

Welcome once again, to the world of Monster Hunter.
The peaceful village of Kamura, a lovely little coastal village known for its high-quality ironworks, will soon face a great threat. The Rampage, a massive migration of violent and dangerous monsters, will once again occur and threaten the lives of all of Kamura. The only ones can stop it are the hunters and villagers coming together to not only repel the oncoming Rampage, but also slay the couple of elder dragons who threaten to bring devastation to the land.

While this is occurring, troubles are stirring in the shattered Kingdom to the west. Once peaceful monsters have started violently moving en-masse, and the Three Kings have begun to stir, all of this spurred by a wicked parasite and a being known only as the Archdemon of the Abyss.

You start this jump the day the new Hunter gains his Hunter's License from the guild and begins his new adventure to save his village of Kamura and the Kingdom to the west. Take these **1000 Choice Points** to define how you will live in this exciting world.

Species

There are many creatures and species that call this world home. Choose a species to have as your default form in this jump. In future jumps, the species you choose becomes an alt-form you can change to and from.

Human

Humanity, one of the most common and populous people to walk upon this world. The vast majority of Hunters and villagers both you will find will usually be human.

Wyverian (100 CP)

An ancient and venerable race. With pointed ears and four fingers, Wyverians possess similar proportions to humanity in this early adulthood, before gradually taking on a more ”compacted” appearance as they age and progress down their considerable lifespan of well over 300 years.



Species

Lynian

Whether cat-like or ape-like, Lynians are a common sight across this world, working many of the same jobs as humans from merchants to cooks. Many even choose to aid hunters as Palicos.

Canyne

While these creatures may at first appear as large lean dogs, Canynes are considerably smarter than the average pooch. In Kamura Canynes serve as valuable companions to the villagers, whether as couriers or noble steeds and teammates of the hunters.



Species

Monster (0-200 CP)

Monsters play a major part of both the story and gameplay of Monster Hunter, and one could argue that the cast of monsters are just as charismatic and valuable as the cast of characters. Upon taking this species you will choose to spend either 0, 100 or 200 CP on this species option.

For 0 CP instead of a normal monster, you instead get to be one of the smaller species of endemic life found in this world, such as the Stinkmink or Puppet Spider. You can also choose to be a Kinsect instead.

For 100 CP, you can choose to be any “Small” category monster, such as a Kelbi, Antika, or Remobra.

For 200 CP instead you receive access to the Monster Species Build Supplement, with a starting budget of 1000 MP



Background

Choose a Background that represents your history and place in the Monster Hunter World. Certain Backgrounds are limited to certain species options. For any background you may choose to "drop-in" without a pre-existing history in this world.

Hunter

Human, Wyverian, and Lynian only

Those brave few who brave the wilderness to fight monsters on behalf of the Guild and the natural balance of the world. You are a licensed Guild hunter, ready and able to put your life on the line to fend fight monsters tooth and nail.



Buddy

Lynian, Canyne, and Endemic/Small Monster only

But where would the hunters be without their staunch helpers? You may not be the one wielding the oversized weapons to dish maximum hurt, but whether as a Palico or a Palamute, your assistance in invaluable to any hunter looking to succeed in their hunt.



Background

Villager

Human, Wyverian, Lynian, and Canyne only

Don't want to risk your life facing down giant beasties? Then settle down as one of the many other civilians that live in this world. Whether you're a merchant, researcher, chef, receptionist, sailor, or blacksmith, it is through your labors that life finds meaning, even for hunters.

Monster

Monster only

Those that dwell outside of civilization in the wilds. You are a Monster, a beast of power and might. Born into this world to another monster, you have lived your life as any animal typical of this world and your species. Will you be prey, predator, or something else?



Location

Roll a 1d12. This will determine your starting location. You may instead choose to spend 50 CP to choose any location in the world of Monster Hunter Rise to start in.

1: Outskirts of Kamura

2: Edge of the Elgado Outpost

3: Shrine Ruins

4: Frost Islands

5: Sandy Plains

6: Flooded Forest

7: Lava Caverns

8: Jungle Island

9: Coral Shrine

10: Infernal Spring

11: Forlorn Arena

12: Free Choice



Perks

Here are some perks for you to spend your CP on. Perks listed under a certain background are discounted 50% off. Discounted 100 CP perks are instead free.

