Monster Hunter World

(Monster Species Build Supplement)

This supplement is conjoined to the Monster Hunter World Jumpchain CYOA, allowing those of the Monster Origin, or those who purchased 'New Monster, New World", to design their very own monstrous species that will appear within the setting.

As previously explained, those of the Monster Origin will become this species that they've designed, while those who bought out of origin (or Monsters who bought the above perk and designed additional monsters), will simply have a chance of running into that monster for good or bad.

Before you move forward, there are a few things we want to let you know. This supplement isn't just for designing entirely new monsters. It was also built with recreating existing monsters in mind, or creating subspecies of existing monsters.

If you buy all the relevant options to your favorite species, you are allowed to simply choose to become that species. If you have the same classification and general options of your favorite species but want to branch out a little, this is the perfect time to make a subspecies.

One last bit of information, advice really when moving on to design. These are living creatures you're going to be designing, and so the options you purchase to customize them shouldn't be seen as something rigid and inflexible. You can combine options at your leisure to match your vision.

Moving forward you could buy the ability to breath fire and produce poison, combining them to give your species the ability to breath toxic fireballs. You could combine natural weapons like claws or fangs with regeneration to rapidly regrow your monster's weapons.

Don't feel obligated to stick to the guidelines, don't feel obligated to jump outside of them. Stick with your comfort zone, design something you love, and have fun.

To repeat vital information from the Jump, you will be starting with a budget of 1000MP, maybe more if you decided to bolster your budget. Keep that in mind moving forward.

Classification

To begin designing your monster species, choose one of the below classifications to give you a base to work off of, and beasts within the world to draw relation too. Feel free to pick whichever you like, they're all free. Depending on your choice however, you will also gain relevant freebies.

-Fanged Wyvern – "Fanged Wyverns are a type of monster resembling a middleground between other Wyverns and Fanged Beasts. Fairly rare elsewhere, the New World has a variety of this type of monster.
Fanged Wyverns are characterized as quadrupedal, wingless beasts with largely reptilian appearances matching that of other wyverns, and well developed limbs.
Your species will find themselves related to monsters like the stunning Zinogre and aggressive Odogaron should you choose this body type for them. Choosing Fanged Wyvern bestows two extra purchases of "Natural Weapons" for free."

-Bird Wyvern – "Bird Wyverns are a smaller classification of monster than most and are unique in that they can be further subdivided into Flying Bird Wyverns and Theropod Bird Wyverns.
Both are bipedal with reptilian or bird-like features and powerful legs. However, the former tends to have wings and sharp beaks, while the latter has stronger legs and whip-like tails.
Those who choose this classification may be related to anything from the fearsome Yian Garuga to the flashy Tzitzi-Ya-Ku. Choosing Bird Wyvern bestows "High Flier" (OR) "Wolf Pack" for free."

-Brute Wyvern – "Brute Wyverns are a larger classification of monster resembling real life theropods like the tyrannosaurus. They commonly appear as large, flightless, bipedal wyverns with bulky bodies.
As their name would suggest, Brute Wyverns often have incredibly powerful bodies that support the use of brute force as a strategy when hunting prey or defending themselves.
Choosing this classification for your species puts them in relation to the bizarre Uragaan and infamously voracious Deviljho. Brute Wyverns receive "Natural Armor 1" and "Muscle Emphasis" for free."

-Flying Wyvern – "Flying Wyverns are notable as one of the most widespread and successful of all classifications. They are characterized as wyverns with wings, although not necessarily flight, and can stand on two or four legs. Quadruped types will always have their wings built into their forelimbs.
Based on how widespread they are, appearances outside those traits run the gamut. Those who pick this classification may find their monster related to the widespread Rathalos, or the just as prominent Tigrex. Those who pick this classification for their species receive "High Flier" for free."

-Piscine Wyvern – "Piscine Wyverns are a classification of monsters that branched away from Flying Wyverns at some point. Their name comes from their resemblance to fish.
Piscine Wyverns are characterized as fish-like wyverns that commonly stand on two legs and have remarkable swimming abilities, some even swimming through sand or lava.
Those who choose this classification for their monster will likely find them related to the molten Lavasioth, or vibrant Plesioth. Piscine Wyverns receive "Super Swimmer" for free."

-Neopteron – “Neopterons are an insectoid classification of monster that have remarkable variation in size, ranging from as small as a felyne to large enough to rival giant monsters like Diablos or Gravios.

Neopterons are characterized for resembling oversized insects with rigid carapaces that protect them from like a hunter’s armor. They’re commonly weak to fire and poison, with a common resistance to the otherwise destructive “dragon” element.

Those who choose this classification for their monster can find it being related to the sexually dimorphic Seltas monsters, or the luminescent Lightenna. Choosing a Neopteron type monster will also bestow “Natural Armor 1” & “Getting Handsy 1” for free.”

-Temnoceran – “One of the slimmest classifications of monsters on this list, Temnocerans as of the time of my writing this consist only of Nerscylla and its desert dwelling subspecies.

Temnocerans despite this are characterized for their spider-like appearance and ability to generate silk, even though they only have six limbs like the invertebrate like Neopterons above.

As previously stated, you may only find relation with Nerscylla from going with this classification for your monster. Choosing Temnoceran for classification grants “Smooth & Silky” for free.”

-Carapaceon – “Like the Neopterons and Temnocerans before, Carapaceons resemble gigantic crustaceans. Unlike the former two, Carapaceons are much more widespread and varied.

Carapaceans are characterized by their incredibly resilient exoskeletons and purple blood froth spewing from their mouths as a sign of internal bleeding. They are also noted as often resembling massive crabs, lobsters or scorpions in some capacity.

Picking Carapaceon as your monster species’ classification may have them related to massive, spindly Shen Gaoren, or the multilayered Taikun Zamuza. Choosing Carapaceon for your monster classification bestows “Environmental Adaptation” for free.”

-Amphibian – “Amphibians are a class of monster that has adapted for living both on land and in the water across their lives, giving them a greater territory than other monsters in their range.

Amphibians are characterized by a superficially frog-like body structure with spring-like back legs and muscular forelegs, along with unique methods of locomotion compared to other monsters.

Having an amphibious species may see it related to the mean Tetsucabra or the wacky, inflatable Zamtrios. Those who pick this classification for this species will gain “Muscle Emphasis” & “Elemental Resistance 1” for free.”

-Fanged Beast – “Fanged Beasts uniquely among monsters are powerful, mammalian beasts covered in fur that can resemble anything from real life apes to real life mammoths.

Fanged Beasts are noted as being among the fastest monsters you’ll find in this world, often covered in fur, often having dexterous forelimbs, but running such a range that there are few real similarities.

Choosing to have a Fanged Beast type of monster may see your species related to the rampaging Rajang, or the massive Gammoth. Fanged Beasts receive an extra purchase of “Natural Weapons” & “Sensational Senses 1” for free.”

-Leviathan – “Leviathans are much like Piscine Wyverns in that they are uniquely adapted for swimming. in water or other. Leviathans have a few differences that make them stand out however.

Leviathans are characterized by being quadrupeds, powerful swimmers, and often appearing more reptilian like other wyverns, though fish-like members of this group do exist.

Choosing the Leviathan classification for your monsters may have them related to the apex predator Lagiacrus, or the whimsical Mizutsune. Those who choose Leviathan for their monsters will receive “Super Swimmer” for free.”

-Snake Wyvern – “Snake Wyverns are a lonely classification like Temnocerna, consisting only of the great, long Najarala and the small, flying Remobra.

