating one of the most powerful states your species can achieve.

Sleeping Baby
Similar to Espinas and its variants, your species has an extremely slow metabolism. You can sleep for days without issue while surviving on very little food. While asleep or in an inactive state, your defenses rise tremendously, making your hide so durable that most creatures cannot bite, pierce, or break through it.

Metal Manipulation
Like Harudomerugu, your species can produce and control a liquid metal-like substance as both a weapon and defense. You may shape it into homing projectiles, massive blades, spikes, boomerang weapons, armor, or a protective sphere used for high-speed ramming attacks.This living metal is highly versatile and can be adapted into many offensive or defensive forms.

Self Destruction
Your species is one of the few creatures in existence capable of willingly self-detonating. At will, you may unleash a massive internal explosion centered on your body, creating devastating destructive force around you.
If you possess an element, you may channel it through this detonation, releasing an enormous blast of that elemental power similar to Berukyurosu.

600CP:

Half and Half [Requires Two Elements]
Your species possesses a unique divided body similar to Eruzerion, with each half embodying a different elemental nature. Choose any two elements you possess. One side of your body will permanently generate and channel one element, while the other side generates the second.Both elements that you have chosen to be etched to your species body their power output is now 5x than before, the stamina cost to use both elements is reduced significantly and gain elements absorb of both elements healing you instead.

These opposing powers exist in balance within your form, allowing your species to wield both elements naturally and simultaneously. This split may be reflected through color, scales, horns, wings, or any other physical traits you desire.



Supreme Species
You are part of the elite of your species, the greatest and most exceptional example your kind can produce. You now wield your natural power at its absolute limit, bringing out the full potential of your body, instincts, and abilities.

You are also highly skilled at battling those troublesome hunters who seek to slay monsters like you, making you far more dangerous in direct combat against organized foes.



Extreme Individuals
You are one of the Extreme Individuals of your species, a monstrous outlier whose power far surpasses even normal elites. Such beings are living calamities, feared by hunters and rival monsters alike.

You cannot be captured by any normal means, no matter the trap or method used. Your attacks gain devastating enhancements. Powerful strikes release bursts of energy on impact, ranged attacks split into multiple lesser attacks, and your movements become far faster and more aggressive than others of your kind.

You can create a massive elemental or energy field around a wide area, trapping enemies within its boundaries before detonating it in a violent burst. During this chaos, rubble, debris, or secondary projectiles may rain down upon those caught inside form some where.



Zenith Monster
You are one of the Zenith individuals of your species, a monster that has undergone unique evolution and independent changes far beyond normal members of its kind.

Because of this transformation, your elements and ailments also evolve into extreme variants that last at minimal 5x than before if not stated, becoming far more dangerous than their standard forms.

All of your elemental attacks now pierce resistance and defenses tied to that same element, allowing your power to harm even those normally protected against it.

Extreme Variants your zenith form has:

Extreme Fireblight
Burns hotter than normal flames, dealing heavier damage over time, reduce max hp a person can recover and becoming impossible to extinguish.

Extreme Waterblight
Greatly weakens stamina, slows movement, and leaves targets struggling to recover their balance.

Extreme Iceblight
Rapidly drains stamina, stiffens the body, and partially freeze targets in place.

Extreme Thunderblight
Greatly increases the chance of paralysis and stunning, with electrical bursts jumping through the target's body.

Extreme Dragonblight
Suppresses elemental powers completely and weakens supernatural abilities tied to any form of magic

Extreme Paralysis
Locks the target in place for 3 days and is harder to resist or break free from.

Extreme Sleep
Forces rapid unconsciousness and wont be able to be waken up unti full day has pass.

Extreme Blastblight
Creates stronger explosions with wider blast areas and heavier damage. That spread the bligh further as normal blast blight.



Origin Species
You are now an Origin Species, a rare lineage that has inherited far more from the ancient ancestors of your kind. These traits remain within your species' gene pool, preserving many primitive features and abilities long lost by modern members. Your kind is considered ancient, and may have existed since the earliest ages of the world.

Because of this ancestral heritage, you possess the durability of your forebears. You and any Origin Species variants of your base species gain the highest raw physical strength, greatest toughness, and largest vitality pool when compared to normal members of the species.

