

Monster Hunter World: Iceborne Jump

Version 1.1: The Cats & Items Update 🐾

The mystery of the Elder Crossing is all but over. Elder Dragons have always crossed the sea to the New World every one hundred years so they may lay themselves to rest within the Rotten Vale, their bioenergy fueling the cycle of life across the continent, carried through its veins - the Everstream. The recent phenomenon of increased migrations seems to have been the meddling of a powerful nascent being identified as Xeno'jiiva, luring large numbers of other Elder Dragons to perish, overcharging the Everstream (particularly the central Elder's Recess) with bioenergy and feeding it with the strength of countless natural disasters. And the tale yet spins, as the energetic Research Commission persists in the New World to keep discovering and documenting, and another song will soon begin.

It has now been nearly half a year after the formal classification of the mysterious Elder Dragon Xeno'jiiva. Either one week before or after your arrival (your choice), Legiana will start to be sighted moving over the Great Ravine and the Ancient Forest, and not long after the Commission will pursue them across the sea to discover a previously unknown part of the New World: a north-western landmass of ice, snow, and wholly new species of Monsters not encountered before. Witnessed alongside the Legiana will be a mysterious wailing song, and an Elder Dragon previously thought to be a mere myth - the regal and icy Velkhana. A new tale unfolds, and the light is passed down. You will spend ten years in this world.

+1000 CP

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Starting Location

Roll 1d8. If you'd like to change, you can pay 50 CP to choose any location, even one not listed here.

1. Astera/Mobile Research Base

You may start in either Astera or at the Mobile Research Base. Fresh off of the last investigation and hot on the trail of another, Astera's Handler department has been recently swept up in unusual Legiana sightings and tracks in biomes that the Wind Drifting Wyverns are not native to: the humid, muggy Ancient Forest and the hot, dry Wildspire Waste. The Third Fleet is intrigued as well, having noticed the departure of numerous Legiana from the Coral Highlands, sometimes accompanied with a keening song, of sorts. One day, a section of the Coral Highlands upper region was found completely vacant of life and the coralbrush and stone was soaking wet, despite only light rain being observed in the region.

2. The Ancient Forest/The Wildspire Waste

You may start in either the Ancient Forest or the Wildspire Waste. Legianas have been spotted passing over these humid and warm climes, getting into fights with Diablos and Rathalos and generally making a mess of things. Sometimes, a wailing song thrums through the region for a minute or two before departing, shaking the earth and sometimes taking down a Wildspire or some trees. Parts of the Waste are marked as hazardous due to the ground being unstable and loose, like quicksand.

3. The Coral Highlands/The Rotten Vale

You may start in either the Coral Highlands or the Rotten Vale. The Highlands have seen a recent era of Pink Rathian dominance, seemingly filling the void left by the mysterious Legiana exodus. Yet the Rotten Vale is more contested. Not a week goes by without a wailing heard throughout the lower regions, and the upper regions have seen fewer Legiana corpses dropping in as of recent, driving some top dwelling species further down in search of food and causing large Monsters such as Odogaron and Radobaan to become antsier and unpredictable in their hunger. The Vale is becoming a more dangerous place as of late… not that the Commission is in the least bit dissuaded from trying to find out why.

4. The Elder's Recess/The Everstream

You may start in either the Elder's Recess or within the earth near one of the lava-ways that makes up the Everstream, perhaps the Caverns of El Dorado. The crystal structure in the middle of the violent, unforgiving Elder's Recess has not lost its luminosity, even though the Monster that lay within perished some months ago. Interestingly, the Elder's Recess seems the most unaffected by recent events,still the brutal, otherworldly demesne it was before, though there hasn't been a Nergigante sighting in a month and a half by now. If you begin in the Everstream, the first sensation you feel is a rumbling all around you, and through the dust and soot, you barely make out a great dark shape in the far distance, moving with unnerving speed through the earthen passageways and out of sight. If you move carefully, you'll be able to locate a small causeway to emerge into the Great Ravine or its adjacent locales.

5. Seliana

Ah, Seliana. Just as Astera was named for the stars that guided the Research Commission across the sea and drove it ever onward, Seliana was named for… well, the Commander didn't actually say.

Regardless, this cozy little spot in the frozen subcontinent is home to the vanguard of the Commission: its leadership, and most of the Fifth Fleet. At the start of the investigation, it's not the most developed settlement, but it's not long before supply lines are established and the place starts to truly feel alive.

Enjoy the natural hot springs, and savor the Grandmeowster Chef's beef stew. They're to ***die*** *for.*

6. The Hoarfrost Reach

Hope you brought your Hot Drinks. The Hoarfrost Reach is a massive sprawl; a desolate, yet thriving, network of boreal forest, sheer cliffs, icy caves, frozen mountaintops, subterranean geysers, and hot springs. It is here where much of the new investigation takes place, and it is here where the Lone Star, the first-ever explorer to reach the New World and the Tracker's former mentor, came to rest fifty years ago, following the song of something they dubbed 'The Old Everwyrm'. As it has just been rediscovered, it has an untouched trove of secrets that lay in wait for the determined and enterprising.

7. The Guiding Lands

To the far northeast of the New World is an island unlike any other place on the continent. A living, ever-shifting mish-mash of biomes and ecologies interweaved into each other and nestled between innumerable barren chasms and rock formations, the Guiding Lands won't see the Commission for at least a few months, when the song of the Old Everwyrm is concluded and an old rival of the Sapphire Star guides the Commission here. While the Elder's Recess might be considered the Heart of the New World due to its central location and status as an Everstream nexus, this can be described as the Soul of the New World, home to the fittest specimens of nearly all its species. Inevitably, the Guiding Lands are home to constant, brutal Monster turf conflicts that, coupled with the incredible bioenergy surging through the habited regions, result in the most powerful Monsters in the New World. Beware the uninhabited regions, as they are barren for a reason.

8. Your Choice

Choose any location in the New World to begin your journey, even one not described here.

Origin

Pick one! Any origin can be taken as a Drop-In (you'll receive the discounts and freebies of course).

Hunter

The stars of the show, the hunters are the ones engaging Monsters in the wilderness, escorting supply caravans, and securing sites for researchers to safely perform field duty. You are a trained member of the Research Commission who participated in the Elder Crossing investigation or were sent as auxiliary support in a new initiative to open a consistent supply line from the Old World to the New World.

Palico

Those brave lynians who choose to share in the work of the hunters are given the title of palico, receiving specialized training in combat, reconnaissance, and research. The tireless felyne friends of the Commission are central in both the field and the base for their handiwork, dedication, and sheer grit.

Industrialist

The unspoken heroes of the Commission, industrialists work with materials both earthen and biological to ensure hunters can actually fight the Monsters, researchers get the equipment they need, and the headquarters stay fortified and powered. With new fuel sources and new species emerging, engineers and smiths have more jobs to do than ever, and honed craftsmanship is revving up into full-on industry.

Scholar

Hunting and hammering are just dandy, but without the scholars to compile data and for, where's the order? The scale? The meaning? Scholars gather specimens and data of all kinds and in all fields; Monster biology, botany, endemic life, materials analysis… The fun never ends. Most scholars have a field or region of focus they focus on; many in the Third Fleet study the Rotten Vale-Coral Highlands duology, and the Endemic Life Researcher researches… endemic life. This origin not only covers ecologists, but also handlers and logistical workers, due to their recording, management, and synthesis of information.

Lone Star

All those jobs are well and good, but you've got something… more, burning within your soul. A spark, so to speak, of wanderlust. Indeed, it was people just like you who spearheaded the First Fleet and even predated it, who boldly strode into the unknown wilds filled with who knows what for the sake of progress, the joy of discovery, or simply to fill some longing in their soul. You're hardy and handy at getting around to where you need to be, and you're always on the move. However, this doesn't stop you from being sociable, even inspirational when the need arises; in fact, it could even be said that you light the way.

Commander

A new mission, a new commander. Whether you're a young up-and-coming leader growing into your own or a veteran called in from the Old World, you're one of the decision-makers. When the earth rumbles, the skies turn blood red, and the Elder Dragons knock at the gates, it will be by your word and will that the Commission's strategies and armaments are unleashed.

Monster [Variable CP cost]

The *real* stars of the show, the first half of the title, and 75% of the reason people come here. Monsters are diverse as they are cool. Now, you're one of them. You keep your mind, although probably not your opposable thumbs. You'll take the form of one Monster existing in *World* and *Iceborne*, at a standard possible in-game size (you can roll d% for this). Species, variants, and subspecies are listed separately.

By purchasing the variant options (labelled [V]), you'll be a variant from the start. If you purchase the base form and the *Variant* perk, then you'll get a chance to become one by the end of the Jump.

Monster species pricing table

Bird Wyvern	
Kulu-Ya-Ku	Free
Tzitzi-Ya-Ku	Free
Pukei-Pukei	50
Coral Pukei-Pukei	100
Yian Garuga	200
Scarred Yian Garuga [V]	300

Piscine Wyvern	
Beotodus	50
Jyuratodus	50
Lavasioth	100

Flying Wyvern	
Barioth	200
Frostfang Barioth [V]	350
Bazelgeuse	300
Seething Bazelgeuse [V]	450
Diablos	200
Black Diablos	250
Legiana	200
Shrieking Legiana [V]	250
Nargacuga	200
Paolumu	50
Nightshade Paolumu	100
Rathalos	200
Azure Rathalos	250
Silver Rathalos	400
Rathian	100
Pink Rathian	150
Gold Rathian	400
Tigrex	200
Brute Tigrex	250

Brute Wyvern	
Anjanath	100
Fulgur Anjanath	200
Banbaro	50
Barroth	50
Brachydios	250
Raging Brachydios [V]	500
Deviljho	300
Savage Deviljho [V]	450
Glavenus	200
Acidic Glavenus	250
Radobaan	100
Uragaan	200

Elder Dragon	
Kirin	250
Kulve Taroth	550
Kushala Daora	400
Lunastra	450
Namielle	450
Nergigante	400
Ruiner Nergigante [V]	500
Safi'jiiva	800
Shara Ishvalda	550
Teostra	400
Vaal Hazak	400
Blackveil Vaal Hazak [V]	450
Velkhana	450
Xeno'jiiva	600
Zorah Magdaros	700

Other	
Small Monster (any)	Free

Fanged Wyvern	
Dodogama	50
Great Girros	50
Great Jagras	Free
Odogaron	200
Ebony Odogaron	250
Tobi-Kadachi	50
Viper Tobi-Kadachi	100
Zinogre	200
Stygian Zinogre	250

Fanged Beast	
Rajang	300
Furious Rajang [V]	450



It takes many full decades of growth, energy absorption, and molting in the right location for a Xeno'jiiva to become a Safi'jiiva... use your best judgement.

Forbidden Monsters	
Alatreon	800
Fatalis	1000

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Species

You've already picked yours if you are a Monster. In all cases, choose your age and gender.

Human

By far the most populous people of the Monster Hunter world, humans make up almost the entirety of the Commission. For every wyverian in Astera, there's six humans kicking around. Humans make up the entirety of the Commission's hunter taskforce, but plenty are scholars, lots are engineers, and tons fill the gaps in the machine as document handlers and logistics managers.