Snake Wyverns, as their names would suggest, are characterized by their serpentine traits such as their long, coiling bodies and forked tongues. As this supplement only caters to the creation of larger monsters, you will likely see far more resemblances to Najarala.

As mentioned several times above, if there is any relation to your monsters and another of this type, it will likely be Najarala and its subspecies. Those who choose Snake Wyvern for their monster’s classification will receive “Deceptive Dexterity” for free.”

Body Size

In this section you'll be choosing the size of your monster. As this supplement was made with large monsters in mind rather than Jaggi and Shamos, even the smallest size listed here will bestow monsters as big as Kulu-Ya-Ku and Great Girros.

Size dictates the general abilities, dietary requirements and lifespan of a monster. Larger monsters will be stronger, more resilient, live longer, but will often need to eat more and become progressively slower by comparison due to the increased mass.

-Small (+100MP) – "This is the smallest size for the supplement, actually giving points for those who take it. Physically weaker and more fragile compared to medium monsters monsters, smaller monsters can still prove to be threatening to hunters and monsters alike using mildly greater agility and speed.

Small monsters as a consequence of dying more easily and requiring less to eat tend to reproduce more than larger monsters. Relative weakness, ease of filling their stomachs and sheer numbers causes a pack mentality or unique survival strategies to be common in this weightclass.

Other small monsters in these lands include Paolumu, Tzitzi-Ya-Ku, Great Girros and Tobi Kadachi as just a few examples, all known for using their speed and unique adaptations to deal with prey, or run away from predators."

-Medium (Free) – "Medium is the default size for the sake of the supplement, given how common they are among the monsters the Guild hunts. They're bigger, stronger and more resilient than small monsters, but nowhere close to lumbering or awkward.

Medium monsters tend to be much more independent than smaller monsters due to their greater dietary requirements. This isn't a rule, as several medium monsters still hunt with mates like the prominent couple of Rathian and Rathalos.

Many apex predators like Rathalos, Legiana and Odogaron within their environments fit into this niche just fine, overpowering smaller monsters while still possessing great enough power to threaten larger monsters who can't keep up. It's only when outliers like Elder Dragons that their dominance is shaken."

-Large (200MP) – "Large monsters are perhaps tied for most common weight class that Guild Hunters will end up tracking down and facing for one reason another. They often pack incredible power and toughness into a form that still has the capacity for explosive speed and decent agility.

Large monsters tend to be more ferocious than Small and Medium monsters, whether carnivorous or herbivorous, their great size, power and hunger making them more competitive for resources and less hesitant about getting into fights for food or territory.

Many monsters of this weight class tend to get a wide birth, the near constantly furious Diablos, the ravenous Deviljho that attempts to consume everything it meets, or the explosive dropping Bazelgeuse that commits bombing runs because it can."

-Gigantic (400MP/Elder Dragon Only) – “Gigantic monsters are not something you see every day, some might not see anything this huge in a lifetime. Far larger than those that came before them and much more awkward due to the incredible mass they have.

Only Elder Dragons are monsters on their level reaches sizes like these, and as such, very little tends to be known about their diet, lifestyles or territory ranges. Monsters of this size could live for incredible lengths of time, and likely reproduce very rarely or very slowly as a result.

The only monsters you might see in these lands of this size are the currently undiscovered alien thing that threatens to lay ruin to the continent, Xeno’jiva, and the enigmatic elder dragon decorated in massive golden scales that eluded the research commission for fifty years, Kulve Tarroth.”

-Colossal (600MP/Elder Dragon Only) – “By the Sapphire Star, that’s a big fucking monster. This monster dwarfs even the gigantic monsters that came before it. Like big screen kaiju, these monsters tend to have unbelievable power and resiliency, but take visible effort to move their gigantic bodies.

As before, only Elder Dragons and creatures of unknown classification are able to possibly reach sizes, and their diets, lifestyles and territory are usually just mysterious, if not moreso. Monsters like this could live so long and cause such destruction that they are more akin to walking natural disasters.

The one monster matching this size in these lands is Zorah Magdaros, which looks more like a walking volcano than something actually alive. Elsewhere, a few other things of this size are the mountain strangling Dalamadur, and island spanning Laviente.”

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Statistics

If you care to notice, you'll note that not all monsters are born equal. Rathalos is much faster than Jyuratodus, Diablos is much more resilient than Radobaan, the comparisons go on.

This section is basically dedicated towards helping you figure out where your monster species sits compared to other monsters, in lower or higher weight classes.

Statistics work on a simple, 1-5 system of comparison. I'll be using Medium Monsters as a baseline, with Small monsters being weaker and more fragile per level, but faster and more agile as well, while larger sizes will get progressively more out of strength and endurance, but less from speed and agility.

All monsters start out with a 2 on the below scale, which represents average or middling ability compared to other monsters within their weight class. If so desired, you can sell a rank to get half its worth as more points though, dropping from an average 2 to a below average 1.

-Strength (100MP) – "This is the judgement of how strong your monster is for its weight class. Starting at 2, the average strength, you have monsters like Barroth and Legiana, able to lift and throw monsters of comparable size and weight on a regular basis to hunt or defend themselves.

An example of above average strength of 3 would be Rathalos, which is able to pick up and throw a monster as large as Anjanath while flying. Great Jagras, which despite its bulk, can't put up much of a fight against anything but herbivores and the greenest of hunters is a 1, however.

Beyond the above, at strength 4, sits Doragyurosu, which is able to pick up and throw boulders as large as itself and toss them into the sky using its unique hook-like appendages, or boulders as large as small monsters with just one hook despite having very little actual leverage.

At the highest end of "Strength," monsters with a strength stat of 5, you'll find monsters like Taikun Zamuza who is able to destroy thick stone floors and cause massive cave ins with a single, enraged punch, even while burdened by layers of heavy armor made up of chitin and rock."

-Endurance (100MP) – "This is the judgement of how much stamina and resilience your monster has for its weight class. Starting at 2, the average endurance, you have monsters like Rathian or Odogaron that can fight for several minutes at a time and take as much of a beating as the next monster.

An example of above average endurance, rank 3, would be Seltas Queens, which are completely covered in heavy, chitinous armor. A below average endurance however would be like Daimyo Hermitaur's incredibly soft back which requires it to find larger monster skulls as protection.

Beyond that at endurance 4, you end up with monsters like Basarios, the infantile form of Gravios which appears to be a walking mound of rocks and boulders than an actual monster, with all the full body armored resilience that would imply.

At the highest end of "Endurance," monsters with an endurance stat of 5, you'll find monsters like Espinas, which is so heavily armored that it can actually sleep through attempts by other monsters or experienced hunters trying to slay it until they give up."

-Speed (100MP) – “Speed is the judgement of how fast your monster species is for its weight class. Starting at 2, the average speed, you find common monsters like Tigrex or Barroth, obviously able to charge down a hunter and other monsters but nothing that can’t be reacted too.

An example of an above average monster sitting around 3 would be Rathalos while it’s flying, soaring as blistering speeds and swooping down to attack monsters faster than most can reliably react too. Below average monsters with a speed stat of 1 would be like the lumbering, fat Khezu.

Beyond that at speed 4, you can find the incredible monster Midogaron which is able to move in high speed bursts that cannot be tracked by the human eye at close range, making it appear to teleport. This is of course quite exhaustive however.

At the highest end of “Speed,” monsters with a speed stat of 5, you can find the elder dragon Valstrax, which is able to fly at super sonic speeds with the assistance of its uniquely shaped rocket-like wings that output concentrated dragon energy.”