However, such power comes with rarity. Origin Species are uncommon and have much lower reproductive success, making them difficult to replace once lost.

An example would be Toa Tesukatora, the ice-element Origin Species of Teostra, while modern Teostra dwell within volcanic lands.



Weather Manipulation [Elder Dragon Only]
Just like Shantien and Amatsu, your species gains the ability to control and manipulate the weather. Storms, hurricanes, torrential rain, lightning, powerful winds, and tornadoes can all be created or calmed at your will, allowing you to reshape the battlefield and surrounding environment.

If your body type does not naturally grant flight, your species may now freely fly by manipulating the air itself, riding winds and currents with effortless grace.



Monster Emperor[Elder Dragon Only]
Your species now possesses authority similar to Guanzorumu and its command over the Egyurasu. You gain a symbiotic relationship with a subordinate monster species that naturally serves under your rule.

You may design this minion species using the same build system found in this jump with the following limits: they must be Small in size, cannot be an Elder Dragon, and may not take any 600 CP perks.

Your minion species receives 800 CP to build themselves and gains only one discount per tier where applicable. And it does not gain any extra CP form any source,

Your subordinate species number you command is always at max 10 individuals and when one falls the next day they will always replenish them sleeves.

This subordinate species is completely loyal to you. They will obey your commands, defend your territory, aid you in battle, gather resources, and act as the foundation of your growing monster empire.



Items:

Here you have the option to buy a few items in this jump. Truthfully, as a monster there is not much you need beyond territory, shelter, and a place where your species can thrive. None are discounted..

Monster Den [100 CP]
You gain a permanent den perfectly suited for you and your species. Its size, structure, and environment automatically adjust to match your body type, natural instincts, and preferred habitat.

A burrowing species may receive deep tunnels and hidden chambers. Flying species may gain cliffside nests or mountain caverns. Aquatic species could claim flooded caves, reef hollows, or underwater trenches. Pack species may receive sprawling lairs with room for many members, while solitary apex predators may gain a massive central chamber filled with secure resting grounds.

The den is naturally defensible, difficult for enemies to locate, and stocked with the basic environmental needs your species requires to rest, molt, nest, or recover. It may contain hidden escape routes, natural traps, vantage points, or protective terrain depending on your nature. In future worlds, a fitting version of this den will appear for you somewhere within the setting.

Monster Biome [600 CP]
You gain an entire biome perfectly created for you and your species to inhabit. The biome is as vast as an enormous wilderness, depending on the world and available space. Forests, deserts, frozen tundra, volcanic wastelands, storm-wracked mountains, deep oceans, crystal caverns, toxic marshes, ancient ruins, or stranger lands may all be chosen.

The environment will always support your survival and favor your strengths. Climate, terrain, plant life, prey populations, water sources, and natural resources all arrange themselves in ways that allow your species to flourish. If you possess elemental powers, the biome may reflect them through volcanos, endless snowstorms, thunder fields, corrosive swamps, glowing crystal growths, and may others .

Your species will find it easier to breed, grow, hunt, and establish territory within this land. Native lesser creatures may evolve or adapt to fill the ecosystem around you, becoming prey for your species.

The biome is naturally resistant to outside collapse. Seasons, disasters, and invasions may affect it, but it will recover over time unless utterly destroyed by overwhelming force. It also tends to produce valuable materials, rare herbs, unique minerals, or monster resources tied to your nature.

In future worlds, an equivalent version of this biome will manifest somewhere suitable in the setting, giving you and your species a true homeland no matter where you travel.



Companions

My Old Team 50

You may create or import companions this jump, for 50 CP each, or 8 for 300CP.you can only import 8 companions here. Each one gains 600 CP to spend. They may not take drawbacks or items, but you may give them CP, spending 100 each time to give them each an additional 200

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My New Team 50

Sometimes having friends would be nice. Buying this once will allow you to add any ally you've made here as companions.You may buy this multiple times.



Drawbacks

Supplement [+0]:
Not exactly the most in-depth of places, so you can use this jump as a supplement for other jumps. The CP here can only be used in this jump, and vice versa; this includes extra CP from drawbacks.