Humans reach full maturity around eighteen and live for around sixty years after that, on average. They will always keep some degree of fitness, even at advanced ages.

Lynian

Lynians are bipedal cats with a propensity for making cat-related puns known to be absolutely *clawful*.

They aren't as strong as humans or wyverians, but are far more nimble and actually the most durable (more of a 'squishy' durable than a 'tanky' durable) of the "people" species here, with a healthy dose of luck on their side, as well. They've got a reputation for being plucky and cheerful, though in truth, lynians vary widely in disposition from morose to hot-headed and everything in between. Their patterned coats can also be of any color typical for cats.

Lynians have a few career options; those who choose the way of the hunters are given the title of "palico" and are usually assigned to an in-field hunter partner. Depending on where in the world you happen to be and how you treat each other, these partnerships can either be formal or friendly, business-like and interchangeable or a dedicated match for the whole career. Most palicoes in the New World have strong connections to their partner, but palicoes also frequently go on palico-exclusive expeditions.

There are many palicoes in the base management and upkeep workforce; lynians are primarily responsible for cooking, setting up and breaking down seasonal festivals, and maintaining households. This results in the unfortunate assumption of many that lynians aren't destined for scholarly or ambitious roles with the highest level of command typically being a manager of other lynians, so a lynian scholar or commander would be interesting to see indeed.

Lynians reach maturity around the age of ten and live for at least as long as humans; the Meowscular Chef was the Admiral's palico forty years ago, and he's still going strong as the Commission's (soon to be overshadowed) head of culinary operations.

Wyverian

With hundreds of years of life to their name, Wyverians simply live on a different time scale than all of the other kinds of people, a fact which sadly causes quite a few wyverian villages to seclude themselves from the rest of the world, refusing admittance to all but the most trusted of outsiders.

Anyone could identify a wyverian by their long, sharp ears, but a lesser-known fact of the species is that most of them have digitigrade legs and only four fingers; most taxonomists attribute this to sharing closer

ancestry to certain wyverns than humans and troverians. Their bodies are somewhat more delicate than that of humans, but not significantly so, and are quite capable of matching them in athleticism.

In addition, wyverians range in size from elderly folks the size of a human toddler to relatively-young wyverians standing shoulder-to-shoulder with adult humans. It's never really explained, although the short ones tend to have elderly voices and appearances, so make of that what you will. But there's also the one millenia-old wyverian who's about twenty feet tall. No, they don't explain *his* immense size either.

Though most choose to hone a particular art or science (or all of them) over their lives, some wyverian hunters exist, however rare. Their long lives potentially enable them a mastery of the hunt greater than that of their human allies, though the risk of being maimed or even dying that hunters endure daily is no small point of dissuasion for those who live for so long. What's calling you to the New World, wyverian?

Troverian

Hey, remember when these guys existed? Stockier and tougher than any of the other sentient folk, the mole-like troverians are known for their industriousness and enthusiasm. They're used to living and breathing in the underground for their whole lives, often getting lost in the heat and rhythm of their fine work. That's not to say all troverians choose to work the forge at home their whole lives, indeed their natural enthusiasm leads some to enter grand adventures across the world, led on by only their whim and their sheer will. Where there's a will, there's a way, and where there's a way, there's a troverian.

Sounds like they'd fit right in with the Research Commission? I know, right!?

You're probably the only troverian in the Commission, since your people are even less populous than the wyverians. Are you with one of the previous Fleets, or is your arrival with the Fifth to fill a need for subterranean and geological experts in the attempt to map a path across the Great Ravine or pin down Kulve Taroth's movements, perhaps?

There isn't official documentation of troverian aging processes, but in this Jump they reach maturity around twenty and a full life is about one and a half centuries. They seem to physically age a bit slower than humans, still looking like children well into their teens. However, don't be fooled: their physical strength is quite superior to an average adult human's, even at that age.

Perks

General Perks

Monster Hunter Physiology (Free)

Every living thing, even the standard humans of this world, runs by some basic rules that the human you probably began your journey as didn't. In the words of Geralt of Rivia, "Everything in this world eats well."

For one, everyone is *strong*. Like, "teenagers can swing a hundred-pound hammer" type strong. Strong enough to mount a hundred-foot long dragon and not get knocked off, and to even cause such beasts to flinch with enough smacks of the blade. Even a portable cannon as long and as wide as you is no issue to carry, fire, and reload. In the cases of Monsters, you're capable of breaking solid boulders half your size with a few good hits, though the quarry of this world will be more resistant to your attacks than the land.

Things are also tougher in general, and particularly resistant to any significant or lasting injury from falling and/or getting your body and neck bent in strange ways. Your limbs will be quite safe from chopping and ripping as well, except for your horns and the tips of your non-limb extremities (such as your tail), though any such severed part will grow back eventually. It seems like brute impact is the default measuring stick of vitality in this world as things tend to get hit until they fall over, unconscious or dead. In your case, you'll have a high chance of just falling unconscious instead of dying from all but truly ruinous hits.

Hunts are often taxing and tiring, a brutal endurance struggle as much as it is a test of skill and wit. As a humanoid, your stamina is boosted tremendously to the point where jogging for any amount of time in full armor, swinging your man-sized weapons, and firing bullets the size of grapefruits won't cause any sort of fatigue or soreness to build up; and even if depleted, your stamina reserves fully replenish within seconds. As a Monster, you'll still tire out every few minutes, but you'll also have an enraged state after taking enough punishment that completely nullifies the effects of your fatigue and restores your stamina to full.

As a humanoid, your agility is nothing to sneeze at, as you have the ability to interrupt your current course of action and immediately dodge-roll to evade attacks if timed properly. It's far more viable to roll out of the area of impact than to try rolling "through" attacks, though there is a brief ⅕ second period at the very start of your roll during which you can kind of phase through Monster attacks (this can be improved with armor skills). Rolling in this fashion costs a bit of stamina even through the above bonus, and doesn't do much against harmful gas clouds, lava-covered floors, and other continuous-harm effects.

Basically: you're strong, you're tough, you have huge and fast-recovering stamina, and you can dodge-roll.

You'll also get a few other benefits; you'll always look at least brushed up and polished, and your hair and attire will never get in the way of your movements. Finally, and definitely the most important: you can eat fast enough to down a table-sized meal in minutes with no indigestion, and you can eat and drink while running or hanging onto the side of a cliff perfectly fine. As a Monster, you'll heal from any injuries (even lost parts of limbs) over time by just eating enough food to sustain yourself and resting sufficiently.

Tied at the Hip (100 CP)

One individual, faction, or species with a strong, recurring emotional connection to you - a particular species of Monster that saved you from death as a child, or an individual that you've run into enough

times to the point where you feel a rivalry with it, for example - will now start showing up more often, and at more convenient times, and if the relationship isn't friendly, you will at least get the chance to share their presence without fighting tooth and nail again, before you two go your separate ways again.

This perk also has the peculiar ability to let your "other half" now encounter you in places where they have very little business being - seeing another of the same species again across an ocean, even if the species has no wings or method of swimming great distances, for example. This perk can even create encounters in future Jumps, although whether this is a similar, but not identical species, creature, or person, or if it is the result of an alternate timeline or dimensional vortex, is up to you.

This guarantees short-lived, perhaps coincidental encounters, not long-lasting bonds or for-sure allies. It does, however, afford you the opportunity to *make* friends with them should you put the effort and time in, and even recruit your other half as a companion after a few such encounters, even in future Jumps, by using the local recruitment option (or by paying 200 CP if there is no local recruitment option). If you link this perk to an individual Monster, and you recruit it during this Jump with the Original Companion option, it'll gain an extra +200 CP (bypassing drawback limits), but must pay for its Monster species as usual.

This perk can be purchased multiple times, designating one species, faction, or individual each time.

Succession of Light (200 CP)

Hunting, researching, exploring, smithing, languages, courtroom etiquette… Whatever it is, if you know how to do it, and you've been doing it for a while, you're really good at passing it onto those who seek to learn from you and carry your cause forward. This is a teaching booster, applied to all who learn from you, greatly enhanced to those who share a faction or cause with you, and incomparably enhanced further for any individuals you personally take on as apprentices, or "Successors".

Your Successors will get the unique benefit of fully understanding whatever experiences you would like to share that shaped your skills and the context for why you know what you do, or are the way that you are. Whether this takes the form of "living" your experiences (like in *The Giver*) or just *getting* it, is up to you.

Origin Perks

Perks appropriate to your origin are discounted: 50% off for options above 100 CP, free if 100 CP or lower.

Hunter Perks

New World Style (100 CP)

You're a crack-hunter of the Commission, decently proficient with every weapon style and better at a few among them, with the know-how to face common Monster threats and to craft any consumables you might need to face the trials ahead. This isn't going to get you to Sapphire Star-levels of "built differently" by itself, but you'll definitely be pulling your own weight.

You're also skilled with the use of the slinger and clutch claw, integrating both into your fighting styles efficiently and fluidly, so that on the hunt, you're a flurry of metal, Monster parts, and sheer willpower.

Finally, you are braver than most, able to stoically tackle the unknown and fabled threats that lay ahead. No freezing up when the 150-foot long laser-spewing dragon is staring you down with hatred in its veins.

Impressive… (200 CP)

That pesky fear of the unknown kept such things as just that for many hunters before, but not you.

During your first encounter with any opponent, your foe will reveal something important about its strengths, tendencies, and general disposition (as though in a cutscene). Whether this is through demonstration or a facsimile of its voice rapping about its skills, you're sure to get the 'gist' of your opponent and any obvious special attacks it might have at first.

This doesn't *for sure* guarantee that you'll survive that encounter, or that the information will even be useful, but it's something, at least. You'll definitely survive to find out what the big deal or super-move is, and only in the moments after will this protection be dropped, upon which you'll gain a rush of clarity and awareness, as though you just gained control of your character in a video game.

Rule of Four (400 CP)

As long as you're with a maximum of three other in-person allies (up to four people to a party), you'll find fortune naturally lending you a hand in your engagements. Monsters will tend not to hit you when you're down or try to crush you if they've got you in their jaws or claws; things will never be unfair against you.

In addition, while this condition is fulfilled, you'll be saved from near-certain death upon falling unconscious up to twice per hunt, where you find yourself inexplicably waking up at your nearest base or camp, dropped off by a grimalkyne-pushed cart and restored to health, as long as you're not missing any pieces - those'll stay gone.

Note that with *Monster Hunter Physiology*'s "brute impact" bit, you're far more likely to fall unconscious when stabbed through the chest by a three-foot-long spike than to die from internal ruptures, and with this perk no further harm would be done than costing a cart, organs being relatively shaken but still intact.

Any monetary and material rewards acquired from a hunt in which you "cart" will be reduced by one-third each time this occurs, but it's worth it to avoid the long sleep, isn't it?

The Legend Defied (600 CP)

The greater the legend you face, the greater your potential grows, in all areas, to the point where you could have hope in defeating the One Foretold to End the World with the right amount of preparation and courage, but you'll never fully shake off the "underdog" mantle with this alone unless you are truly greater.