-Agility (100MP) – “Agility is the judgement of how easily your monster can move for its weight class. Starting at 2, the average agility, you find monsters like Jyuratodus or Great Jagras which are able to turn, roll, jump or climb well enough to not truly be hindered by their size.

An example of an above average monster would be Nerscylla at Agility 3, which can transition from wall to ceiling to ground to web seamlessly, and swing around on its silk. A below average example of 1 agility would be Dodogama who has trouble turning and moving around due to its great girth.

Beyond that at agility 4 are monsters like Odogaron, which is twice as nimble as smaller monsters and able to jump onto the face of an attacking Radobaan and hang on even while it flails and swings its body around to maul its face before jumping back off.

At the highest end of “Agility,” monsters with an agility stat of 5, you’ll find monsters like Agnakor which has such precise body control that it can spin its serpentine body like a drill to push through rock and even thrust itself out of the ground and into the cave ceiling while keeping its spin.”

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General

-Elder Dragon (400MP) – “By purchasing this costly option you push your monster beyond the mundane, elevating it to Elder Dragon Level or changing its classification wholesale into that of the walking disasters known as Elder Dragons.

Elder Dragons are a classification of their own, where specific monsters and absurdly powerful or bizarre creatures that defy explanation are categorized. As such you are no longer bound to the constraints of the body type you chose earlier for the purposes of design if you chose to go this way.

Elder Dragon Level monsters are monsters closely related to existing monsters, studied in some capacity enough to solidify their status as something other than the above. They must still follow the classification’s guidelines to some extent, but maintain a relation to more common monsters.

In either case you retain the benefits of your classification, and gain new benefits on top. Purchasing this option unlocks the Gigantic and Colossal sizes listed further up.

Additionally, Elder Dragons/Elder Dragon Level monsters are all around superior to normal monsters and will gain improved versions of their purchases in the General, Combat, Survival and Utility sections, at least to the level that they have purchased. This will vary from option to option.”

-Monstrous Form Import (100MP) – “A very strange option indeed. Just like the Behemoths set to arrive in the New World after the arrival of the Fifth Fleet, your species too is both of this world and not at the same time. An integrated foreigner, if you will.

This option allows you to import one of your monstrous past forms from Jumps gone by, such as a dragon or particularly bestial demon and so on. This monster serves as the base for future customizations purchased within this supplement for them.

As with before, this species will also populate the world alongside you, and may be carried from Jump to Jump. As previously mentioned, this is not free license to import any form of race or species, it must be sufficiently monstrous to be allowed through.”

-Nature Beast (50MP) – “With this purchase your monster species won’t just integrate into the ecosystem as it exists, it will become a walking example of it.

Basically, your monster will now have all manner of plants, moss, mushrooms, perhaps even insects that grow and live upon its body as it grows, something about the surface of the creature supporting coexisting life as it wanders from place to place for food or survival.

The more powerful your monster becomes, the more varied and incredible the life that forms and grows upon it. Monsters beyond a certain size might even transform into a walking ecosystem carrying life that doesn’t exist the way it does on them, anywhere else.”

-Event Monster (50MP) – “You of course are allowed to design your species within reason, but there are limits to what could naturally form, ya know? What if you want to make your monster look like a dinosaur shaped Eva though, or have a demon face naturally form on its outstretched wings.

This option lets you customize the appearance of your monster beyond reason. You cannot bestow any actual buffs this way, everything beneficial comes elsewhere. What you can do is cosmetically fuck your monster’s shit up with as many fins, feather plumes, bright colors and weird shit as you want.

Hey, you want to literally have your name appear through contrasting colors on their scales or fur? Fuck it, go right ahead, everyone is gonna think this is the weirdest monster they’ve ever seen but fuck them too. You gotta buy this first though.”

-Display of Intent (50MP) – “With this option you are able to design some form of visual transformation or special effect for your monster and a trigger for when it appears. What do I mean? Lemme drop some examples from the actual world.

Maybe you want your monster to completely change color sometimes, perhaps during their mating season to attract a mate, well you can do that. Maybe you want your monster to be able to make its eyes start glowing or skin flash red when it’s angry for intimidation, well that’s possible too.

Your monster won’t actually be able to transform from say, a flying wyvern into a brute wyvern or something crazy like that, but for those weird visual effects you like as a sometimes touch and not an all the time touch? Bam, this is the option for you.”

-Virility/Fertility (50MP) – “Oh look, more cosmetics! Don’t worry, these ones actually do something, besides looking cool that is. With this purchase you can give the males or females of your species a cosmetic feature like a crest or plume or brightly colored patch of feathers or something.

This body part will vary slightly from monster to monster in color and size and is used as a way of attracting members of the opposite sex. Your species may even develop a dance or display around it!

So sexy is this cosmetic of your choosing, that it strangely may even allow monsters of your species to attract members of other species, like the occasional odd couple of Farunokku and Hypnocatrice.”

-Khezu Kids (100MP) – “Well it’s pretty gross, but if you want it you can have it. By purchasing this, your species becomes hermaphroditic, no males, no females, just one singular gender.

You may wonder how your species will procreate, well wonder no more. Your monster has the ability to produce and inject young into living monsters or giant plants depending on diet, where they’ll grow and eat their way out, becoming independent and wriggling away to survival from there on.

As Khezu Kids makes your species hermaphroditic, this makes it much harder for them to be exterminated as even a single monster will be able to continue reproducing.”

-Bioluminescence (50MP) – “Your species of monster now has the ability to naturally produce light from its body, because making shit glow is awesome.

This can take the form of organs beneath the skin that blink to intimidate predators, lures that draw in prey, or simply another form of decoration stumbled into through evolution. Evolution is weird.

Buying the second level of Bioluminescence upgrades your monster’s ability to produce light into an actual ability it can use in the thick of a fight, complete with specialized organs for it.

This allows members of your species to emit blinding flashes of light to stun enemies so they can go on the attack, or make their getaway while their foe is distracted to live and fight another day.”

-Muscle Emphasis (50MP) – “By default your monster’s legs and jaws and wings and claws are pretty much all sharing the same general level of Strength, right? Well what if you want to get supped up frog legs or jaws that can crunch through shell beyond their weight class? This is for that.

Muscle Emphasis allows you to select one body part that is much stronger and more developed than the monster’s other body parts, allowing for new survival or combat strategies.

Could allow for your species to super jump or bite like the above examples, or it could allow weirdness like brute wyverns that can punch. Tends to mess with proportions a bit.”

-Getting Handsy (50MP) – “Based on your classification, your species body is pretty easy to predict and envision. Brute wyverns have small arms, big legs and a thick tail, flying wyverns might have wings on top of that, etc and so forth. Well there’s way more to offer than the stuff in the bargain bin.

Each purchase of Getting Handy allows you to give your monster another limb or pair of limbs depending on what you’re buying. You could give your monster a second head, or some kind of hooked finger tendrils on their wings like Berukyrosu or Zenaserisu.”

-Mating Season (100MP) – “Mating season, the most important time of the year for your monsters, where they seek a mate to reproduce and push your species into continued survival. Don’t you want them to be protected during this time?

Once purchased, you may designate a three month period of the year as your species’ mating season. During that time they will both seek out a mate, and become much stronger and scarier, but will also become more aggressive due to being extra hormonal.

Nothing will fuck with your species except for that specific thing it’s trying to fuck, which is itself.”

-Sexual Dimorphism (100MP) – “Through a unique series of adaptations, the male and female of your species of monsters appear to have notably different traits. That’s pretty weird, right?