Hunter

Weapon Fighting (100 CP Each*)

Pick a single weapon type available in Monster Hunter Rise, such as the Greatsword or Heavy Bowgun. You are now trained in the use and handling of this weapon, able to wield it with skill like any other hunter is expected to. You may pick this perk multiple times, each time selecting a different weapon. Hunters get their first choice for free, with subsequent purchases being discounted to 50 CP instead.

Palamute Rider (100 CP)

The art of Palamute riding is a skill that separates Kamura's hunters from those elsewhere. You are trained in being able to ride Lynians and other similar creatures into battle. You also know the best way to jump and dismount from your steed to deliver high flying attacks on your foes.



Perks

Wyvern Riding (200 CP)

There's more to mounting a monster than clambering onto its back and holding on. With enough rope, silk, or some other binder you're able to ride and direct a monster around, at least for a short while. You know just the right way to pull the reigns to get them to move, or urge and direct them how to dodge and attack another monster.

Wall Runner (200 CP)

The hunters of Kamura are uniquely trained in many skills, amongst them is wall running. You are gifted in basic parkour and free-running, and are able to clamber up and across walls like a ninja…provided you have the stamina to keep such tricks up for more than a few seconds.



Perks

Wirebug Handling (400 CP)

Wirebugs are a rare breed of insect, famed for their production of Ironsilk, which the Hunters of Kamura use to supplement their hunting skills. You are trained in the handling and use of wirebugs and ironsilk, able to easily and seamlessly use them in combat to perform exotic techniques, and amazing feats of acrobatics and 3D Maneuvering.

Partbreaker (400 CP)

Monster with a hard carapace? Break it. Attacks with its tail? Sever it. Valuable scales? Get you some. You're uncannily skills at hitting a monster where it hurts, allowing you to break of pieces and parts of monsters more easily than others. You know the best way to hick and attack a body part to dislodge pieces and parts from it, especially if said parts can be used as valuable materials.



Perks

Counter Signal (600 CP)

When the Rampage begins, what is needed is more than just strength of arm, but leadership and cunning to match it. You have a knock for warfare, knowing the best time places to put defenses and barricades, when to switch from defending to counter attacking, and how to lead others in such battles so that even a collection of villagers or knights with crossbows and gatling guns can come together and fend off even Elder Dragons from your walls.

Proof of a Hero (600 CP)

When great beasts of thunder and storm descend form the heavens, when dreaded archdemons rise from the ground, and when the pillars of heaven and earth shake and tremble, you have the will and grit to fight on. When faced against great odds, you have a spark of willpower deep within yourself that will ignite. No matter how mighty the foe, so long as you can still grip your sword your willpower will give you the strength and stamina to keep fighting on, to keep fighting until either you or the beast has finally breathed their last.



Perks

Buddy

Meowpon Nyandling (100 CP)

While not as advanced at the Hunter's arsenal, Buddies still need some weapons training to fight alongside the Hunters. Your weapon skills include both the typical simple clubs and blades Palicos and Palamutes use, as well as throwing boomerangs and kunai, and using metal umbrellas.

Worse Bite (100 CP)

Palamutes are more than mere dogs, they fight and serve in their own right, though it's difficult to do so without functional hands. You're now trained in how to hold weapons in your mouth and wield them with some efficacy. You will not damage your teeth, jaw, or neck wielding weapons in this way.



Perks

Buddy Gathering (200 CP)

There are all manner of goodies and resources out there that the hunters may need, and even if they go hunting for them they could miss a few small bits. You've a sharp eye to you, able to notice and recognize valuable materials and treasures at a glance, and can pick up on things which are missed by other less scrutinizing gazes.

Meowcenary (200 CP)

The Meowcenaries are an elite corps, trained and directed by Master Kogarashi himself, and now you too benefit from that training. You're an expert at stealth, able to slip past most monsters undetected, you're an excellent tracker and scout, and you're trained in the use of shinobi kites for transportation. Furthermore, you have a good sense for finding and scouting areas of interest that hunters and resources gatherers may be interested in.