This is a power based on the perception of power and prestige that comes with it; a joke character who happens to be the most powerful being in the setting won't trigger much of anything from this perk. You must be defying a great power acknowledged as great. A good example of how this works would be how D&D deities gain power through the number of people worshipping them, from demigods who answer to thousands to greater deities revered by millions. This works similarly, but based on your *foe*'s notoriety.

You'll also find yourself remarkably stubborn against legendary attacks that have ended things far bigger than you in the past and really should have just killed you: an otherwise-mundane hunter with *just* this perk and a good set of armor could bathe in the castle-melting flames of Fatalis for a full twenty seconds and be brought to the edge of unconsciousness instead of disintegrated, torn apart, or blown away. You won't even look hurt, aside from your obvious stupor and weakness in the aftermath.

Palico Perks

Cat Claw Corps (100 CP)

You're skilled with all manner of palico weapons: blades, hammers, maces, boomerangs, canes, lanterns, flowers, the works. While you won't be out damaging a Hunter, you'll certainly be outpacing and outlasting them. You're nimble, even graceful, able to float through the air as if on the moon, and when launched by a raging Monster attack you'll land on your feet from all but the worst of assaults.

Palicoes are infamously blessed with such pluckiness and grit that some individuals have been observed to survive direct impacts from attacks that have killed Large Monsters wholesale in the past. While you probably won't be *that* durable, you're going to be far tougher than any Hunter in the fleet, full stop. Attacks that would knock out the majority of the Sapphire Star's health would do a quarter or less to you, and you'll never be finding your healing canteen short of the job, since palicoes require less to drink to achieve the same healing effect.

In addition, you're a skilled field analyzer and recorder, not quite able to match the dedication and vigor of a full-on researcher, but at least you'll certainly be a valuable set of eyes and paws in the field.

Finally, you're capable in the practice of allying with Small Monsters in the wild, able to make a short-term companion of any man-sized or smaller beast in this and future Jumps. The average allied beast won't fight to the death for you, but will face down threats they would not normally face if you're by their side.

Paw-xiliary Skills (0 CP or 200 CP)

Felynes have a lot of really important roles in the Commission which sometimes aren't obvious: cooking all kinds of cuisine, supply coordination and logistics, linguistic translation and interpretation, airship piloting, watercraft piloting, gathering vernal, fungal, and earthen materials, and Small Monster husbandry.

Having the Palico origin will grant you decent proficiency with one of these auxiliary skills, and if you purchase the full perk (discounts apply), then you'll become skilled at all of them.

With the full version of this perk, you won't find yourself running short on time for such tasks, and will be able to efficiently plan and multitask any number of non-combat projects and responsibilities. In future Jumps, you'll find marketing and applying your skills easily sufficient to grant stable income and housing.

Team Purr-k (400 CP)

The palicoes of the New World are flexible and goal-oriented, no matter who they work with: hunters, researchers, tailraiders, grimalkynes, gajalakas, boaboas…

You are now an incredibly gifted participant in all team-oriented tasks, able to work flexibly and responsibly as a leader or a member in any team format between any group of individuals across species and make it work, no matter how different in biology or culture the members are. Communication will never be obscured or fail to make the gap, and all groups you're a part of will slowly acquire these traits by themselves, should you desire them to. (Bonuses on multiple group members stack with each other)

Monster Whisperer (600 CP, discounted for non-Palico origins if you take no other Capstone [base cost of 600 CP] perks)

The arts of communicating with Small Monsters is old news by now, but what you can do is the next step: appeasing, and potentially even allying with, Large Monsters. In addition to having an intuition for how not to piss off such creatures and how best to behave nearby them, you also will be able to get a strong sense for how a Monster is feeling and what's on its mind based on its eyes, its footsteps, even its breaths.

Eventually, you'll be able to even communicate back to them using various means specific to each Monster. Maybe you'll wave certain plants or throw certain powdered fungi into the air in particular patterns, or maybe you'll just present a nice little meal. With enough peaceful coexistence, the Monster may even become inclined to prefer you around than dead, and would step forth to act for your safety or other crazy things that wouldn't otherwise be possible. Like allow you to strap a small saddle onto its back and ride it into the fray.

What is this, Monster Rider?

This is much, *much* more difficult and time-costly with Elder Dragons and other intelligent beasts, but not impossible. With enough dedication and hours, you could get one to acknowledge or even respect you, though letting you ride them would likely be a matter of years, not months.

Monsters who you have earned the respect of to the point of allowing you to ride them will be inclined to join you as a follower/pet, should you desire it.

Industrialist Perks

Endless Energy Works! (100 CP)

As a forgesmith, you're of course proficient with weapon and armor making - that much is a given.

But you're also skilled in all sciences and technologies related to fuel and natural resources for energy acquisition as well as infrastructure design around efficient fuel usage, able to draw up and build a working coal-powered settlement in less than a day, given the right materials.

Furthermore, this perk gives you greatly improved odds at any kind of slot machine-type gambling machine, somehow, even if you just randomly go at it with no particular rhyme or reason.

Layered Forging (200 CP)

You are a master at cosmetic forging, able to make any weapon, clothing, or armor you make or possess look like any other you've ever made or possessed in the past - as long as it's the same 'class', like swords to other wielded weapons or bows to other ranged stuff. This alone won't change the stats, properties, or center of mass, just the physical appearance. You can spend a few minutes at the forge to change your selection for any piece of equipment with mere pittances of materials.

In case it wasn't obvious, this also works for textiles, crystallines, and other exotic materials.

Master Rank Builder (400 CP)

You know that sense of intuitively "feeling" a tool, implement, or weapon's ins and outs, such that on occasion you'd find your swing hitting much harder than usual, your wand releasing the spell far faster than normal, or your hammer correcting a flaw you hadn't even seen? That's called *Affinity*. Now, your

effective “Affinity” with anything you’ve created or use to create things with is brought to the maximum level (100%), making you bring out the most of your hammer’s potential both in and out of the forge.

In addition, you can forge things such that others who use an item you made for them will also achieve 100% “Affinity”, but only one other such user can be determined and it must be at creation. If no user was chosen, then the first to seize the creation in a heightened emotional state will “imprint” onto it.

This would give your smithing skills nothing less than legendary status in any world you roam, yes? Mind what you hand out.

Industrial Ascension (600 CP)

Knowing the standard power gains from good equipment is all well and good, but the emergence of these new species and unprecedented beasts have got you thinking… locating the boundary between the known heights of power and the greater horizons that lay just out of sight isn’t a matter of *if*, but *when*. Such is the essence of Skill Secret set bonuses, but for you this applies to your visible horizons of technology, too.

Now, you are good at pushing your craft - armorsmithing, building and operating engines, designing weapon schematics - to the very limits of what is possible. And when you do, you’ll find a crack in the endless horizon line of possibility, a way forward to the unseen future. With patience and diligence, you’d be quite capable of contributing to or even creating a new era of technology, for example.

Just about any limit you could think of with something you forge, create, or work are temporary, and always workable. They will easily be able to develop new manifestations of existing powers, optionally taking on an organic, living aspect; able to grow and reach their maximum current potential swiftly in the right hands, and to develop higher states and different manifestations of their current abilities when mastered to continue the loop of increasing power.

When combined with *Master Rank Builder*, you’ll instantly figure out the quirks and peculiarities of your equipment, and this perk will cause it to spontaneously spring up with new powers as the plot demands (they’ll be more like useful tools, not “I win” buttons, and will never solve your problems by themselves).

Scholar Perks

Expertise (100 CP)

You are now highly skilled in one profession of your choice, as long as it relates to the Research Commission’s efforts to gain knowledge in the New World; Monster biology, endemic life, botany, large operations, field logistics, and materials analysis are only a few of the pursuits you might have a role in. You are forevermore guaranteed to always enjoy working in this field, delighted by new discoveries and steadily honing existing knowledge and methods with no risk of the work going stale or you getting bored.

As a bonus, you’ll also receive perfect memory and near-instant recall moving forward.

This perk can be purchased any number of times.

Land Handler (200 CP)

This perk is two-fold; firstly, it grants you a degree of skill in avoiding the course, the attention, and the ire of environmental hazards such as Monsters if you care to take the time. Secondly, you’re very good at studying or acquiring the things you need in the field proper without needing to bring them back to base.

This allows you to even find Elder Dragons to collect data on behavior and roaming sites, or track down botanical or endemic life without being in danger. Eventually, you might even be able to walk right by an Anjanath and pick a flower at its feet if equipped with sufficient knowledge and reverence for the beast.

It'll also ensure that any passage you take over usually-hostile regions, such as the ocean between the Old and New World, will be essentially a cakewalk for you aside from determined and unusual interference, and furthermore that such journeys will be quick and convenient for the purposes of relaying information and messages you've written or that you carry.

Into The Unknown (400 CP)

What is frightening is only so due to the mystery and the potential danger it poses for the unenlightened. Such as mountains of paperwork! So what is there to fear for one who strives to know all?

You are unflappable in your pursuits, now immune to the negative effects of fear or information overload, and have increased resistance to harmful parts of all other mind-affecting effects, including corruption, compulsion, and possession.

You'll also find all manner of report-writing, interpretation, and fudging to be clear as day to perform and to identify, and you will never suffer strain resulting from staring at paper for long hours into the night.

> *Go ahead, try on that Black Dragon armor, think of the data you might gain...*

Apex of the Study (600 CP)

What other scholars do in years, you can do in seconds. After just a glance at a stack of paper or books of any size, you'll be able to immediately "download" all relevant information into your head from it, no need to spend time parsing, and you can somehow write up to 1000 words a minute with perfect clarity and prose - over ten times as fast as one shivers, for comparison.

You can also look at any creature, material, or general entity, and be able to identify and generate a dex-like list of facts regarding that thing's quirks, behaviors, biological components, artificial components, mineral and chemical composition, age, average lifespan, and usual habitat, as though you spent years studying its general life closely, including engagements with Monsters that live in the same biome. This doesn't reliably give that much information on how it behaves against a hunter in battle, or any "unnatural" experience really, but you'll be able to summarize a creature's base instincts, behaviors, and ecological niche very quickly.

For example, you'd be able to identify enough signs and cues to tell you how far an Alatreon is on the track to an Escaton Judgement, but not necessarily what its specific fire attack patterns are, other than "it can use fire element with a constant stream or through projectiles".

Lone Star Perks

Survivalist (100 CP)

You're great at living by yourself in the wilds, without a lick of civilization, for years or even decades at a time, both physically and mentally. Isolation will never strain you. Harmful environmental effects will be easier to identify and a bit easier to work around, such as dangerous weather or frequent tremors.

And finally, you'll find yourself always amused or intrigued by what you find, and you'll never grow strained from the isolation or 'repetitiveness' of any such living circumstances.

Follow the Trail (200 CP)

Your intuition is massively improved. You're very adept at putting together clues based on environmental cues and changes in the landscape, especially in following anomalous events or individuals having a great effect on the world around them, and at first sight, you can make a good guess at the hazards and vulnerabilities of a foe you've never seen before.

In addition, your reflexes (especially that against entirely unexpected threats) are boosted equally well, ensuring you'll never be caught unawares while pondering over a particularly vexing find. Combined with the Monster Hunter Physiology perk's dodge-roll function, you'll almost never be struck by a Monster's attack if you have the stamina and the will to act, though reflexes won't save you from a poor sense of timing - you're still getting smashed mid-weapon swing.