On purchase, you are allowed to select entirely different aesthetics, within reason, for the males and females, allowing them to appear as different as Rathian and Rathalos. You can even adjust the size and physical ability somewhat

More than minor details, you can even design them differently to some extent like the Seltas and Seltas Queen. You have the ability to spend 200MP of your budget on completely different options from male to female, allowing them to behave, hunt and live quite differently.”

-Just A Child (200MP) – “Huh, clerical error? You don’t seem to be designing the adult of your species but the. . .child? That doesn’t sound right. No matter how many times I check it keeps coming up the same though, so have fun with that.

On purchase, you switch to designing the adolescent form of your species. What this means is that your monster isn’t fully grown, but they get all the benefits of the build as it currently exists, and will just continue to grow bigger and more powerful in basically all ways with age, like Basarios and Gravios.

In addition to just becoming bigger and better, their powers have a good chance of growing more focused and powerful as well. In addition to power, resilience and ability, your monster gets a longer lifespan to suit their slowly growth into an adult.”

(Note: Small and Medium monsters will eventually grow into next weight class/size, but Large and Gigantic will not, as the gap between these sizes is far more vast. Use Basarios growing into Gravios as your baseline for fully grown monsters please.)

-Molting (100MP) – “Each member of your species is not born at its full beauty, and neither will they all be guaranteed to reach it like the above option. Even still, each member of your species has the innate potential to be something much greater.

Through constant exposure to conflict via hunting or defending itself from predators, a healthy and consistent diet filled with nutrient rich foods and acquisition of experiences over a long life, it is possible for your monster to “evolve” in a manner of speaking.

They will shed the form presented to the world up to this point, ascending into a much more powerful state. This is reflective of monsters like Gore Magala and Shagaru Magala.”

-Behavioral Inclination (50MP) – “Animals are animals, monsters are monsters, they can be smart for monsters but they’re still just overgrown beasts in mind, right? So why do they feel like they still have so much personality packed within that scaly frame!?

With this purchase you are able to dictate a specific behavioral trait to enforce upon your species, something shining through as characteristic to the monster you make.

This can range from the overwhelming pride of a Bazelgeuse, the intense aggression of an Odoragon, the inquisitiveness of a Kulu-Ya-Ku, or even the infamous, endless gluttony of a Deviljho.

This will shape the way the monster acts in the wild and shape its growth and interactions with other species. It can also be purchased multiple times if you want set a truly silly thing free into the world.”

-Wild Serenity (50MP) – “You know how it is, no aggression around the watering hole. What if you want to play peacemaker, or at least have your species make peace with its ecosystem though?

On purchase your species will gain a peaceful demeanor that allows it to coexist with other creatures out in the wild, at least when all parties involves are calm. Things tend to break down if your monster encounters a starving beast, or is trying to eat something’s face, and things of that nature.

Still, outside the exceptions to the rule, this option allows your monsters to walk amongst herbivores and carnivores alike as it wanders its territory. It’s like you’ve made an overgrown capybara.”

-Wolf Pack (100MP) – “If you’re familiar with the world, you’ll already know that most monsters choose the solitary life, either because it needs to compete for resources or they’re just not the social type of lifeform. You can change all that right now though.

On purchase, members of your species will acquire much more social behavior that allows them to be comfortable with the presence of other members of their species, and even rush to their aid if they’re in trouble. This social behavior will occur even if your species prefers to hunt and live individually.

What’s more in the presence of an overabundance of food within their ecosystem, this option will allow for pack behavior to form between members of your species, providing there’s enough around for such a thing to form.

A discounted second purchase of Wolf Pack causes a closely related, but much smaller subspecies of your customized monster to be brought into the world. These smaller monsters, like Jagras compared to Great Jagras, tend to gather around the larger members of their species as an entourage.

Elder Dragons do not gain a related subspecies, but do control a smaller, unrelated subspecies that will appear in the world like a tyrant commands peasants of their kingdom.”

-Instinctual Strategy (150MP) – “Have you ever heard of the Ahtal-Ka? It appears as a creature made of walking treasure, and is known to invade kingdoms and turn their own castles against them as great monsters. The truth of the matter is, it’s just naturally a really, really good puppeteer.

On purchase, you are able to design a complex action or survival strategy into your custom monster species that they will be able to learn and refine simply by watching older members of their species, or surviving in the wild long enough, as if hard coded into their genes.

This allows for your species to perform feats far beyond a beast’s intelligence, such as puppeteering gigantic pseudo-mechanical constructs using nothing but silk and their own dexterity, or identifying particular stones which can be used to sharpen their armored tail into a massive glaive.

This gives small adaptations to help with the strategy of your choosing. If you are of the Monster origin and this is your species, you will also gain the instinctual ability to use the skills and abilities relating to this strategy.”



Combat

-Natural Weapons (50MP/Two Purchases Free) – “Horns, claws and fang filled maws oh my. Every monster has natural weapons used fend off predators, hunt down prey or otherwise defend themselves and compete for territory. This option is your one stop shop for all of them.

You can buy one basic natural weapon of your choice for your species. Basic doesn’t mean it can only be something most monsters have like claws or fangs, it can also allow you to get less common natural weapons like spikes, tail mounted weapons, tusks, razor scales, wing blades and so on.

Additional purchases allow you to do all sorts of things, the most basic being just more natural weapons. You can also upgrade previously purchases natural weapons with a second purchase to just make them better or give them some kind of additional functionality.

Upgrade your species’ razor scales so they can use them as a projectile using compressed gasses or bizarre musculature, add serrations to claws so they cause extra nasty, gushing wounds.

For twice the normal price of Natural Weapons, you can also buy bizarre natural weapons outright, such as Odibatorasu’s cannon shell. This option tends to work best when combined with other options elsewhere in the supplement.

You can only improve the general quality of any one Natural Weapon once, however you may continue to purchase new functions for the same Natural Weapon as many times as you like providing you have the points.”

-Elemental Monster (50MP) – “One of the foundations of monsters in this world, the ability to command one of the five established elements resting at the core of all manner of special abilities. On purchase you may give your monster an affinity for Fire, Water, Thunder, Ice or Dragon.”

This allows your monster to perform simple abilities, like a short range, sweeping breath, or a concentrated fireball/fireball equivalent, or simply cover a limb in the stuff before hitting their foe.

Just like Natural Weapons, Elemental Monster can be purchased multiple times for different reasons and purposed. You can either buy additional elements (+50MP to the price with each new element), or enhance the elemental abilities of elements already purchased.

Purchasing Elemental Monster to take a first level element to second level would allow for heavy integration of the element in question into everything the monster does, coating areas in fire with a single breath, sending a wave of cold and ice with a tail flick and other such examples.

Bringing it up from second level to third level however is where the really cool stuff comes in, as you get to design a unique manifestation of their elemental ability. Concentrated lasers, full body elemental armor, paradoxical ricocheting water balls, exploding artillery lava balls and so on.

In addition to the main five elements, this can also be used to give your species power over something vaguely elemental shown off by other monsters in the series. You may choose wind, sand, metal, plants, bubbles, mud, or tar/oil in this way.

The higher level an elemental ability, the more exhaustive it tends to be on your species. Elder Dragons and Elder Dragon Level monsters tend to get much more potent elemental powers at higher levels, such as Kirin summoning lightning from the sky, or Dalamadur summoning dragon meteors.

Those building their monster can freely fluff, if they bought multiple elements, if those elements combine into an element canonical to the Monster Hunter Frontier G and Z games. Wacky stuff like Frozen Seraphim, made from Fire, Ice and Dragon.”

-Blight Spreader (100MP) – “While this doesn’t necessarily require Elemental Monster, it can damn sure synergize with it. This option allows your species to inflict elemental blights on their predators, prey or competition in the wild.