Perks

Palderkeg (400 CP)

Bombs, Traps, Tops, Turrets, and Pistons. When it comes to handling explosives and operating machinery, you're a deft hand, able to set up your tools and traps in just the right place for maximum damage. You know how to safely handle gunpowder and make the most of it, and can even build and make primitive bombs with a few ingredients.

Meowdic (400 CP)

As a Buddy, your job is to support your hunter, and sometimes hunters can get way in over their heads. You 're an excellent battlefield medic, you can tell how serious most injuries are at a glance, and how much healing you need to administer to patch them up enough to get back into the fight. You also know how to make simple healing unguents antidotes, and how to properly snap an ally out of a daze to get them ready to fight again. You also have a good sense for when your allies have taken enough punishment, and when and how to drag them back to safety to rest and recuperate.



Perks

Go For The Throat (600 CP)

Palamutes are essentially large dogs, and like any dog they're hard to shake off once they've bitten down onto something. You're good at clambering and biting down onto monsters, once you've sunk your teeth down the beast will be hard pressed to shake you off, and even then you might just change positions and find a new vantage spot you harass and damage them. The larger the monster, the easier it is for you to climb them and the harder it is to dislodge you from biting and attacking them.

Dojo Master (600 CP)

The greatest use of one's skills is to pass on and share those skills. You are exceptionally gifted in training and teaching others your skills, arts, and techniques. Not only that, but when training others, you yourself will find that your skills will improve, and you may even learn and pick up something from those you teach.



Perks

Villager

What We Do Best (100 CP Each*)

Not everyone can be the one running off to fight angry megafauna for a living. You have skill in some manner of practical craft or vocation, whether that be cooking, blacksmithing, woodwork, or animal husbandry. While you may not be the greatest at your craft, you're certainly skilled enough to make an honest living in a small village. You may take this perk multiple times, each time choosing a different skill. Villagers get their first choice for free, subsequent purchases are discounted to 50 CP.

Eye for Business (100 CP)

There's more to working than providing a good or service. You have a basic competency in business, and are able to balance your budgets, keep track of your finances, and have a decent grasp for how much to sell your labor and goods for. You won't be running Wall Street, but you can make an honest living as a merchant.



Perks

Creature Inspiration (200 CP)

In a world that runs on exotic creatures, such beings often serve as inspiration for many pursuits. Whether it be new armor designs, new food flavors, or new artistic projects, whenever you encounter a new creature or species, you'll experience a small surge of inspiration, granting you new ideas for any arts or projects you commonly engage in. Keep in mind, this is just a quick spark of intuition, actually getting it to work (and getting resources to help) is still a whole other matter.

Keep'em Busy (200 CP)

Field research can be so daunting when the local fauna could squash you like a bug. Thankfully, there's lots of distracting things in the wilderness, and when the going gets tough you get gone. You're good at slipping away unnoticed when other creatures are distracted. So long as you're not an active participant, other creatures and fighters will seemingly forget you're there and let you slink away in peace.



Perks

Ramp Up (400 CP)

It's no secret that much of the technology of this world runs on monster parts. You yourself have a skill in using pieces of monsters to enhance your own crafts, whether that's making uniquely potent food with monster meat, powerful arms and armors from monster scales, or enhancing tools with Qurio essence, or making medicine from ground Kelbi horns. If it comes from a monsters, then at least one part or another will enhance your craft greater than with mundane materials.

Piece It Together (400 CP)

You have a great sense of deductive reasoning. Whether it be from collecting fragmented relics or observing the movement and behavior of monsters, you can easily piece together things to understand the broader picture and trends and get to the root of any mystery.



Perks

Princess (600 CP)

Perhaps you're an actual princess, like Chichae or Yomogi, or you just have a royal aura about you. You have an earnest nature about you, once that inspires great loyalty and devotion in those underneath you. By giving your subordinates care and kindness, you will inspire them to work harder, fight stronger, and to always do what they can to not disappoint you. And if must, your heartfelt pleas will be enough to crack even the most dogged determination, for those times when you have to snap some sense into those you care for.