Found You (400 CP)

Your revelations and messages will somehow, no matter the gap in time or space, always reach those who would best use it or those you intended them to reach. For example, if you were about to be captured by a hostile force, you could scribble a message in a bottle and throw it out to sea, trusting that within a week the message will reach your allies across the water to tell them of your plight and likely location.

Secret Tunnels (600 CP)

You're very good at getting to where you need to be, having access to secret "backdoor" passageways (be they natural or created) connected to anywhere you've spent at least one year exploring. They allow you to cut all travel time to a mere tenth of what it should be, and you'll never find yourself running into problems like being ambushed or the like. You can show others these secret ways, but unless they're a companion, they won't be able to return to access them without you being there.

In other Jumps, this could even be used to simply walk, squeeze, and crawl between local cosmologies or across oceans, somehow, as long as you have enough patience for the journey.

Commander Perks

Fight Hard, and Stay Smart! (100 CP)

Opportunities for leadership advancement or a change in career will drop into your lap more often, meaning you'll likely be first choice for succeeding a retiring team leader, and the skills, luck, and circumstances necessary to acquire and excel in this new job will come to you more easily.

Bringing In Reinforcements (200 CP)

You're always able to call in a favor from an old friend, an acquaintance, or a higher-up in your organization, and reality will warp such that the circumstance of their aid will be possible. The time scale this occurs over ranges depending on the imminence of the issue, the longest you'll ever have to wait being one month for the most trivial and non-pressing of issues. Please try not to use this too much; it's *your* story, not theirs, and they might not take a constant stream of requests too well.

Go Get It Done, Then (400 CP)

When it matters, your words will be more imposing and meaningful than the highest authority in the room, even if you're a lower-ranking official or just a well-meaning stranger. When you speak your piece, all who hear will know instinctively what you're bringing to the table, and whenever you put a suggestion forward, they're much more likely to get your point of view.

This works more for momentary plans and short-term decision making than long-term influencing, but such skills can very easily make a lasting impression on whomever you wish to impress.

The Final Stand (600 CP)

When the world really needs to get its ass into gear to deal with something dangerous *as soon as possible*, it will. And you'll be there at the forefront, gathering nations and organizations across ideologies and political lines toward a common goal. You have the charisma, the foresight, the stratagems, and the time-management skills to organize a cross-societal effort to solve any issue, Monster or man-made.

This, of course, is not relegated to ecologically-originated issues; it can be any crisis, from economic to metaphysical. Your infectious vision and drive will inspire and unite in times of great crisis and instability.

This perk also gives the bonus of preventing mass panic and lost efficiency or stability due to the chaos of such terrible threats being revealed to the world - even if the challenge seems hopeless or ended worlds before this one, you will become the symbol that grants stability to the masses.

Monster Perks

Far-Reaching Roar (100 CP)

Sometimes, you find yourself outmatched alone. Thankfully, you or your species now have a distinctive call, that can be used when in great danger, that echoes far beyond a standard roar. It is not meant for intimidation, or for disruption, but instead is an urgent cry for help from another. Whether the recipient is another individual of your species or another type of Monster altogether is up to you, chosen on purchase.

If the species is not your own or a variant of it, or symbiotically linked to yours, don't expect it to be entirely on your side - but it will provide something of a distraction in truly desperate moments.

In future Jumps, you'll find yourself far more likely to be saved by the arrival of a friendly, or at least non-hostile being, if you reach or call out in your time of need.

Variant (0 CP or 200 CP)

Monster origins receive this for the 0 CP price automatically, and receive a discount on the full perk.

Sometime before the end of this Jump, you will become a variant member of your species: a rarer, stronger version with more developed species-specific powers and that is also visually distinct. Variants usually arise from specific environmental circumstances or in response to vastly heightened competition.

If you do not wish to become a variant, then you'll at some point gather enough bioenergy to be dubbed a tempered Monster, among the toughest and strongest members of your species in the New World.

Monsters who were already Variants from the Jump's start will instead attain a truly spectacular mien known only in whispers as "arch-tempered" by the end of the Jump, massively boosting their durability and power, and granting new, tightly-optimized expressions of their existing powers and states.

If you spend the full price (with discounts if applicable), you can also begin future Jumps as a "Variant" or equivalent version of your species; a Legendary Saiyan rather than a Saiyan, for example.

Energy Shaper (400 CP, check notes)

Where other Monsters may only affect the ecosystem by their physical influence, you are now something greater. The Old Everwyrm's song displaces Monsters, creates new subspecies, and awakens slumbering Elder Dragons. The Emperor's decree, redirecting the biome spread and energy flow of portions of an island ecosystem to fit its own needs. Now, you too are able to alter the world's physical and ecological layout through your own power. If you are of one such species, your potential with energy manipulation is pushed beyond your species' natural limit and much finer control will be possible than without this perk.

You are now able to perceive and manipulate the fundamental flow of energy and the paths that vibrations take throughout the settings you visit - bioenergy in this Jump - in order to cause biomes, species, or even individuals to change and move at your whim. This is not instantaneous, nor do you begin having mastered the ability; a month of your most dogged efforts will result in perhaps one new subspecies or the desertification of a football field's worth of forest, but with practice, you will be able to alter the world faster and with more precision. And as your level of personal power increases, so does your potential with this skill. Eventually, you will be able to create your own ley lines and forms of energy instead of relying on existing pathways to do your work.

The Legend Descends (600 CP, check notes)

Each Monster must earn its position in the ecosystem on its own merit and by its own strength. So what strength befits that which rules atop the ecosystem, at its apex? Truly, such power should belong to only the noblest of beings. Yet the rancid stench of civilization provides an easy out; that the combined efforts of many weaklings may drown even the mighty and august beasts in wave after wave of parasitic deathmongers is an atrocity against nature; an atrocity against *you*.

No longer. The pampered, miniature peoples of the world will bleed and cry for their transgression.

Your name is known in legends the world over - in *every* world over should you choose it - as a symbol of destruction for something you have done or for who you are, to speak your name is to invite calamity, and to witness your arrival is to greet the very face of oblivion toward all there is. In terms of sheer destructive power, you are now unrivaled; all such skills and abilities are massively boosted in raw power and scale.

This perk comes with another, active booster corresponding to the native setting's sentient societies, so that before entering each Jump from now on, you can choose to become at the very least a setting-wide threat that is quite capable of ending all civilization with the ability to travel from bastion to inhabited bastion in short order… given time to prepare your internal energies for the Great Burning (a few years at the least). At your lowest in this state, it would take half of the entire setting's main factions and governments banding together in a single, well-coordinated effort to even imagine facing you in the world-ending state. In settings spanning galaxies, you may choose to simply travel between star systems, scorching the planets of civilizations and leaving naught but formless slag in your wake. In a setting spanning across multiple dimensions, you'll be able to slip between them all in search of your prey.

But be warned: Before you can unleash such a final demonstration of force, omens will arise and they will *all* have time to prepare. They will face you honorably, and if one does rise to challenge your unrivaled might using every last drop of their own power and all that they gained from their experiences with the hopes of the whole world riding on their shoulders to match or even exceed you… then perhaps their place in the ecosystem will have been earned, after all.

You also gain a monolithic boost to resisting technology and magic developed for the purposes of weaklings bypassing the rightful strength of their superiors, forcing them to face you honorably and with their own power, not hiding behind inert buttresses of false security. Any hax, long-ranged weaponry, or sealing magic would find little purchase against your inevitability, even outside of the world-ender state.

Items

You receive a bonus stipend of +200 CP with which to spend on items only.

General Items

Music of the Fifth Generation (Free, Jumper only)

You get access to the full soundtrack of *Monster Hunter: World* and *Monster Hunter World: Iceborne* including all music added in DLCs and in every Title Update. When, where, and how it plays is up to you.

Resources (50 CP)

You receive 30,000 Zenny worth of resources (including materials) to get yourself established, though whatever you buy with them is not fiat-backed and once spent these don't replenish.

This option can be purchased any number of times.

Your Room (50 CP)

Choose any or all of the in-game room options: a small multi-person bunk room, a welcoming open-air study, an opulent, harp-backed private suite, and a multi-floor all-purpose suite. You have access to a copy of these rooms in your Warehouse.They're kept by a friendly, loyal team of lynians and all supplies necessary to keep the rooms and the team running will be provided weekly.

Miniature Memories (200 CP)

Your Warehouse gains a large attachment in the style of a fancy wooden mansion's trophy room, which now contains not Monster trophies, but a roughly pony-sized statue of each Large Monster in the New World that you've fought and defeated during or before this Jump. They're made of stone, but by all appearances look, move, and sound just like the source Monster, except smaller. Pack Monsters such as the Great Girros come with three dachshund-sized Small Monsters that follow them around.

These statues can be made animate at your will with some modicum of personality corresponding to the source Monster and can act as pets or unusual house guards with vastly reduced versions of their giant form's powers and without any environmental effects beyond their 'attacks'. For example, the Fatalis statue would be able to set a wooden shack ablaze or injure a small crowd of people with its fire, but not do much more than that. The statues generally follow your directions and are roughly as durable as a granite statue of the same size. If destroyed, a statue repairs itself on the following day.

Castle Schrade (400 CP, discounted for Commander origin and Fatalis species)

Ah, yes, Castle Schrade. A storied, nay, fabled kingdom's once-thriving heart before that one ruinous night. Well… now, it's yours. Or a copy, at least. Attach it to your Warehouse or drop it into future Jumps, decided at the start of each Jump. Long ages have worn away at what edifices and armaments remain after the Black Dragon's assault, so it's not in perfect condition, but the foundations of a truly glorious fortified castle are all there. The dragonator, roaming ballistae, and cannons remain, however much that matters.

See if you can give this storied place some stories of your own, eh?

Origin Items

Items appropriate to your origin are discounted: 50% off for options above 100 CP, free if 100 CP or lower.

Hunter Items

Standard Hunting Implements (100 CP)

Hunters receive a slinger with the standard clutch claw, a scoutfly lantern, and a small whetstone, all of which keep themselves in good shape, no matter the danger you're put in. You also receive a set of high-rank gear to start yourself off, though it will quickly become obsolete.

Wingdrake (100 CP or 200 CP)

You have a loyal, fearless Wingdrake of any kind you wish, as well as the means to feed it. Wingdrakes are flying pterosaur-like Monsters a bit larger than a human who are trained to carry Commission members via ropes tied to their leg over long distances and sometimes directly into battle.

It takes a couple of weeks to train a Wingdrake to memorize an entirely new route, and they are used to traveling on specific paths for hundreds of miles; in fact, though it doesn't feel particularly fast or shaky, you can fly up to two hundred miles overnight. Even though the method of transportation relies on you standing up and holding one arm over your head the whole time, you'll find yourself alert the whole time and refreshed as though you slept those hours once you touch down, ready to begin the investigation.

Wingdrakes can also be called to instantly pick you up in harrowing situations, as long as they are physically capable of flying to pick you up.

You can assign Wingdrakes to specific courses, and to specific people, who will benefit from the Wingdrake's resting effect. Any Wingdrakes that are killed will respawn the next day.