Fireblight causes victims to burn with oddly persistent flames until they’re forcibly put out, usually by the old stop, drop and roll or jumping into a river. Waterblight causes victims to experience the feeling of wading through water, making every physical movement feel more difficult.

Thunderblight messes with the nerve responses in the body slightly, making the victim more susceptible to thunder, paralysis and paralytics. Iceblight causes victims to experience penetrating cold that leaves them feeling numb and tired.

Dragonblight dulls the senses of victims, leaving them with sloppier movements both on attack and defense. Your species is able to inflict any purchased blights through physical attacks, or through the corresponding element if you purchased that for them as well.”

-Extension (50MP) – “Okay, I think I got a read on you. You like the strange, the bizarre, the limber, you want to make your species really weird. No? Just too lazy to get up and go to the food? Oh, well then. Either way, let me introduce you to this amazing stretching power.

Extension allows you to select one body part of your monster, bestowing upon it the ability to stretch out multiple times its natural length. You can surprise enemies with a chameleos-like tongue, or extend your neck out to smash or bite an enemy dead ahead of you.

Can be purchased multiple times. You cannot select the same body part multiple times however, there is a limit to what’s reasonable after all.”

-Big Boy, Round Boy (100MP) – “Not content with puny one way stretching of a single body part, you desire to stretch in all the ways at the same time. On purchase, your species gets the ability to inflate themselves, whether sucking up air or a fluid or activating an internal chemical reaction.

This inflated form is paradoxically stronger and tougher in addition to just being larger, but often comes at the cost of worsened speed and agility. Just like Paolumu and Zamtrios, your species can also be forcefully knocked out of this state with enough of a beating.”

-Muscular Systematic Beatdown (100MP) – “Bigger isn’t always better, sometimes juicing up what’s already there is the superior option, and that’s where this comes in. This bestows upon your species a kind of muscle enhancement power.

Under stress or drowning in bloodlust, your species can enhance the muscles in any of their limbs, beefing them up spectacularly and making them glow a color of your choice. In this state they’re both stronger, and tougher, but it’s also quite exhaustive for your monsters.”

-Know That You’re Toxic (50MP) – “I mean, sure, you could have your species spit lightning or give them a chainsaw tail, those are options. Or, and hear me out on this, you could make them terrifying and deadly the good old fashioned way, with poison.

On purchase you can give your monster some form of poison or toxin or whatever you want to call it. How about something to paralyze a monster so your species can dine at their leisure? Maybe something to knock a monster out so they can run. Or how about good old body deteriorating poison, or acid?

By default your monster gains the ability to spit it. However, you can also tie this to a Natural Weapon to have them inflict it that way. A second purchase allows you to make your species laden with your choice poison, such that even their bones are full of it. Not too tasty, huh?”

-Born Demolitionist (100MP) – “I love the smell of the gunpowder in the morning, and I’m betting you do too if you’re interested in this. On purchase your species is now able to produce some shape or form of volatile chemicals or materials that violently explode under the right circumstances.

This can come in the form of special mold secretions primed with a chemical in their saliva like Brachydios, or perhaps your monster’s dead skin particles react to high heat just right to combust after being dispersed in the air. Whatever it is, the result is usually the same, a great big kaboom.

A second purchase of Born Demolitionist allows you to instead design your species such that they drop full size bombs somehow, like Bazelgeuse or Uragaan.”

-Pressure Washer (100MP) – “What, your monster doesn’t actually have elemental powers? How are they spitting giant sand balls and water lasers then? Yeah? Well that just sounds like cheating.

With this purchase, your species is able to guzzle down and store some nearby resource or fluid, store it under incredible pressure, and spit it at their enemies in the form of tightly packed balls or high pressure beams that compete with the highest level of Elemental Monster.

You may select whatever liquid (like normal water), viscous semi-solid (like lava), or particulate (like sand) for this option. You will need appropriate elemental resistance for things that would normally hurt your monster like the previous lava example however, which would require fire resistance.”

-Animal Magnetism (100MP) – “This is fairly hard to explain, but basically, this option bestows upon your species the ability to manipulate electromagnetism much like Elemental Monster bestows the ability to manipulate the various elements.

This allows your species to control metal or ore in their environment, fling or pull debris, magnetize enemies so they can be controlled, move themselves in unpredictable ways within a preferred environment and a variety of other tricks.

First purchase allows your monster to move metal, ore and other debris up to the size of their own body, while a second purchase would allow for throwing stuff around twice as much. Elder Dragons and Elder Dragon Level monsters would have even more potential magnetism.”

-Microscopic Agent (50MP) – “Just like the bacteria we live in symbiosis with, other lifeforms have various microscopic lifeforms that live in their bodies and benefit them. With this purchase, you can tailor that further to some degree.

On purchase, you bestow a microscopic lifeform upon your species resembling some form of real world virus or bacteria supped up, fast acting Monster Hunter variant. Your monster is immune to whatever they’re concocting, but everything else definitely isn’t.

For three times the normal price, you can instead make your monster a carrier of the Frenzy Virus. The Frenzy Virus originates from Gore Magala and Shagaru Magala, and kills most monsters over time. The few that survive adapt and become stronger, but angrier, for it.

Your species comes preadapted for one reason or another, slightly faster, stronger and tougher than it would ordinarily be and able to infect other monsters with the Frenzy Virus through their Natural Weapons or simply breath attacks.”

-Rot King (150MP/Elder Dragon(Level) Exclusive) – “Just like the vile elder dragon that covers itself in the rotting flesh of hundreds of corpses, Vaal Hazak, your species gains the ability to produce and manipulate the horrid substance known as Effluvium.

Your species can use this to rapidly rot corpses, cause weakness and deterioration in the living, suck it out of those infected to heal and reinvigorate itself, or utterly smash them up by using it as a concentrated breath attack.

The most bizarre ability granted through the control of Effluvium appears as the ability to seemingly reanimate freshly deceased corpses as subservient undead. Others can resist Effluvium either partially or completely if they have similar powers or absurd immune systems.”

-Case of Vanishing Beast (150MP) – “Some bizarre quirk in the evolution granted biology of your monster apparently allows them to vanish into thing air! That’s what it looks like to others at least.

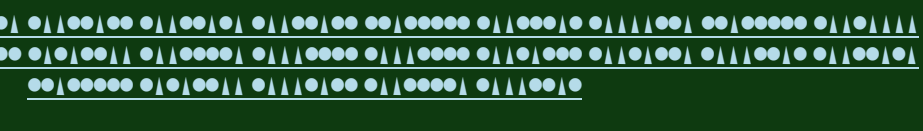
Somehow your species is able to bend light around their form and appear invisible under certain environmental conditions, like heavy mist or being under a full moon.

Being removed from this designated environmental condition, chosen at purchase, or heavy damage, could inhibit your monster’s ability to render themselves invisible however.”

-Super Sonic Rampager (150MP) – “While most monsters enter an adrenaline fueled “Enraged State” after being beaten down, sufficiently threatened or simply pissed off, your species possesses a far more powerful version of it.

When your species becomes “Enraged”, their body undergoes visual changes such as their fur becoming golden with a sparking aura surrounding them, and their physical and elemental abilities will all dramatically surge. Just like a normal Enraged state however, this is quite tiresome.

A second purchase of Super Sonic Rampager will allow certain incredible members of your species to make this bizarre Enraged State their new default form, increasing metabolism but no longer being as extremely draining as it was before. This also means a new Enraged state will appear beyond this one.”