Dragon Visions (600 CP)

You have a sort of connection to the Elder Dragons. Should a grand creature start to make its way in your direction, you will receive sorts of premonitions and visions, as you channel the thoughts and emotions of the beast into your body, just as Hinoa and Minoto could channel the thoughts of Narwa and Ibushi. For the duration of this jump, this will only work with a single species of elder dragon, but in future jumps this will instead grant you a connection to any one particular type or species of comparable monster found in that setting.



Perks

Monster

More Monstrous (Varies, Monster Only)

Need some more MP to build your monstrous form? You may spend CP to gain more MP, at a 1:1 conversion rate.

Ominous Intro (100 CP)

Do you like the Noh Theater style intros that the monsters in this game have? Well, have your own. This performative haiku of yours will spread, and in future jumps this ominous poetry will be recited by the local poets and bards.

Survival Instincts (100 CP)

The majority of monsters are, first and foremost, animals. You possess the basic survival instincts appropriate for your species, and know how to find food, shelters, cover, and other bare necessities that individuals of your species need to live and survive in this world.



Perks

Gate Crasher (200 CP)

Wanna break some stuff? Gates and barricades in your way? You're excellent at breaking through structures and building, and once you get enough momentum most barricades smaller than you will break and splinter like balsa wood. Massive metal gates, like those protecting Kamura, might be able to stymie your advance, but give you 20-60 minutes of pounding on the doors and you can break your way in…provided you aren't driven off by the defenders.

Rampage Director (200 CP)

Sometimes you need a good stampede to cause some havoc. You've got a certain animal charisma about you, able to leverage your intimidating nature to not only cause stampedes and rampages, but also to direct where they're going with some effort. Whether that be towards a settlement, or away from your nest, once the herd gets going it would take an army or huge walls to divert or discourage them.



Perks

Apex (400 CP)

The Apexes stand above their contemporaries, being forged in the crucible of conflict and coming out stronger. In addition to being covered in cool scars, you're stronger and faster than the rest of your species, more flexible with your powers, and, having been infused with the energies of the Wind Dragons, are able to perform a devastating "ultimate" attack that can cause widespread damage.

Crowned (400 CP)

Either congratulations or condolences are in order. With this perk, choose one: Bigger or smaller. You are now between 2-3x the bigger or smaller than a typical member of your species. This doesn't affect the physical abilities or capacities, merely your size. For now, this only applies to your current species in this jump. Post-Jump though at the beginning of each jump you may choose to apply this trait to any one of your alt-forms for the duration of the Jump.



Perks

Parasitic Vitality (600 CP)

Between forces like the Qurio and the Frenzy, there are plenty of debilitating diseases and pathogens that affect monsters, and for everyone there are those few Monsters that, rather than succumb, can instead gain strength. Just like the likes of Malzeno and Giasmagorm, whenever you become infested by a parasitic force, you can adapt to it. This allows you to both minimize the deleterious effects of your infection, and draw strength and maybe even abilities from this parasitic symbiosis.

Consumptive Power (600 CP)

The energy of life is not merely contained within nutrients and compounds, some creatures can absorb and sup upon this power directly. Whether it be from a willing source (like Narwa consuming Ibushi or Giasmagorm feeding from the Qurio) or from a victim you've latched onto (like the Qurio feeding on monsters) you are able to consume and devour the life force of other creatures, adding their strength to your own. The more you feed, and the stronger the host, the stronger you can become by supping on them.



Items

Here are some items for you to spend your CP on. Items listed under a certain background are discounted 50% off. Discounted 100 CP Items are instead free. Broken/lost items are returned to your Warehouse at the end of the Jump. Pre-existing items you own can be imported into similar items.

Undiscounted

Happy Bunny Dango Voucher(50 CP Each)

Want some tasty Dango? Take this voucher. Once per year you can cash in this voucher and have a plate of delicious Bunny Dango of your preference delivered to your home. That's all, please enjoy the dango.