Monstie Supplement [+0]
If you have a jump from any form of Monster Hunter Stories, any Monstie created there may use this jump as an additional supplement to expand or redesign them here. You may also use this supplement to create entirely original Monsties of your own design. Monsties created through this supplement cannot take Drawbacks or purchase Items. Instead, they receive 800 CP to build with.

They do not need to pay for any Size options bur can't buy anything above large size and receive a discount when purchasing the Elder Dragon perk.

Time Extender [+100]:
Want to stay longer ? Or just continue your adventure ? Or maybe even fight against elder dragons . No matter the reason, you stay for an extra 10 years each time you choose this. You can stay as long as you like, but are still going to gain a maximum of 800 CP.

Elemental Weakness [+100 CP]
Your species possesses a pronounced weakness to one element of your choice. Attacks of that element deal greatly increased damage to you, and related blights are harder to resist or recover from. This drawback may be taken multiple times, each purchase applying a new elemental weakness to a different element.

Ailment Weakness [+100 CP]
Your species possesses a strong vulnerability to one ailment of your choice. You are far more easily afflicted by that status effect, and its effects last longer or strike with greater severity upon you.

This drawback may be taken multiple times, each purchase applying a new weakness to a different ailment.

Blights [+200CP]
You are now permanently blighted by one element of your choice while in this world. This blight will constantly affect you:

- Fire: Continuously damages you over time.
- Water: Reduces your stamina recovery.
- Ice: Increases your stamina drain.
- Lightning: Makes it easier for you to be stunned.
- Dragon: Negates all your elemental attacks.

You can choose to have multiple blights, gaining up to a maximum of 800CP.

Watch Out for the Pickle [+300CP]
You've caught the attention of one of the Old World's most dangerous monsters—the Savage Deviljho. This beast will relentlessly hunt you across the land, and if you manage to kill it, a new, more powerful Deviljho or a Bazelgeuse will appear the following week to take its place. There's no escape from this nightmare.

Lost [+300CP]
You have an abysmal sense of direction, and now it will take you at least 3 times longer than usual to reach your destination.

No Powers [+400CP]
You find yourself in a world where your external powers and warehouse are off-limits. You must rely solely on your own abilities and resources within this world, facing its challenges and trials without the aid of your usual outside assistance.

Key Quest Monster [+400 CP]
Bad news, Jumper. Your species is now designated as a Key Quest target for hunters seeking to advance their Hunter Rank. Because of this, organized hunting parties will regularly seek you out and attempt to slay you without mercy. At minimum, expect serious hunts against you every week. These battles will not be easy, as from time to time, elite hunters wearing endgame equipment will join these expeditions to assist newer hunters, turning your hunts into large-scale and highly dangerous encounters.

Fatalis Invasion [+1,000 CP]
Jumper… this world is under siege by Fatalis, one of the most terrifying Black Dragons. Once this option is taken, every year a Fatalis will appear, targeting you and your companions. You must defeat each one to survive—but beware: you cannot collect any of its materials, as they mysteriously rot away after the battle.Until the last Fatalist you slay.

Each successive Fatalis grows stronger than the last, escalating the challenge year after year. After five years, you will be facing white Fatalis, the pinnacle of the Fatalist line. By then, every encounter will test your combat, strategy, and Monstie management to the extreme.

Primal Malzeno [+1000 CP]
You are now being hunted by Primal Malzeno, the silver lord and one of the Three Lords. This creature rivals even the likes of Alatreon raw power, speed, and relentless aggression. From now on, once every month, Primal Malzeno will appear and relentlessly pursue you. You cannot kill it early—instead, you must repel it each time to survive.

Ten Years Later:

Go Home: What, you finished? Here? Well, we won't ask. Whatever it is you gained here, we hope you enjoy it. You return home with all that you have accrued over your chain, and time resumes in all the worlds you visited.

Stay Here: This world does have a certain... allure, hmm? Don't worry, we won't judge. Add 1000CP as a bonus

Move On: Ah, but of course. The journey never ends, does it? Go forth and have fun. Make some new friends.



Notes:

1. The reason I created this jump is for it to be used as a supplement for any Monster Hunter Stories jump, allowing us to create Frontier style Monsties.

2. Any perks that alter physical forms fell free to fanwork it.