Survival

-Natural Armor (50MP) – “I bet you’re looking for something thick, rugged and hard right about now, right? Well you’re just in luck, I’ve got just what you need right here, tough as fuck armor plating! Or fur, or scales, or whatever.

On purchase you are able to bestow upon your species some form of armor to emphasize their natural toughness. Chitinous shell that stops blades in their tracks, fur that can catch arrows before they even get to the skin, plates that let your species crash into others, all here.

Your monster may already have one or more of these things, but purchasing this outright gives sturdier protection. You may select multiple types if you like as well. The only issue tends to be a shared one, that everything has a chink in its armor somewhere.

A second purchase enhances your natural armor for more coverage and makes it even sturdier, like the full body, metally coating of Kushala Daora or the armored claws of Daimyo Cenataur if it was all over instead of super focused.

At upper levels of Endurance, the most heavily armored sections might make even the best of personal hunter weapons bounce right off.”

-Elemental Resistance (50MP) – “Kill it with fire they said. Nothing likes getting set on fire they said. Well they were wrong! It turns out some things give absolutely negative shits about fire! You know why?! It’s because those monsters had protection!

On purchase you can bestow protection against an element of your choice out of the big five (fire, water, thunder, ice, dragon) that allows your monster to tank it just fine, to a degree at least. This protection, like the armor above, is a bit reliant on Endurance.

It will still work great even at lower levels, but the really strong monsters like Azure Rathalos might be able to punch right through even then. Jack Endurance high enough and even that screeching monster shouldn’t be able to burn you.

With additional purchases of Elemental Resistance, you could either buy more resistances, or for twice the price upgrade an existing resistance into nigh immunity. Such is the case that second level fire resistance would allow your species to swim in lava like it was a nice, room temperature stream.

Beware, as great enough shows of force, like what Elder Dragons can bring to bare, might still be able to inflict harm about your species, albeit muted due to their natural elemental protections.

If your species is an Elder Dragon however, they won’t have much to worry about fellow members trying to use a second level resistance element against them.”

-Gas Gas Gas (50MP) – “Do you like my bizarre? Bizarre options that is, because I’ve got another one right here. Your monster is now able to store and project internal chemicals as an aerosol, or disperse gasses outright, from various holes on their body.

This can take the form of any mundane chemicals gasses you like, or perhaps just some basic chemical cocktail hat smells awful so your species can ward other monsters off, like a skunk, a gigantic skunk.

Admittedly this doesn’t have too much utility, but when combined with other options can become much greater. Just imagine your monster spraying poison gas, or a cloud of methane before ignition!”

-Broad Diet (50MP) – “Not every environment is overflowing with flora or fauna to sustain a giant monster’s appetite, and not everything is edible even then. It would well and truly suck if your species died out from lack of food rather than losing the fight for survival, right?

Well, upon purchase, you may adapt your species’ diet into one that allows them to subsist on some strange, new, general category of your choice. Want your beasty to devour ore and metals with a happy wagging tail? Sure. Some inedible toxic mess? Yeah, why not.

By paying three times the normal price, your species truly is omnivorous, able to devour damn near anything for sustenance unless it’s innately harmful, like flesh boiling lava. Even then, with high enough Endurance or appropriate elemental resistances and they might be guzzling that down too.”

-Mon Humps (50MP) – “Those lovely beasty humps, check it out. You monster has humps, bumps, lumps or whatever ump you want to call them. No, not those, think more like a camel.

On purchase your monster gets humps or some other fatty and well protected storage area vsible on their body. These humps serve as a depository, siphoning and storing nutrients/moisture/fat and other vital resources needed for your species’ continued survival.

This allows your monster to go potentially weeks or months without food or water, providing they had a healthy diet leading up to this lack of basic resources. Great for monsters adapted for desert or wasteland living where food and/or water is sparse.”

-Environmental Adaptations (100MP) – “One of the most basic of basics for a monster’s survival is adapting to the world around them, their environment, and not just surviving in it, but thriving in it. This allows you to do just this for your species.

Pick an environment of your choice, it could be one of the specific regions found in Monster Hunter World like the Coral Highlands or Rotten Vale, or a general environment like “Forest” or “Desert.”

Your monster will gain a variety of adaptations for thriving within said environment. This could take the form of natural anti-freeze mixing with their blood and well insulated skin that allows your species to exist comfortably in arctic environments.

Perhaps instead they have large plates on their back to regulate heat depending on how they face the sun and wind along with adaptations for retaining moisture under a blistering sun and arid climate.

Whatever they case may be, your species is acclimated to whatever hurdles or challenges the environment you chose may bring.”

-Foul Filth Flinging Fiend (100MP) – “Absolutely disgusting, incomparably gross, your species may thrive just from other creatures not wanting to deal with them. I suppose some people may find that “useful” or “humorous” however, so here it is.

This is a collective option for bestowing all manner of particularly disgusting traits upon your species. Maybe they produce noxious farts that can rot plant life on the spot or cause illness from breathing the fumes in, or have a near constant slimy coating of sweat that makes them slippery and hard to attack.

Whatever the case may be, they are an affront to the senses and actually dangerous for it. You can pick one of the above traits or make up some other particularly gross trait of your choosing with each purchase of this option, like a preference to sleep in corpses and wear decaying skin.”

-Simplistic Symbiosis (100MP) – “With this option your monster will gain a mutually beneficial relationship with a smaller lifeform. You may be confused from having read Nature Beast higher up, but let me assure you this is something different all together.

Purchasing this allows you to designate a plant, fungi or insect of your choice which calls your species its home, usually introduced at birth or within your species adolescence.

Your species doesn’t just play landlord however, but is able to command or make use of their little buddies in a serious way. Perhaps like Zinogre your species has a relation with thunderbugs, allowing it to send shocking swarms at enemies.

Maybe your monster has just become one with an algae which allows it to photosynthesize, or render itself foul to the tastebuds of a carnivore. Whatever the case may be, your monster gets some form of major benefit that can combine well with or even simulate other options.”

-Cuddle Blubber (100MP) – “Your monster is fat, the fucking fattest, softest, roundest load of adorable blubber on legs. Hey, don’t give me that look, that’s actually a really good thing for your species!

On purchase, your monster becomes adept at building up a great deal of blubber, giving them a more rounded and thick appearance and making them less agile than normal.

Not only do these multiple layers of fat insulate amazingly well against cold though, but it also acts as fairly effective armor, rendering your species’ torso even more resilient than usual.

Impacts are absorbed by their jelly-like blubber walls and edged weapons sink and become stuck before causing injured. Your monster is good at maintaining this even in hotter climates.”

-Solar Powered (50MP) – “I’ve heard of going green but this is ridiculous. Looks like your monster is doing a great impression of a solar panel and has learned how to harness the power of the sun.

Your species is able to capture, store and harness energy from the sun’s rays, using it to not only supplement their diet, but release in explosive shockwaves or concentrated beams of light.

Based on other purchases, your monster might even be able to convert sunlight into electricity, heat body moisture into boiling steam, or blast searing hot lasers that could melt flesh off of bone.”

-Environmental Armor (50MP) – “Earlier you saw the ability to adapt to an environment of your choice. But what if you could become part of that environment of your choice?

With this purchase, your species gains special adaptations for caking mud, ice, dirt/rock or even molten gold or lava onto their body after swimming or rolling in it.

This serves many purposes depending on the material you choose, such as cooling the monster under a hot sun, camouflage itself to hide from or ambush other monsters, or even as ablative armor to protect against greater attacks or the elements and discarded at a whim.

As with similar options, you will have to have appropriate elemental resistances to allow your species to cover themselves in inherently dangerous materials or substances.”