Items

Hunter

Hunting Gear (CP Varies each)

What separates a hunter from some crazed vagrant in the woods? The gear of course. Select a single weapon and armor set to gain and start out with. These items together cost an amount of CP equal to its Rarity*50. Hunters purchasing Hunting Gear have their discounted, with a set of Rank 1-2 being free the first time you purchase hunting gear, subsequent sets of Rank 1-2 are instead worth 50 CP. You can choose to gain a “mixed” set of armor and weapon, but the cost is equal to the rarity of the highest rank item in the set (Ex: Purchasing a set of Kamura armor but with a Dober helmet would cost as much as the Dober set). Choosing to instead purchase a single weapon or armor set applies a discount (that stacks with your background discount, rounded up to the nearest 50 CP). Ex.: A Hunter who purchases a set of Orangaten armor (Rarity 8) with no weapon would spend 200 CP on the set.



Items

Carving Knife (100 CP)

A mandatory tool for just about any hunter. This large knife is excellent for carving, skinning, and cleaning your kills, and is sharp and sturdy enough to help you collect materials and ingredients in the field. While it does not grant any skill in butchery to you, for some reason its sharp edge tends to stop short of cutting any valuable argans and parts you weren't trying to cut through, at least for a short while you do your grisly work.

Petalace (200 CP)

This bracelet made from Sending Sprigs attracts the attention of Spiribirds. Whilst traversing through the wilderness, this bracelet will occasionally attract Spiribirds to you to share their collected pollen, which will grant you increased vitality and strength for a short period of time. In future jumps, this petalace will attract the attention of similar beings and creatures that can be found in the wilderness, whether they be fairies, pollen collecting monsters, or similar.



Items

Toadversary (400 CP)

Good training and practice is important for improving. This large mechanical Tetranadon is designed to act as the ideal sparring partner for a hunter, able to take a ton of damage before needing repairs, and can be piloted via a cockpit on top of it. Even should you break it down, its simple design and paneling makes it easy to repair and can be put back together again in less than a day. By constantly training with this device, you'll find your skills staying sharp and even improving bit by bit.

Hunter's Home (600 CP)

This house at first appears as a traditional Japanese house, with a water wheel and grain mortars in the back. It also has a chest containing wall scrolls and figurines depicting major battles/hunts you've accomplished, as well and infinite storage for all your hunting hear. The house also comes with a lynian housekeeper who will organize your storage and knows all manner of gossip. After this jump, this house either becomes attached to your warehouse, or can be imported somewhere appropriate in future jumps.



Items

Buddy

Buddy Equipment (CP Varies each)

Of course the buddies need gear, can have them running around naked. Select a single Palico or Palamute weapon (**or non-secret support tool**) and armor set to gain and start out with. These items together cost an amount of CP equal to its Rarity*50. Buddies purchasing Buddy Equipment have theirs discounted, with a set of Rank 1-2 being free the first time you purchase hunting gear, subsequent sets of Rank 1-2 are instead worth 50 CP. You can choose to gain a “mixed” set of armor and weapon, but the cost is equal to the rarity of the highest rank item in the set (Ex: Purchasing a Gargwa vest and an Almudron helmet would cost as much as the Almudron set). Choosing to instead purchase a single weapon/tool or armor set applies a discount (that stacks with your background discount, rounded up to the nearest 50 CP). Ex.: A Buddy who purchases a Cat-astrophe Knell (Rarity 9) with no armor would spend 150 CP on the weapon.



Items

Buddy Pouch (100 CP)

Kinda crazy how Palicos and palamutes can fit such large tools in their small pouches. This waist-pouch its significantly larger, able to hold a volume of tools and materials the size of three Palicos. Just keep in mind reach in there might take some rummaging, and you might need to put the back on the ground to pull out the larger Pal tools.

Flight Fan (200 CP)

Master Kogarashi has a rather…unique way of sending out his Meowcenary troopers. This large fan will, when swung, create a massive wave of wind, one strong enough to send away small creatures with its gusts. Combined with some shinobi kites, its considered an excellent way to launch forth your operatives.



Items

Super-Secret Tool (400 CP each)

The Super-Secret Tools are considered the best in show for Buddy Equipment, and with the right one in the right place could turn the tide of a battle. Choose either the Healing Clover Bat, Lottery Box, Felyn Fireworks, Powered-Up Horn, or Ameowzing Mist Mine. You now have access to this tool to help assist you with your hunts. The Lottery Box, Firework, and Mine, after being consumed, will be recharged/replaced and usable again after a five-minute cooldown.