Purchasing the 200 CP version (discounts apply) gives you a corp of twenty loyal Wingdrakes instead.

Next-Gen Clutch Claw (200 CP)

The clutch claw is an addition to the slinger that allows hunters to grab and hang onto Monsters, either for a close-range attack that softens the Monster's hide and drops slinger ammo or to turn and redirect the Monster forcefully by slapping or slinger-shooting its face from point-blank.

You'll get something that replicates this and more; you're able to set your clutch claw into any equipment you like, not just a slinger, and the range at which the claw fires is increased to twenty meters at the maximum distance. The claw can be used to grab things and retrieve them quickly. Any strikes made with the clutch claw itself (even from range) will also apply a tenderizing effect to surfaces or body parts struck, gashing and tearing the area to make it more vulnerable to attack, and you'll also be able to use it as a mundane grappling hook as well. It will, of course, be so durable as to be indestructible from any Monster assault. You can make multiple purchases of this item.

There was a hunter once who tried to hunt exclusively with Clutch Claws. They called him 'the Spider'.

Hunter's Lodge (400 CP)

More of a virtual reality dimension than a mere building, this creates a full hunting lodge addition to your Warehouse that has its own gathering hub-style amenities, housing, and any other service one would expect at a high-end wilderness lodge. It comes with a friendly and hardworking local staff, and a surrounding twenty-mile radius mutable locale that can simulate any place you've personally explored and spent time in, down to the species and creatures that called them their home. Inanimate matter will be easily replicated, and it will come with the endemic life from plants to wyverns, but nothing truly sentient can be generated by this function alone, so cities would be barren and campsites would be left pristine.

You'll be able to fully control the expression of this reality; mashing and separating component parts, 'spawning' creatures here and there, freezing or speeding up time, boosting or deflating the statistics and parameters of generated inhabitants, and generally put together any "Quest state" of your desire, be it components from Monster Hunter or something else.

Any events occurring within this reality can be recorded and 'played back' at your discretion through use of the lodge's main theater room. The lodge will be planted in your Warehouse by default.

Pure Dracolite (600 CP for the 1st purchase and 100 CP with no discounts each subsequent purchase)

You've got a shining chunk of Pure Dracolite, a material imbued directly with the Emperor's true power. Using this, you can imbue one existing implement, weapon, or weapon set (like dual blades), or create a wholly new one, with the incredible ability to accrue bonuses from the experiences of its wielder. For one as storied as you, Jumper, the potential of such an ability is self-evident. This does nothing for this Jump other than raise the weapon to be as strong as a base-level Safi'jiiva weapon without further in-Jump investment, but it is after this Jump where the power of this weapon truly reveals itself.

At the start of each future Jump for which you possess the Pure Dracolite-infused weapon, you gain +50 DP (Dracolite Points). Dracolite Points can be banked up to 1000 before capping. You can spend DP as CP in a 1-for-1 ratio at the start of any Jump you wish for **Perks** only, but anything bought with DP must be bought entirely with DP. As long as you have the Pure Dracolite-infused weapon visibly on your person, you gain access to the perks purchased with DP as the Emperor draws power from its pride. If you are ever separated from your Pure Dracolite weapon or use another weapon, you don't have access to any perks purchased with DP. DP-purchased perks will only activate for you, recognizing no other user. Any Jump you enter with an active condition or drawback that locks out setting-incompatible bonuses, items, and perks will fully disable access to DP-purchased perks, but you can still gain, bank, and spend DP at the start of such Jumps. Multiple purchases just enable more items to be infused, not increase DP gained.

Palico Items

Palico Duds (100 CP)

You have your own set of High Rank palico armor and weapons (soon to be obsolete but easily replaceable), as well as access to the base levels of each palico gadget in the game: the restorative Vigorwasp Spray, the debilitating Flashfly Cage, the provocative and impenetrable Shieldspire, the team-buffing Coral Cheerhorn, the part-pilfering Plunderblade, and the explosive Meowlotov Cocktail. As you use each tool, you'll naturally come to acquire their higher level versions over time.

You'll also have a very small airship capable of transporting a single human or up to three lynians atop it, though it's mostly a glider and requires launching off a high point to travel any significant distance.

Tailraider Beast (100 CP or 200 CP)

The palicoes of the New World have had time to acclimate to the local grimalkyne methods of transportation and coexistence with the Small Monsters of the New World, and so have you. You have a loyal, plucky Small Monster of your choice as an ally, scenthound navigator, and mount to ride into battle.

This Small Monster won't be dealing significant damage to truly powerful Monsters by themselves, but will be very, very persistent and nigh-invincible for all practical purposes against the threats you'll face. They'll also be hyper-vigilant to come to your aid and guard you when you're in a low state in battle, and will happily curl up with you for naps if you're in a low state outside of it.

They'd like to live in the wilds or in small camps, but will happily live with you in civilization should you choose. In either case, as long as they're alive and kicking, they'll come to your aid with a whistle in mere moments, no matter where you are in the New World or beyond.

The Small Monsters available to choose are: Jagras, Kestodon, Shamos, Girros, and Gastodon by default, but you could choose any Small Monster in the New World if it fits your fancy. If ever somehow killed or dismissed, another will come the next day.

If you purchase the 200 CP version of this item, then you'll also gain employment of a legion of twenty felynes, twenty grimalkynes, ten gajalakas, and ten boaboas under your employ, each of which are trained to ride and tame Small Monsters from the New World in similar fashion.

Grimalkyne Tech (200 CP)

The grimalkynes have lived in the New World far longer than the Commission, and they've got access to quite a few handy tools of their own. When the Commission's palicoes came into peaceful contact, trading of technology was one of the results. You've got two of their curious floating lilypad-like rafts which are quite resistant to any element upon which they drift, such as flesh-dissolving acid, and bestow such immunities to their riders as well.

You also have a self-deploying vine trap that can be affixed to any natural object, such as a dying tree or a rock wall. When a big creature comes into contact with it (like a Monster stepping on or running into it), the trap springs and binds the offending beast for around ten seconds. The trap is fully reusable.

Frequent Felyne Friends (400 CP)

In each locale of the New World is a tribe of grimalkynes, each culturally distinct from the others. They're always happy to help hunters and palicoes in a pinch, and very receptive to cultural and technological exchange. Now, in each future Jump of your choice, there'll be multiple local tribes of grimalkynes imported into the world, always friendly to you and those of your faction.

They won't join you directly unless given a really good reason, but you'll always be able to escape any immediate danger in future Jumps by finding one of their numerous world-crossing burrows that'll end in a small encampment of grimalkynes, who'll give you supplies and a safe place to rest for at least 24 hours a week. They'll be happy to have you stay for as long as you like, but their safety is not guaranteed after the "time out" has been expended each week, and while adjusted to local threats, they're not the best warriors and will likely die to protect your escape if found. You wouldn't do that to them, wouldn't you?

Restored Airship (600 CP)

It's an airship! Roughly the size of the same ships that Fifth used, it's capable of traveling at 30 knots indefinitely by using a Monster heat-producing organ of any size, or natural resources, to fuel its movements. Able to be piloted by a skeleton crew of four, the Restored Airship has taken a licking but can keep on kicking! No matter what amount of damage it takes, it won't fall from the sky, and it'll always repair itself to full by the next day.

In addition, it has the curious property of greatly enhancing the sensory input and vocal projection of those standing on it, to the point of observers being able to closely watch a battle happening half a mile below, and speak directly to and hear the belligerents of their choice (it won't sound like shouting, just as if someone was talking in your ear).

Alternatively, you can purchase a copy of the off-kilter Mobile Research Base, with similar properties.

Industrialist Items

Smithery (100 CP)

A good-sized forge, all to yourself. This forge has all the nuts and bolts you'd expect of a good smithery in this world, with the ability to work metal, bone, cloth, and any other physical material you could find. Drop it into your Warehouse or into future Jump settings, as you can for all location items in this document.

Pendants (100 CP)

You get a collection of jewelry items of various kinds, crafted from earthen and Monster components, that can be affixed by chain to any piece of equipment you have or make. They can be easily removed, and never get in the way of your motions or actions while adorned.

The Steamworks (200 CP)

A coal-powered steam furnace that puts out enough power to keep a small town alive and kicking. It also has the unique property of also ejecting a trinket, material, and consumable item whenever you pull one of three levers attached to the machine that were seemingly devised only for that purpose. Enough pulls will send the Steamworks into overdrive, dumping a bunch of helpful items like Ancient Potions, Heavy Armor Spheres, and Golden Eggs.

The Steamworks will naturally generate ten pulls every day, and you can dump various kinds of earthen and natural fuel sources for corresponding extra pulls, and the Steamworks will store unused pulls across days up to a maximum of a thousand pulls.

Armor of A Forbidden Dragon (400 CP or 300 CP)

This ornate set of armor glows unsettlingly with an indescribable faint hue.

It's a beautifully-designed, monstrously protective suit that has a special function to those who wear all four non-helmet pieces or the full set at once. The wearer begins to hear a slithering voice in their mind that beckons them to choose power and pride, calling attention to opportunities that might expand the wearer's influence, power, or wealth, interpreting the feelings of nearby Monsters, or just snarking at the wearer's "inadequacies" as a "lesser creature". It's a sharp eye, a sharper negotiator, and has an affably cruel sense of timing, but never tries to usurp the wearer forcefully and can be silenced by simply

removing a piece of the armor (a glove, for example), should the wearer so desire. It'll still have a general idea of what happens to and around it even while silenced, however.

The armor can take on one, and only one, of three appearances, chosen at purchase:

1. The armor has a ridged texture that is colored deep scarlet with gold plating and has a tattered cape. When drawing a weapon or the armor anticipates dire activity, the ridges grow sharp and surge with orange light, and the cape begins to float on its own. Its voice is haughty and commanding. (Safi'jiiva)

2. The armor is leathery, deep purple and white, with a smooth and elegant design. The surrounding air ripples with black-red shreds of energy that fade in and out of existence, and nearby shadows and lights become more pronounced. Its voice alternates between being sly, harsh, and zealous. (Alatreon)

3. The armor is composed of silver plating laced with black scales, and thin longhorns adorn its helm, chest piece, and pauldrons. Orange gemstones that strongly resemble slitted eyes sit in the chest piece and helmet, which observers swear follow their movements. Its voice is calm and reserved, but it can completely block the wearer from hearing all other sounds when it speaks, should it choose to. (Fatalis)

If empowered with its respective Monster's Mantle-equivalent material (the voice would tell the wearer of such opportunities), then the suit will unlock the hidden ability to unleash the full strength of the armor and transform its wearer into a half-sized Safi'jiiva, Alatreon, or Fatalis once per week (for up to one minute at first, though the maximum duration increases with each usage). In this form, the voice has some influence over the wearer's actions, always compelling them to use the full extent of the time and strongly pushing them toward theatrical displays of majesty (Safi'jiiva), discordant flurries of overwhelming force (Alatreon), or brutally efficient execution of all opposition (Fatalis). By becoming more like the dragon it is based on, you will be able to coax a greater size and power out of this form, until you'll be the genuine article when behaving indistinguishably from the beast of origin.