-Rubber Flesh (100MP) – “Check this out, it’s like if Cuddle Blubber and Extension had a baby. The springy softness of one and the stretchiness of the other, how strange.

On purchase, your species will gain rubber-like qualities in body parts of your choice. You could give your monster armor that allows them to more easily absorb shock, kinetic and electric, or have the monster’s tail (both flesh and joints) so elastic that it can be whipped at enemies and stretch to smack.

This can be used to open up new forms of offense, defense and movement based on how it’s applied and can lead to some truly bizarre adaptations combined with other options. Remember this trades rigidity and structure for adaptable flexibility when choosing where it’s applied.”

-Master of Disguise (100MP) – “You thought becoming one with your environment sounded cool, but didn’t want your species rolling in mud. That’s what it sounded like to me anyways. Well, don’t worry, I’ve got you covered.

After purchase, your species gains remarkable camouflage abilities that allow it to take on similar colors and potentially even textures to hide itself against the background.

This makes it exceptionally difficult to distinguish from its surroundings while it’s hiding, but also means your monster has to stay completely still or else expose itself.”

-Never Say Dead (100MP) – “Did you design a reckless species? Did you design something aggressive to the point of forgoing its own safety? Terrifying in its relentlessness? Or did you just want to make sure your species had a better shot at survival without bogging it down with heavy armor?

On purchase, you grant your species remarkable healing powers and vitality. You can either disperse this hastened healing across its entire being, or focus it around a specific body part, like their tail, limbs or a natural weapon.

This would allow for decoy tails that can be torn off with ease and discarded to confuse predators, or for giving your species a rejuvenating arsenal like that of Seregios or Nergigante.

These qualities seem to paradoxically last after death, such that a regenerating heart may continue to beat long the rest passes. May be purchases multiple times.”

-Monstrous Roar (100MP/First Purchase Free) – “What is a monster without the ability to really bellow out an intimidating roar or screech, straight from the chest? Well, I guess it would still be a monster, but a shameful one!

A monster’s roar is used to intimidate enemies, stun prey and ward off predators. Everything you imagine a roar to be used for, and as seen above all monsters get the first purchase free.

With a second purchase, your monster gains a much louder roar however, one that could be heard for miles and is much more likely to have an effect on the more intimidating creatures in this world.

At the highest level however, your monster becomes capable of actually roaring loud enough to cause concussive damage in their surroundings, including the living parts of it. This can temporarily deafen monsters, blast nearby hunters off their feet and potentially shatter rock!”

-Growth Through Adversity (100MP) – “Like other monsters of this world, your species tends to adapt much faster than smaller, more mundane beasts. Your species is among the greatest when it comes to adapting to new challenges however.

On purchase your species as a whole becomes super adaptable. Just a few generations in the wake of something threatening their place in the local ecosystem could be enough to gain new powers or create mutated subspecies variants like Pink Rathian and Azure Rathalos.

A second purchase allows your species to produce something even greater, whether you call them “Deviants” or something else is entirely up to you. Unique individuals among your species, these Deviants are born through a combination of unique mutations from birth, age and combat.

Transforming into something that requires a classification of its own, Deviants are larger than the rest of their species, often acquiring new physical traits and extensions on previous special abilities. They’re also usually much more intelligent, and as a result, much more dangerous.”

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Utility

-Sensational Senses (50MP) – “Sight, smell, hearing, touch and taste, not buying this is such a fucking waste! Go monster senses! Yeah! You know what this is, you buy it and jack up your species’ senses, let’s dive right in.

Each purchase jacks up one of your monster’s senses, letting them see farther, hear frequencies that humans can’t perceive and so on, or acquire new adaptations to extend such things like sound catching fins or tongues that can taste trace particles in the air as an extension of smell.

You can buy this option multiple times.”

-Uncommon Sense (50MP) – “Okay, so you can hear a bug fart from three miles away, big whoop. Can your species detect electricity using a specialized organ in their nose? I didn’t think so.

Every purchase of Uncommon Sense allows you to bestow upon your species a unique sense along with appropriate sensory organs. Get something for heat, electricity, gravity, bioenergy, you name it.

Senses purchased in this way are roughly on the same level as other senses, mostly used to perceive the current surroundings of the monster. Additional purchases could be used to buy additional senses, or improve purchased senses to a second, superior level.

Second level senses go above and beyond, allowing the monster to perceive the body heat of their prey beneath equally hot sand, or electrical impulses of creatures swimming half a mile away.”

-Dancing On The Ceiling (50MP) – “Walking on the ground is for nerds, and you didn’t customize a species of nerds, you made monsters! Monsters that live in caves and do a great imitation of a bat!

On purchase, your species becomes exceptional at climbing and navigating walls and ceilings. Your choice whether it’s because of something like unique slime, suction cups, microscopic hooks on the pads of their legs or something else entirely.

Depending on your choice, your monster will likely have an easier time climbing smooth surfaces, or rough surfaces. Either way, it’s incredible for navigating their surroundings and setting ambushes. The only thing that might beat it is outright flight!”

-High Flier (100MP) – “Speaking of, would you like to just by the ability to fly for your species? Buy now and I’ll throw a pair of wings in for free! Unless you already had a pair of course.

On purchase your species gains a pair of wings that makes them flight capable, usually being able to soar several times the speed their Speed stat would indicate.

Additional, discounted, purchases can be used to upgrade this flight. You could offer more wings for greater mobility in the air, sharpened wings that could slice flesh apart without getting damaged themselves, perhaps even wings specialized for unique aerial maneuvers.

For twice the price of a normal purchase, you can also buy the ability for your species to fly outright without being wholly reliant on their wings. Some sort of air bladders that make your monster float? I have no idea how it actually works. The wings might still be useful for steering though.”

-Sac of Dreams (150MP) – “Aqua Sacs, Thunder Sacs, Poison Sacs, some monsters even have Screamer Sacs! It’s no secret that monsters have weird biology, and sacs are among the most common and bizarre, organs that can be dedicated to just about anything.

On purchase, your species gains a unique organ that can be dedicated to the production of various chemicals, oils and fluids that can help a monster digest food, keep cool, or some other mundane task within their biology.

Or, something far more worth the pricetag, you can dedicate this new organ to one of your monster’s other abilities, like dragon element production or just roaring really loud. As a result of gaining a dedicated organ for it, that ability is nearly twice as potent than normal.

May only be purchased a single time.”

-Rock Solid (100MP) – “A strange quirk in the biology of most monsters in this world, more so than their various strange organs, is that most have some sort of crystalline buildup that refines with age, becoming something beautiful.

Like those other monsters, your species will now develop some sort of stone or gem inside of their body. It could be formed from some form of collected and crystallized bioenergy, or a normal stone soaking in digestive chemicals originally swallowed to help with digestion.

Whatever the case may be, this stone may only form through the unique circumstances found in your species and can be linked to an ability of your choice.

While an adolescent there aren’t many benefits, but the older they get, the more refined the gem becomes. This results in older members being able to do incredible things that younger individuals just can’t. Jumping, spitting weird elemental projectiles, eating weird shit, could by anything!

This may only be purchased once.”

-Deceptive Dexterity (100MP) – “The greatest strengths man has over monster are our advanced brains and ability to use tools. Well, fuck that, monsters can pick up a rock and hit people with it just as well as a human or wyverian can.

This grants your species bizarre dexterity in some form or fashion. Jaws able to move with such grace and daintiness that your species could pick up and move its young with them, tails that allow them to hang upside down from trees, or even thumbs! Thumbs!