Palmarine (600 CP)

There's more to being a buddy than fighting and scouting, sometimes your travels take you far afield to find exotic goods and markets. This small submarine shall help your purposes. Capable of being submerged for several hours, and containing a lot more storage space than you'd expect, this vessel is an excellent choice for anyone wanting to gather goods and materials from far away, whether that be by trading or infiltration.



Items

Villager

Market Stall (100 CP)

If you're going to be plying your trade, its best to have a place to do it from. This wooden market stall is an excellent place to hawk your wares and services from. Further, when you need to take your business on the road, this stall can fold up and be carried away as a bulky and cumbersome backpack.

Gacha Roller (200 CP)

This fun little lottery roller is a tad more than it seems. Once per day, by feeding it some money and giving it a roll, it will dispense some gachapon capsules filled with little tools and consumables such as healing potions, powders, and other minor goodies one could commonly find in the world of Monster hunter. Further, very rarely it may even dispense rare collectable figurines or instead roll many goodies at once.



Items

Melding Pot (400 CP)

Hunters are always clamoring for more goodies, so why not provide some for them? This earthen jar is known as a melding pot. When monster parts and other ingredients and reagents are placed in it, the melding post will “meld” them together to make unique mystical talismans. The quality and potency of the talisman will vary based on the ingredients used, and the effects of the are semi-random. Further, you can even use previously made talismans as ingredients as well. Talismans usually take a day to meld, or shorter if you use an accelerant.

Merchant Vessel (600 CP)

Time to take your business on the road? This wooden ship makes for a sturdy merchant vessel, containing plenty of storage space, both sails and a steam engine, and a really nice cabin to sleep in. In addition, to protect yourself and your crew/cargo it comes with two large ballistae, and a Dragonator installed in the front.



Items

Monster

Monster Music (100 CP)

Many Monsters have their own cool and unique music tracks. With this you now have your own theme music. This music will play in your when you fight and, should you wish, can also play in the minds of those who you fight. Be mindful though, as the music may change based on the progression of the fight, changing from your theme to your foe's theme should they start gaining the upper hand. If you're fighting a hunter, and you hear Proof of a Hero playing, you may want to run away.

Jewel Lilies (200 CP)

Upon buying this option, you gain a small burlap sack containing 8 jewel lily seeds. When planted, these seeds will grow and bloom into new Jewel lilies over the course of a month. These lilies will attract Great Wirebugs to arrive and stay at them, even in other worlds and jumps. The sack gains new seeds to plant once a year.



Items

Shimmering Nacre (400 CP)

Tetranadons have a habit of swallowing stones, sand, and other debris. This detritus is eventually turned into a beautiful nacre and expelled. Upon buying this item you gain a patch of sparkly sand that, when swallowed, will transform over time into valuable nacre and pearls before being expelled (either regurgitated, “passed” or otherwise based on your biology) three days later. There is enough sand for a Tetranadon-sized monster to make 200lbs of nacre once a month. The sand replenishes once a month.

Your Turf (600 CP)

This secluded valley is the perfect refuge for you, containing a biome perfectly tailored for your chosen species. This untouched wilderness is also a refugia for all kinds of endemic life, valuable plants, mushrooms, insects, and materials, and even small monsters like Kelbi or Antika to feed on. Hunters and other monsters will never stumble upon this place unless invited. After this jump, this valley can either be attached to your warehouse/properties, or imported where appropriate.



Companions

Hunting is more fun with friends, in this section are some options for companions, followers, and other such things. If an option is discounted for a particular background, the background will be listed next to the price

Canon Companion (50 CP Each)

Someone in this world catch your eye, like Fiorayne or Utsushi? Each time you purchase this option, you may invite an already existing character from Monster Hunter Rise to follow you on your chain as a companion. These characters must knowingly agree and consent to being brought with you on the chain.
Also, the twins Hinoa and Minoto are a package deal, so you can gain both of them with just one purchase of this option.

Create/Import (50 CP Each/200 CP)

Have a companion you want to import with you? Or maybe an idea for a super cool OC you want to make? With each purchase you may either import or create a companion, granting them a budget of 600 CP go through this document themselves with. Imported/Created companions cannot take any companion options themselves, nor can they take any of the 400 CP Drawbacks or the Rampage drawback. For 200 CP you can also import/create 8 companions at once, saving you some CP for a full party.