You can import any set of armor into this equipment, but the voice and general appearance will be as stated here. If you import this armor into anything else, the look need not remain the same, but the voice will remain. You can purchase this item up to three times, choosing a different set of armor each time.

The three voices will not tolerate sharing a single suit of armor, and will frequently butt heads with each other if you for some reason choose to wear all of the sets at once or otherwise manage to establish some kind of spiritual communication between them.

By paying the reduced cost of 300 CP, you can acquire a set but with no guarantees that the voice within will have your best interests in mind, nor that you can get it out of your head once you've worn the armor enough. You also will be made quite vulnerable to its compulsions.

Maximum Over-Top Armor (600 CP)

This is an armor set that looks like any mixed or pure set present in *Monster Hunter: World* or *Monster Hunter World: Iceborne* of your choice, except that while you (and only you) wear it, you gain the benefits of having maximum ranks in every skill and non-Fatalis set bonus present in the game, excepting the Skill Secrets, for which you can choose up to two. You can import an armor set into this one.

At a minimum, this boosts your total vitality by one-half of its normal value, nearly doubles your effective stamina, quadruples your natural regeneration, gives a baseline critical chance of +45% (very easy to

boost to 100% through many conditions), and grants immunity to harm from (non-direct) wind pressure, tremors, stunning, bleeding, poison, sleep effects, paralysis, environmental damage, and all blights.

Scholar Items

Trusty Journal (100 CP)

This thick journal will get you through thick and thin. It's made of water-resistant, fire-resistant, ice-resistant, thunder-resistant, and dragon-resistant materials hardy enough that you'll never have to worry about it being damaged and it'll never get lost, either. You'll always have a writing utensil on hand to take notes, and you'll never have difficulty getting it out to record your experiences. While it has only five hundred pages within its covers, you also have the knowledge to create more such journals, if need be, using mundane materials.

It also has the astonishing ability to cause its readers to relive experiences detailed in its notes, as though they were there alongside the writer, although this requires a lot of detail and time dedicated to describing the experience in writing (roughly one hundred times as much time as it took to have the experience).

Ancient Tree (100 CP)

The enormous tree making up a large portion of the Ancient Forest isn't actually a 'tree', but a collection of many different arboreal organisms and fungi growing together due to the sheer potency of the bioenergy running through the New World. A similar, not-as-large but still quite big, tree is in Astera, used to cultivate all kinds of plants, mushrooms, and insect life. You'll get a copy of the latter.

This tree is around two-hundred feet tall, and never quite stops growing. It can be used to grow plentiful herbs, fruits, and trees (all in one-hundredth of the time due to the rich bioenergy quality of the soil), and will attract insectoid life of all kinds.

It can be planted in your Warehouse, and in any future Jump you can instead choose to drop it into the world as a large, vibrant tree composed of innumerable specimens. You can also choose to make your Warehouse nestled in the tree as well; take that however you like.

Boosted Banishing Balls (200 CP)

You get four hollow, flax-and-branch cages each the size of a basketball. A banishing ball has a miniature 'door' and a wick within, which when lit gives off an oppressive stench that is otherwise unremarkable, burning for about twelve hours before fizzling out.

By default, when a biological component (a hair, a scale, etc.) is placed within the cage before lighting the wick, the color of the smoke changes and it begins to emit a mile-wide aura that repels the specific species of creature that component was harvested from (odor is "improved" to nondescript for others).

Any used cages replenish at the start of each day. The cages can be quickly tinkered with in order to change the radius between a tenth of a mile to ten miles, or the effect from repulsive to attractive.

The Official Complete Works (400 CP)

You get an indestructible tome with a fancy stained glass-like pattern on the front; one tome for each Jump you've ever done, including this one. It holds a very well-organized and light-hearted compendium of

countless interesting facts and lists recounting almost every canon-relevant individual or faction, species, location, timeline, and metaphysical aspect of reality for the local setting, as if written from the perspective of the setting's developers, authors, screenplay writers, artists, directors, etc. of whatever form of media the Jump is. You get an additional copy at the start of each Jump you visit in the future.

Over the course of your Jump, your actions will affect the tome in real-time as your deeds are also recorded and incorporated into the setting's history, though you'll know if something in the book is caused by your exploits or if it really was canon in the original setting.

No longer are you starving for meta content to update yourself on the current Jump setting, which to be honest, after a few centuries of interdimensional journeying in other worlds, would be buried pretty deep unless you picked up memory perks very early on in your Chain. Furthermore, this grants endless amounts of insight that would be otherwise difficult to learn in-universe, allowing one to begin to understand the very foundation of every setting they visit. However, this is no supplement for "experience" with the media itself, and is best at providing foundational or contextual information, not hands-on advice.

Home in the New World (600 CP)

A fully-stocked and vibrant copy of Seliana or Astera with the surrounding one mile radius of land around; your choice. Drop it into future Jumps or keep it attached to your Warehouse; it'll come with up to one hundred excitable, determined hunters, engineers, scholars, cooks, and other staff infatuated with the joys of discovery, or none if that is your preference.

The truly unique bit about this is that, if placed in your Warehouse, **you'll be able to return through this base to visit the New World version (and hence the New World) post-Jump for up to 1 total month per Jump.** Go on a hunt for old times' sake, say hi to old friends, show them cool stuff you got, introduce them to your new buddies, stuff like that. Just know that, when the time comes to return to the "current Jump", only you and other companions can come back. Items and non-animate things can be taken through both ways. By default, time will pass at one-tenth the speed in your "current Jump" when you spend time in the New World, and time will be frozen in the New World when you aren't visiting.

This item can be purchased twice.

Lone Star Items

Trusty Tool of Defense (100 CP)

This single weapon- of any of the kinds available to Hunters or a customized "cave-punk" grade item such as an air-pump crossbow has served you well in your life. This weapon isn't anything avant-garde, being far less powerful than the strongest gear craftable in this world, but it will be indestructible, and will never fail, degrade, or dull. It also has some kind of unique property that ensures you'll never lose your grip on it or accidentally drop it. Even if separated, you'll always be able to find your way back to it.

Expedition Gear (100 CP)

No self-respecting explorer would be caught dead without equipment capable of braving the wilds. Well… actually, I suppose they *would* be caught dead. Caught *dead*, that is. Either way, that won't be you. You now have a large backpack that somehow has enough materials within to quickly set up a full campsite with a tent, supplies box, wingdrake post, and tiny canteen of its own! It also contains a chest with enough

consumable ingredients to fund up to three quests per day with no risk of running out of healing, environmental abatement, or ailment medication.

In addition, your pack comes with rations and water for months (refreshes when used) as well as gear perfectly suited to climbing and spelunking any depths and heights you might encounter in this world.

Melding Pot (200 CP)

The curious art of melding previously exclusive to Wyverian masters is now yours to command. You can dump various materials and items collected from Monsters into this 6-foot high cauldron, and as long as it's filled to the brim with liquid, you'll be able to meld the matter and "stuff" you dropped into the cauldron into new shapes, becoming anything from Decorations, to other Materials, to consumable items or even weapons for certain kinds of inputs. Materials acquired from stronger threats can create more and higher quality outputs when used.

This pot has an extra function, used to trade in items previously purchased with CP (for the CP amount they were bought with, not their listed price) that you no longer wish to possess. By doing so, you'll be able to get a CP stipend for the current Jump (whenever you choose to do so) equal to one-half the CP spent on the items (rounded down to the nearest 50 CP after totalling the inputs, unless doing so doesn't make sense). The CP stipend can *only* be used to purchase items, equipment, or the equivalent for the Jump, not perks, companions, starting locations, origins, or anything else.

Ice-olated Arena (400 CP, *also* discounted for Shara Ishvalda, Safi'jiiva, and Alatreon species)

Origin Isle is the place that the Tracker's mentor sought to find those sixty-odd years ago. This barren, yet wondrous island in the sea is home only to one Monster. Now, you get a copy of it (Monster excluded), and the island will be shaped to your personal ideal of enlightenment by your willpower alone. It comes with a truly unique ability that the original article only brushed on.

Spiritual development, ethical thought, and enlightenment will be accelerated and/or made more profound while in this serene earthen isle; this includes everything from cultivation to meditating on a personal dilemma to unlocking one's Bankai. In addition, time itself seems to be more malleable here. Time that passes in Origin Isle can be sped up or slowed down by up to a factor of five at will by its owner.

The Secluded Valley is a roughly two-mile radius chunk of barren rock and old decayed Jiiva skin (the higher concentration of skin and the murky, greenish liquid surrounding the lowest layer smells pretty bad, so you'd probably want to deal with that somehow). This location is unique in that, despite its lifeless appearances, coursing through its stone remains a huge bioenergy deposit divided into its three layers, with the largest layer on the bottom.

You'll find this Secluded Valley far superior to the original in a few ways: Assuming you find a way to extract and utilize this bioenergy, the energy held within each layer is sufficient to power a large city for a week by itself, and it replenishes every day (unlike the 'real' Secluded Valley, which has far less energy and recovers over the course of weeks). The rock can be mined to capture such energy into smaller packets.

Lone Star Ship (600 CP)

A copy of the ship used by the Lone Star, who predated even the pioneers of the First Fleet and made it to the New World, is now yours (but better, of course). This ship is rather small, only able to support a couple dozen people or so before getting crowded, but is beyond the grasp of time or space, never wearing down,

breaking, or becoming unusable by any means, intentional, environmental, or otherwise. It is fully able to be piloted and repaired by just one person.

The ship also applies an environmental effect on the surrounding world, guaranteeing safe and complete passage from any point to any other, on a map or not, and the surrounding five miles of environmental space is made habitable for anyone whom the ship's pilot wishes.

Any vehicle can be imported into this ship, and it'll retain the full mobility functions of such imports.

Commander Items

Handwraps of the Admiral (100 CP)

What good is a commander who can't fight as well as any young firebrand in the field!? No good, that's what! Now, you get a set of worn (but tough) handwraps and gloves that grant the wearer's fist attacks increased force so that they can punch as hard as any melee or ranged weapon that is in their possession hits, at least in terms of physical output. They just hit *that* hard while they're wearing these. This gives a far smaller bonus to actual lifting and pushing strength, however - it's just their punches that benefit.

Square up, Shara.

One-Shot Binder (100 CP)

This seven-foot long serrated stake has a long, thin and surprisingly heavy wire affixed to it and coiled up inside. It can be loaded into and fired from a ballistae or other firing mechanism, or just thrown if you're really, really strong. While it inflicts no physical harm, upon impact with a creature larger than a human its wiring suddenly explodes into a frenzy, binding the target up in a flash! This doesn't prevent all movement, but does restrain the Monster for a good ten, perhaps fifteen seconds even if it struggles violently. If destroyed or damaged beyond repair, you get another binder on the following day.

The in-game variant has been used to bind even *Zorah Magdaros* in one shot (gameplay-wise), though the cutscenes show a few others being attached to the beast (story-wise). You'll have the former version.

Lunar Terrace (200 CP)

Flush with lively hunters, delicious food, and relaxing hot springs, Seliana's Gathering Pub is universally beloved in comparison with Astera's. You now get a copy of the Lunar Terrace to bring along with you as an attachment to your Warehouse, which can also be imported into any future Jump as a semi-popular pub on top of some natural hot springs.