Usually what you can buy is limited by your classification of monster, or it would be. We let you make bad decisions, if you want to make a brute wyvern with giant foot thumbs, that’s your prerogative.

At a second purchase, your monster is capable of such bizarrely complex, fine movements that it would be able to puppeteer a giant robot using nothing but string, if it was smart enough to actually figure out how to do that, that is.”

-Smooth & Silky (100MP) – “So you’re trying to make your species, but you also really like Spiderman, let’s combine those interests via this purchase right here. No this isn’t something to do with luck, you better not hope it is at least.

On purchase, your species gets the ability to rapidly produce silk from their abdomen, mouth, or other body part of choice (or parts if you choose something that comes in a pair, like arms/hands).

Super strong, sticky silk produced at a moment’s notice, letting your species do all sorts of crazy bullshit like shooting it out towards a branch or ceiling to let them swing around at high speeds.

Can also be used for more traditional applications like ensnaring enemies, creating traps or setting up webs for quick navigation through a nest. Special hairs or a unique chemical film renders them immune to the stickiness of their own silk.”

-Crystal Clear (100MP) – “Put a diamond on it. Not in the marriage way, I mean put some kind of crystal on your monster. Why? I don’t like to get into the specifics. Just spend your points and do the thing.

Your species naturally develops large quantities of crystalline material on its body through chemicals produced by special organs or via a diet rich in ore or some other unknown trigger. These act as a naturally produced ablative armor/disposable fragmentary weapon.

Working with other abilities, the crystals may also represent crystallized poison, refract sunlight into multicolored beams, or as an easy spread explosive. The crystals are normally easy enough to replace that it might take only minutes to replicate the weapons/armor that it normally wears.”

-Breath Heavy (50MP) – “Fight to survive, feel your blood going, but don’t lose yourself. Take a deep breath and settle your nerves. You know that’s good for more than just calming your nerves actually. Let’s take a look.

You can purchase Breath Heavy to increase the power of your species’ lungs, allowing feats such as holding their breath for hours, or potentially even days with a second purchase.

You can also buy other forms of breath through this option, such as gills to allow your species to breath underwater, or through their skin so they’re not reliant on their mouth or nostrils to get oxygen.

You can also upgrade alternate/additional breathing methods up to two times for feats comparable to the super lungs mentioned above.”

-Super Swimmer (100MP) – “Your monster is incredible, it has the amazing swimming! Like really well! That’s a bizarrely rare skill, weird right? Your monster might not even swim in the water like something normally would either.

On purchase you can make your species really, really good at swimming through a substance of your choice. Maybe it’s water, or perhaps lava or acid (which would require elemental resistance or high endurance). Alternatively your monster can go with earth, which gives super burrowing.

You may choose whether your species is adapted for land and is just good at swimming, or if they’re adapted for swimming and can just walk on land, in which they’ll swim much faster, but will move on land slower than their Speed stat would suggest.”

-Furious Fire Flower Eater (100MP) – “Not all creatures are naturally amazing, some require outside assistance to shine. That outside assistance can come in the weirdest places, such as the strange food that they eat.

This allows your monster to get a potent elemental or chemical based ability of your choice when devouring certain foods. Perhaps they can spew toxic clouds after eating a poison mushroom, or certain volatile berries allow them to spit fragmentation explosives.

In the absence of their favored food or something similar, they will be unable to use their great ability. This makes it a potentially powerful, but erratic ability.

With a second purchase however, your species is able to gain a variety of abilities based on unique food items in their diet. As long as it’s something they could eat, they can potentially benefit.

With a third purchase, your species gets a special appendage like hollow fangs or a tentacle that allows them to suck fluids straight out of various plants or enemy fauna to instantly gain unique abilities relating to what they can do in a fight.”

-Mockingbird (100MP) – “As if a monstrous mockingbird, or a one man band, or possibly a ventriloquist, your species has incredible abilities regarding mimicry or their own voice.

On purchase, your species gains complex vocal chords and auditory organs that allow it to replicate sounds from its environment, including the calls of other monsters, or form unique songs. This can be used to lure prey, or force predators into the same area to fight each other.

A second purchase of Mockingbird bestows a unique auditory ability of your choice. It could allow your species to perform near magical songs like Crimson Qurupeco or Poborobarumu reminiscent of the hunting horn, or create hyper sonic sound blades that can vaporize liquids.

You could even have your species project a specific frequency to go along with unique natural weapon scales like Najarala to create manual detonation fragmentation grenades. May only be purchased twice. The first to get the ability, the second to get a unique ability.”

-Pollination (150MP) – “Sure, eagle-like sight that can spot prey while flying among the clouds is good. Being able to sense a monster by its bioenergy through a wall is great. But when it comes to perceiving your surroundings, this ability reigns king.

On purchase your monster has the ability to spread its own scales in a manner similar to a flower spreading pollen. These scales quickly build up in the area, clinging to surfaces or hanging in the air.

From there, your monster has the ability to sense things through these scales as if it was touching them, greatly expanding its sensory abilities while in range of these dispersed scales.

The general physical abilities of your species will also rise when in an area heavily pollinated by their own scales, but interference from other members of their species can disrupt this. This causes extra territorial behavior to crop up as rivals disturb their hunting or ability to sense predators.”

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Flaws

In addition to all the beneficial options, you may also pick up Flaws for your species. Flaws give you points to further customize your species, but quite obviously hinder them in other ways.

If you are of the Monster Origin, you will experience these flaws as drawbacks, unable to overcome them until the end of the Jump. Across the board, weaknesses of your monster that come from Flaws are much harder for them to adapt too, even if they have special adaptation abilities.

-Elemental Weakness (+100MP*) – "By taking this Flaw, you enforce a serious weakness to either Fire, Water, Thunder, Ice or Dragon upon your species. This makes them experience attacks aligned with this element as if they had several ranks lower Endurance than the norm.

You may take this Flaw multiple times to give your species additional elemental weaknesses. This Flaw may not be taken with corresponding Elemental Resistances."

-Status Weakness (+100MP*) – "By taking this Flaw, you enforce a serious vulnerability to one of the common ailments listed in the games. "Poison" leaves them weak to degenerative poisons and toxins of all kinds. "Sleep" leaves them vulnerable to varying anesthetics.

"Paralysis" leaves them vulnerable to paralytics and seizing up when hit by electricity. "Blast" leaves them more vulnerable to explosives and explosive chemicals clinging to them.

"Stun" leaves their brain easily rattled, meaning enemy monsters or hunters who smash their head enough will more easily be able to send their world spinning or knock them out."

-Poorly Adapted (+100MP*) – "By taking this Flaw, you leave your species extremely poor at dealing with a general, common environment of your choosing. This could be Forest or Desert, but not the Rotten Vale or Elder's Recess specifically.

When in the environment they're ill-adapted for, they will perform much more poorly than their statistics and abilities would suggest, making them easier to fight off or prey upon.

You may take this Flaw multiple times, up to three times. You may not take any environment chosen through Poorly Adapted (or a similar environment) for Elemental Adaptation."

-Big Dumb Monster (+100MP) – "By taking this Flaw, your species. . .becomes really stupid. This is beyond normal beast intelligence. Your species is now more likely to fight things that can definitely kill them or look over the threat of Hunters until they're literally swinging on them.

Expect your species to make poor decisions on a regular basis. This cannot be taken with any options that would ordinarily boost intelligence or mental ability in some way."

-Big Fat Chicken (+100MP) – "By taking this Flaw, your species becomes as cowardly as a Kulu. They're much more skittish, will flee from battles they would ordinarily win against weaker prey, and will have a much harder time hunting or holding down territory in general with this Flaw."