Companions

Hunting Partner (Free for Hunters/Buddies)

Less of a companion option, and more of a freebie. If you are either a Hunter or Buddy, you may take any of the afore listed companion options for free **once**, provided they are of the other background. That is to say, if you are a Hunter you can gain a free Buddy Companion, and if you are a Buddy you can gain a free Hunter companion.

Cohoot (50 CP each)

In addition to canynes, the people of Kamura are also known to keep a unique breed of owl (known as a Cohoot) as pets and assistants. At 50 CP a pop, you can gain your own Cohoot as a pet/follower. While not too useful for hunts, Cohoots make for excellent message carriers, falconry birds, and are smart enough to be trained to hold and take pictures with a camera. They are also well tempered and can be dressed up in cute outfits.



Companions

Wirebugs (50/100 CP Each)

The use of Wirebugs is foundational to the Kamura style of hunting. For each purchase of this option, you gain two wirebugs to keep as pets. These wirebugs are trained for hunting and will serve you dutifully in the field. It is recommended to only take 2-3 wirebugs with you at any time. For an extra 50 CP per purchase you may make them rare Gold or Ruby wirebugs instead of the normal breed.

Kinsects (Free*/50 CP Each/200 CP)

Insect Glaive and Kinsect. One of the great weapon sets oft used by hunters. Well, it would be awkward to purchase a glaive with no kinsect, yes? If you purchased an insect glaive with the Hunting Gear item, then you may gain a free Kinsect of the same rarity or lower as your glaive as a pet. If you want more Kinsects, or didn't bother to buy a glaive, then you may gain any Kinsect as a pets at a value of two kinsects per 50 CP. If you wanna collect them all, then for a once-time expense of 200 CP you may instead gain all 26 breeds of kinsect found in Monster Hunter Rise/Sunbreak as pets instead. Je suis monté!



Companions

Open Season (50/100 CP Each)

Is there a particular type of monster you would like to hunt? Find it strange that Basarios is here but not Gravios? For every purchase of this option, select a monster that has appeared in the Monster Hunter franchise but not in Rise or Sunbreak. Fate and circumstance will conspire such that this species of Monster will appear at some point during your stay in this jump, and you will have to chance to hunt it (or hire a local hunter to hunt it for you).
You may also choose to instead spend 100 CP. Doing so will instead allow you to design your own monster using the Monster Species Build Supplement. This new species will be introduced to the world of Monster Hunter, and just like with the previous option you have even have the opportunity to encounter it yourself.



Companions

Capture Target (50 CP each)

This isn't Monster Hunter Stories…but that won't stop you. For each purchase of this option, you may choose one monster you have managed to capture and keep alive. After this jump, you may take that monster with you as either a pet, follower, or companion. For it to count, you must not only capture this monster, but you must manage to keep a hold of it, either in captivity or domesticated, until the end of the Jump. If you do so, the monster will loyally follow you as its master, though it will still possess the usual traits and behaviors it had before. My advice? Try raising it from infancy to make things easier, like Hojo and his pet Tetsucabra.



Companions

Dragon Priest (200, Monster)

Just as Hinoa and Minoto were connected to Narwa and Ibushi, this Wyverian shrine priest/priestess is connected to you. You can communicate with them through your shared bond, and can even speak through them even at great distances away. By default the Dragon Priest is a simple follower, however you can import them in this jump to make them a companion (provided you pay the appropriate CP to do so).



Drawbacks

Need some CP? Below are some drawbacks to grant you some CP in exchange for some difficulties. Drawbacks cannot be removed or undone by any powers or perks you have.



The Hunt Continues (±0 CP)

Been here before? If you've jumped to the Monster Hunter universe before, you may take this option to maintain continuity with that world, and persist in the version of the world you've been to before.

Dango Addict (+100 CP)

You have a major sweet tooth. Dango, honey, and other sweets are your vice, and you can't have enough of them. It will be a struggle to get you to eat a normal balanced diet, and it will be easy to distract you with a promise of sweets.