This pub can be used as an access point to your Warehouse by you and your companions. It will, by default, be staffed by a nice, if shallow, crew of pub workers and will be restocked every week.

Seliana Supply Cache (400 CP)

This is a copy of a small fort constructed near Seliana, containing countless armaments including cannons, ballistae, and more ammunition than you can count, including a Roaming Ballistae, which is more of a rack-mounted gatling gun than anything else. Furthermore, it also is a residence to the cutting-edge Dragonrazer, a giant, Dragonator-firing cannon capable of slamming down Elder Dragons

with a single hit. Fuel for the device (as it will need fuel) is plentiful and replenishes, as does all other ammunition here.

As long as you are on the premises, any ammunition for firearms, siege machines, or drawn weaponry you and your allies use while in the area of the Supply Cache will replenish within minutes, even that which isn't native to the Monster Hunter world, making it a good training and testing site. You can drop this into future Jumps or into your Warehouse.

The cache also comes with enough food and water to support a small army by itself, which also replenishes daily.

Guild General (600 CP)

You have the title of General of the Hunter's Guild or something of equivalent importance (or lesser, if you like). This comes with decades of connections and knowledge within and outside of the Hunter's Guild. To be able to sound a rallying call and unite kingdoms and organizations across the world against a great threat is but one of the many things that is now possible for you given your credibility. Just make sure you're skilled enough to pull it off.

Under your employ are twenty skilled Guild Knights, ten engineers and ten smiths, ten scouts, ten archivists, and ten scholars, all of whom can be taken as followers into future Jumps.

Monster Items

Your Lair (100 CP, if discounted: subsequent purchases cost 50 CP instead of 0 CP)

A natural lair of some kind, styled around one of the locales present in *Iceborne*. The lair comes with the surrounding land, roughly five miles in each direction (subsequent purchases add a 5-mile radius to the total area). You'll always be comfortable and safe here, as well as be able to access food, water, and whatever vital resource necessary to exist. It is otherwise identical to in-game areas, with a small population of local flora and fauna at least enough to feed the lair's owner.

Environmental Insurance (100 CP or 200 CP)

Some species of Monsters use their parts of their environment to fight; for example, the Pukei-Pukei can slurp up various status-afflicting mushrooms or pressurized walnuts to save in its mouth pouch and use against Hunters, the Brachydios needs to sniff out the special slime mold that powers its explosive punches, and Safi'jiiva likes to lair in land with enough bioenergy to heal from its injuries.

This item ensures you'll always have access to such resources to fuel your non-consumptive biological processes, at least enough to last you through up to three fights per day while in your Monster form or as any species that incorporates natural materials into their survival strategies.

If you purchase the 200 CP version of this item (discounts apply), then you'll be able to manifest a full slate of such resources nearby or on your person once per minute - though you'd still have to go through the motions of harnessing them (i.e. Brachydios licking its fists to activate the slime mold or Safi'jiiva sucking energy from the ground for a few seconds).

Streamstone Cache (200 CP)

Remember these? Master Rank really shoved aside the whole 'crystallized bioenergy' thing that gave tempered Monsters their sheen, the streamstones within their bodies. You have a bunch of these crystals, enough to fill a popo-drawn hooded wagon, and anyone who consumes at least a handful will receive *tripled* growth in all aspects for the next twenty-four hours.

If one consumes at least a watermelon's size in short order, then they'll find the magnitude of their powers tripled as well for the same duration, and will occasionally seem to glow a soft orange sheen, though eating too much in a week (say, over half the cart's worth) will result in very bad, unavoidable indigestion and power incontinence, so don't stuff yourself with these constantly.

These crystals are perfectly safe to eat/consume for any biology (or lack thereof), despite what one may think, and they taste like a mundane, inoffensive hard candy.

These streamstones replenish themselves at the end of each week.

A Corner of the New World (400 CP, *also* discounted for Researcher origin, subsequent purchases discounted (twice if already discounted))

Ever wanted to bring a chunk of the New World along with you, on future Jumps or just to visit in your Warehouse? Well… now, you can. Choose any locale in the game aside from Origin Isle, the Guiding Lands, the Secluded Valley (which is really just a part of the Guiding Lands), or Castle Schrade.

Your Warehouse now has a copy of the New World locale attached to it around 100,000 square kilometers in area, roughly as large as a small country like Austria, with its own fully-stocked population of endemic Monsters and natural weather cycles. There will be a small population of local Elder Dragons here in hibernation, if applicable, and you can choose to include roaming species like Deviljho or Ebony Odogaron upon purchase, if you like. You can also import this locale into any future Jump where it makes sense. This can be purchased multiple times, either to increase the area or to choose another locale.

The Land of Discoveries (600 CP, *also* discounted for Lone Star)

An ever-changing ecosystem that brings all within it to the apex of their strength and warps to the will of the strongest among them, a Congregation of the Fearless. You can bring along a copy of the Guiding Lands to future Jumps, imported into the world, or attached to your Warehouse (you choose each time).

Improvements to all forms of fighting, formal or wild, are massively boosted so that anyone determined enough to survive its trials will be brought to the apex of their species' combat potential within a month, and even further past that given more time.

By default, it will come with large portions covering each of the six New World ecosystems and countless barren ravines and geological formations. It is populated with all the species found in the New World initially, but both its ecology and "roster" can and will shift based on the environment it is placed in and/or the specimens introduced to it; with time, patience, and a lot of fighting, you'll be able to shape this island to be your own monument to nature's ruthlessness, adaptability, and power.

Companions

All companions can take drawbacks for up to +400 CP.

Palico Pass (Free for non-Monster origins)

If you'd like, you can have your very own Palico partner, someone who's signed on to work together with you through thick and through thin! They're tough, diligent, and above all, kind. If you eventually ask them to join your Chain as a companion, they'll agree in a heartbeat unless you were truly despicable to them.

Wherever The Star Shines, The Moon's Close By! (50 CP)

Through thick and through thin, your partner's always the one you can confide in and count on. You can import 1 companion, who receives an 800 CP stipend with which to spend on their origin, perks, and items. They get all corresponding discounts and freebies.

This option can be purchased multiple times, once for each companion, up to 8 times in total.

Why Didn't Any Of You Help Us? (200 CP)

Bring the whole gang with you. You can import up to 8 companions, each with a 600 CP stipend with which to spend on their origin, perks, and items. They get all corresponding discounts and freebies.

Between this option and 8 instances of the previous, you can import a total of 16 companions!

Going to try your hand at a siege, are you?

Local Companion (50 CP)

You can invite 1 character who appears in the story of *Monster Hunter: World* or *Monster Hunter World: Iceborne* on your journey across the many universes. This doesn't guarantee they'll accept, or even like you, but it will ensure you'll have the chance to meet them non-hostiley a few times before offering.

This option can be purchased multiple times.

Original Companion (50 CP)

You can invite 1 original character appearing in your Jump as a companion, receiving a 600 CP stipend with which to spend on their origin, perks, and items. This doesn't guarantee they'll accept, or even like you, but it will ensure you'll have the chance to meet them non-hostiley a few times before offering.

This option can be purchased multiple times.

Alternate Settings

You can change up your experience by toggling these alternate settings; they have no bearing on CP.

Early Start

You can begin your journey not at the start of the *Iceborne* storyline, but instead at the start of *Monster Hunter World*'s storyline; and if you like, **you can change your Starting Location to Astera for free** to represent being a fresh arrival of the Fifth Fleet.

You'll remain in the Jump for ten years starting from this time, and it is relatively reasonable to assume the story of *Monster Hunter: World* takes place over the course of anywhere between six to eighteen months, and the events that kick *Iceborne* off begin around the one and a half to two-year mark.

Use your best judgement in determining timing, but remember that while certain events and Monsters might be butterflied around, Nergigante will always chase the biggest bioenergy sources around, so when in doubt: follow one! (You can choose to make yourself effectively invisible to Nergigante senses if you like, in case you think your bioenergy would outshine that of Xeno'jiiva or other similar Monsters)

A Certain Sapphire Star

So, there's a basic assumption that can be made one way or the other in *World* and *Iceborne*, and hence in this Jump. Are the efforts of the player representative of the efforts of the Fifth in general, or a well-balanced squad of ~~friends~~crack hunters a la the Ace Hunters, or the doings of a single super-hunter?

In-game dialogue and the Handler's existence would suggest the latter, so the default assumption is such, but you may answer this question however you find best.

Why Hunters are so Strong

Different folks justify some hunters' nigh-superhuman capabilities one way or another; by descending from ancient super soldiers, to Monster blood, to being the hero of past games, to sheer grit and determination. The default assumption is the latter… the latter, and a light-hearted setting (usually).

Self-Insert

The default assumption is that you're not the Sapphire Star during this Jump, but with this you could be! You'll be imported as someone who already exists in the story. Want to be the Commander or think you could do the Handler's job better? Go ahead! You'll keep your purchases, of course, but the origin you choose should line up. You can also insert as a particular Monster from the story, if it tickles your fancy.

Collab Mode

By default, the Final Fantasy and Witcher collabs for the base game's Title Updates are not assumed to have occurred. With this, you can choose to have them canonized in this Jump, occurring at some point over the gap between the Elder Crossing investigation and the *Iceborne* storyline.

This need not end there; there can be up to one other "cross-IP collaboration" per year, as long as they all respect two rules: (1) no reality-breaking, multi-continental+ stuff, and (2) it's gotta bring a cool Monster of some kind into the New World. These will likely be self-contained events, not a massive crossover.

Drawbacks

Pick any number of drawbacks to gain up to a total of +800 CP.

Decoration Grind (+50 CP)

You'll be staying here for five more years. You can choose this drawback any number of times.

The Chadmiral (+50 CP or +100 CP)

The Myth. The Legend. The Man Who Was Straight-Up Gonna Fight Shara Ishvalda With Just His Fists. What a chad. Now, you perceive everyone, except for you, as having the Admiral's complexion, face, and manly voice. This is arguably a boon. For an extra +50 CP, Monsters can get in on this action too.

Cutscene Weakness (+100 CP)

Sometimes (this happens about once a week), you will be ambushed by a Monster or Monsters of some kind. It could be new, could be old, and the scenarios can seem to be wildly different in setting or setup, but they all share one theme: you are, no matter how powerful or badass or skilled, utterly helpless and unable to actually fight back against the Monster, even if it's something like a pack of Jagras(es).

Your weapon arms will fail you, incantations and supernatural abilities will vanish from your mind, and you can only manage to move like a regular human to lurch and dodge in an attempt to not get flattened or eaten (your mobility and physical strength are reduced to barely above peak human levels as well, which is still slower and weaker than even a regular Jagras). This state of helplessness lasts for about one minute each time it happens, and only one in ten times will you be saved by someone or something before the full time is up.

If you're a Monster, then you'll instead be reduced to low-level animal intelligence and somehow will be unable to really hurt your foe as long as the drawback remains active, and your ambusher will more likely than not have a method of pursuing you if you flee (i.e. if you have wings, then chances are that your ambusher(s) will as well, or you'll be in a place where you can't use them effectively if they don't).