Emiku Te Mira (+100 CP)

The Monster Hunter universe is known for its unique and interesting language, and the games even allow you to choose to have all the dialogue in that language. This is no longer a choice for you. You do not gain an automatic understanding of the local languages, and will experience every syllable as it is. If you want to talk to others, I suggest learning to speak the local tongues the hard way.

Drawbacks

Old Injury (+200 CP)

Not all hunters make it out in hone piece. Just like the hunter Ayame you have suffered a crippling injury, affecting your ability to engage in strenuous physical activity. You're a bit slower and weaker than normal, and constant physical stress will leave you in pain, limiting your options. Not to big a deal for most villagers, but a potential death sentence for Hunters and Monsters, and no amount of healing or rest will completely heal the damage.

Just A Pup/Longtooth (+200 CP)

Most backgrounds assume you are an adult of some kind, or at least somewhere in the prime of your life. With this drawback however this is not the case. You are now either an adolescent (between the age of 12 and 16 for humans), or very elderly (60+ for humans, and old enough for a Wyverian to be "goblin mode") for your species. Being in once of these extreme age groups will significantly impact your physical capacity and emotional maturity. On the plus side, if you're an adolescent monster you're probably quite adorable.



Drawbacks

Quriosity (+300 CP)

The qurio are hungry, and unfortunately you appear to be quite tasty. Something about you will constantly attract the qurio and other parasites and ravenous creatures to try and take a bite and suck you dry. Even should you stop Giasmagorm, you will still constantly be fighting off waves and infestations of the little bastards trying you drain you completely.

Rampage (+300 CP)

The Rampage is coming, and unfortunately you now have to deal with it. Upon taking this drawback, you will be made aware of a specific town or gate you must defend. Don't think this is a cushy position, as a wave of rampaging monsters, each more progressively dangerous than the last, will try and plow past you and destroy your charge once every few weeks or so. Should you fail to defend against the horde and keep your charge safe, it will count as a chain failure. If you're a Monster, you may instead choose to be the ramapger, and must destroy a village/settlement once every few weeks or else fail your chain.



Drawbacks

Thunderous Calamity (+400 CP)

The timetable of calamity has been accelerated. The Rampage has occurred much faster than anyone expected, sweeping through the unprepared Kamura, leaving them ripe to be obliterated by the coupling of the Narwa and Ibushi. Many have perished, those who survived have been evacuated to the Kingdom, though even they won't be totally safe as Amatsu will soon arrive as well. Kamura is no more, only rubble remains.

Sunbroken (+400 CP)

The Kingdom's greatest fear has happened, much sooner than expected. The Qurio have been very active, causing all manner of chaos as they have fed on monster and human alike. Giasmagorm has awoken, and now a wave of carnage and parasites sweep across the land in a crimson tide. Flee while you can, for not even the Royal Knights can stand before this dread force, falling before the likes of Giasmagorm, Malzeno, and the Qurio like wheat before the scythe.



Ending

10 years have come and gone. The Jump is over. You're Drawbacks have been removed, your lost items and companions restored, and its time to choose the next step of your journey

Stay

Fallen in love with this world? You may choose to end your chain and stay here, keeping all you have gained and gathered across your chain and settling down in this world.

Return

Grown tired of this great adventure? You may choose to end your chain and return to your home dimension, keeping all you've gathered across your chain and taking it back with you. Try not to cause too much chaos, champ.

Continue

Ever the rolling stone, you continue onto the next jump on your chain, taking all you've gained and gathered here with you on the next step of your journey. Happy hunting!



Notes/FAQ

Special thanks to the anons of /jc/ for their feedback and support.
Special thanks to Capcom for this beloved game franchise.

Can I be one of those Giant Wyverians?
If you want to be a giant Wyverian like His Immenseness, then take the Crowned perk as a Wyverian.

I want to write my chain, but don't know the MonHun language for the drawback
A redditor named Sheepwife has threads and documents on their research on MonHun linguistics.
https://www.reddit.com/r/MonsterHunter/comments/1i83x6f/learn_the_monster_hunter_language/

For the drawback, how much warning do I have before a Rampage?
Depends on the type of monsters in the rampage, but no more than a week and as little as a day's time of warning.