He's gonna eat a trail mix! (+100 CP)

WORDS. You're now prone to strange phrases or outbursts in the middle of some of your sentences and conversations that just… sort of don't make sense, followed by a half-minute of giggling over the silliness of what you just said. This won't ever be offensive or dangerous (it might even be endearing to some), but it will somewhat mess with your focus and not all moments in your Jump might appreciate such levity.

If you're a Monster, then you'll become more prone to giving into random whims and urges that end up interrupting your hunts and wasting time, and rarely causing you to draw bad attention to yourself.

Gajala-COME ON! (+100 CP)

Gajalakas and Boaboas hate you now and will target you instead of any Monster you or they happen to be nearby. They are really persistent, next-to-impossible to kill and have poison, paralysis, and sleep-inflicting knives that they throw with great accuracy. This won't kill you by itself, but it will be very annoying and you cannot ever become fully immune to the statuses inflicted by these guys… just quick to recover.

Too Prepared (+100 CP)

Every day, you must first spend at least two hours sitting in your room/nest/Warehouse staring at your equipment and thinking in circles or arguing with your companions in loops that never go anywhere until the time is up and you get up to do whatever you wanted to do that day.

Blighted (+200 CP)

You are now always afflicted with at least one of the five Elemental Blights. Whenever you manage to remove all blights from affecting you, another takes its place. Nullberries don't work on you, nor does Blight Resistance or any skill/perk/spell that grants immunity to status effects. Strangely, other people *won't* call this out or think it's unusual, and it won't spread or affect the environment in any way.

- Fireblight: You are on fire. This fire scales in intensity the tougher you are and prevents all natural healing while active. You can't ever become fully immune to the fire's pain or damage.
- Waterblight: You move more sluggishly and any amount of exertion will require you to spend twice as much time catching your breath to recover. You'll also be constantly damp and smelly.
- Thunderblight: You are now very susceptible to being knocked down and dizzy from even minor impacts. Being hit full-on by a charging Tigrex? You'll pass out for a few seconds at the least.
- Iceblight: You are constantly freezing, and will lose energy very quickly when doing anything but walking; you can only manage to do two somersaults before collapsing out of exhaustion.
- Dragonblight: You can't use any energy-based, magical, or supernatural powers or items.

Never Prepared (+200 CP)

Never skip the Pre-Hunt. What's the Pre-Hunt? All those things the most careful hunters do before even whistling for the Wingdrakes to carry them to their Quests. This includes checking your Item Pouch and restoring your consumables, changing your Loadout to match the Quest you're engaging, and eating at the Canteen for those sweet, sweet bonuses and beautifully rendered food.

Whenever you leave your base of operations, your item pouch or equipment loadout (this applies to gear, prepared spells, stuff you have from outside this Jump) seems to be randomly thrown together, as though you had five seconds to plan before heading out. This doesn't ever get better, and your friends will probably find it annoying.

If you take this drawback as a Monster, then you will also find things naturally coinciding against you, as if the world itself is… 'prepared' to impede you. A sheer cliff just when you thought you were heading in the right way, or hunters aiming to take you down always bringing the best equipment to use on you.

Stop Running (+200 CP or +300 CP)

Every creature or being you fight, no matter how weak or slow, will have a 30% chance of just up and leaving halfway through your encounter with it, with pursuit or finishing them off made absolutely impossible no matter how hard you try. They will be fully recovered from the encounter next you see them, even if you chopped off their horns or something like that, but at least the smarter ones won't learn from previously cut-short encounters; it'll just be as if you canceled and restarted a quest.

This drawback is automatically disabled if the fight is stacked against you and your foe is shaping up to kill you. Expect everything to take more time.

For an extra +100 CP, your foes will remember every encounter with you and will start to act accordingly.

Suddenly Sliding (+300 CP)

When it is most inconvenient, you will find some force inexplicably driving you to slide on your back down the slope you are standing on (no matter who preposterously shallow), locked out of the ability to do anything but *slide* all the way until the surface you are on levels out. No attacks, no spells, no talking, no nothing. Just sliding, as if magnetized to the ground. This will interrupt you from the middle of an attack, charging up a spell, or finishing a conversation. If you enter a body of water, this effect stops.

It Must Be Hiding Some Incredible Power (+300 CP)

You lose all meta-knowledge of the Jump setting, including the game's story, as well as Monster weaknesses, tendencies, and attacks. You'll somehow know only the barest hints about household Monsters like Rathalos or Diablos, and will be missing large portions of your memories with Monsters if you picked hunter. Any information that you try to gather in-Jump and from fiat-based sources (companions, purchased computers, etc.) other than direct encounters will be astonishingly obtuse and over-general. If you're a Monster, you'll know only information about your endemic/starting ecology, and nothing about any Monsters or regions your species is not native to.

Hope you like taking notes, and good luck against Alatreon.

Werepoogie (+300 CP)

At some point on the very first day of each year, you will be transformed into a regular poogie without any of your powers or items/equipment that you were wearing or were affected by. You will somehow be transported to an arena, glade, canyon, or other secluded spot during this time with one (randomly determined with a d68) Large Monster awake and alone with you for at least an hour before any non-companions happen to spot you.

Good luck!

Three's a Crowd (+300 CP)

Whenever you fight a single Monster or hunter, there's a very high chance that one or even two large Monsters will burst in through the underbrush and start a chaotic free-for-all that always ends up being unfavorable to you in particular. In order to isolate and take down your intended target, you will almost certainly have to defeat or drive off two others on par with or stronger than it before it starts to limp away. This has a far lower activation chance during encounters against single Monsters who are more than a match for your level of power and equipment.

Legend of the Guild (+300 CP)

You no longer benefit from the effects of the *Monster Hunter Physiology* perk for the duration of this Jump. Every weapon swing and running step will cost you energy, if you fall off a twenty-foot ledge you'll be fully subject to the fall, and if you're clawed at the wrong angle by a *Kulu-Ya-Ku*, you might lose an arm, to say nothing of what an Elder Dragon's stream of elemental force would do to you. Of course, such assumes you're a regular human, which you might not be by this time. Injuries are generally more realistic.

As a small mercy, you'll still be strong enough to lift hunter-sized weapons, and you could learn to use them fairly well (this is lessened for Monster origins, who are merely as strong, flexible, and fast as their physicality would allow in real life barring the square cube law; for reference, a Tzitzi with *Monster Hunter Physiology* would easily trade blows with an Odogaron without it).

Handler's Compass (+400 CP)

Your environmental awareness is bad. Like, *really* bad. You could walk into some trees and not see, hear, or smell the enraged Deviljho standing right there until it just about takes a bite out of you. You can never remember where you've been before, and every journey in the same patch of woods is an arduous effort. This doesn't mean you're lost, though. You'll get to where you need to go after a lot more time than it would have otherwise taken, and will have a few high-octane Monster encounters on the way.

Poll: Should Jumper be re-balanced? (+400 CP)

Your out-of-Jump powers, forms, items, and perks are disabled for the duration of this Jump; only in-Jump purchases are allowed. Your Warehouse space is still available as are any services within (i.e. workshop, medbay, etc.), as long as said services could already be provided by something in the setting naturally (you could tend to a diseased person but can't revive the dead).

Darkside Mode (+400 CP if you took Poll: Should Jumper be re-balanced?, +200 CP otherwise)

Armor? What's that? All Monsters will hit hard enough to knock you unconscious in one or two direct strikes (if you're a Monster, you'll instead take an effective 1000 (read: a LOT of) extra "orange damage" with every direct hit you take from another Monster), and a single glancing blow would do the deed for the more powerful opponents like Safi'jiiva or Fatalis. In addition, all damage you deal is halved, effectively doubling the amount of health for Monsters you face. Despite what you'd think, you can still benefit from armor skills and weapons, it's just that your defenses will be as good as if you ran in armorless and your raw attack is effectively halved (Your status attacks and other indirect damage sources are unaffected).

Escaton Jumper (+600 CP)

Choose one: Fire, Water, Thunder, Ice, or two of them (alternating). You are now constantly generating an enormous amount of the corresponding elemental energy within your body that requires release roughly every six minutes (you cannot control the timing). This release is an enormous Shazam-esque dragon element bolt accompanied with a cataclysmic elemental shockwave that travels outward from your form, decimating everything in a 100-meter wide omnidirectional burst. The explosion cuts through space and time, so trying to reduce collateral damage or "step out" of an engagement with someone using pocket realities, dimensional barriers, or just teleporting will never go as intended, barging through all such spatio-temporal safeguards to devastate your previous surroundings. In addition, the sheer buildup of energy causes constant discomfort to you, and also makes the air around you perpetually charged with the element. Any healing or regenerative powers that you possess will accelerate the rate of buildup.

The one positive side is that you can mitigate the power of this shockwave to a still-atrocious, but not-quite lethal degree, by getting injured with sufficient elemental energy of the opposing type during the three-minute window, resetting with every shockwave. The amount of energy required to mitigate your power must be enough to inflict great pain and to knock the wind out of you, so this scales with your personal power. You still build and release energy while you are sleeping or unconscious, but at a much slower rate; a shockwave occurs perhaps once an hour in this state.

If you're a Monster, you're also now on the Commission's hit-list. Taking this as an Alatreon results in the explosion (with accompanying additional effects) occurring instead every minute and a half at most, and four explosions an hour while sleeping.

Might I suggest staying in a secluded spot for your time here?

Secret Perk!?

Escaton Judgement (600 CP, discounted if you took Escaton Jumper)

If you took Escaton Jumper, then by the end of your stay, you will be able to control the effects of the drawback and maintain its power for future Jumps; building up energy is no longer discomforting and can be any type of energy or element you are capable of manipulating (there's still a maximum "charge" which, with this perk alone, is enough to utterly decimate an area the size of an Olympic Stadium), and the energy can be shaped and released by your will. If you didn't pick the Escaton Jumper drawback, then you'll receive these benefits immediately.

In addition, your physical attacks and elemental powers now nullify spatial, dimensional, and temporal defenses (read notes) and have a strong, but not overpowering, physical defense bypassing component, always able to injure their targets to some degree regardless of their form durability.

Scenarios

You can take any of these scenarios if for some extra CP or other benefits (granted upon completion).

To The Very Ends With You/The Queen And Her Knights (+0 CP plus bonus reward)

For this scenario, you lose your meta-knowledge of the Iceborne story, with only instinct, compulsion, and intelligence to guide you. You have either been turned into the brutal Nergigante or the icy Velkhana (your pick; check the Notes section for specifics on what each species can do)! You keep your mind, but your purchased origins and perks are locked until scenario completion. As long as you are attempting this scenario, you are unable to access your Warehouse, companions, and out-of-Jump abilities and items (you can forfeit the scenario and its rewards at any time, but you won't be able to attempt it again).

In order to complete the scenario, you must get to Origin Isle at the same time as or before the Research Commission does, beat down the Ruiner Nergigante prowling about there, and defeat the Old Everwyrm. No waiting until the Commission beats it up; you gotta have at least a majority stake in defeating it.

If you're a Nergigante, then you'll have to hunt and devour enough bioenergy-rich (strong) Monsters to reach the Ruiner Nergigante state in order to even stand a chance against the full-power Old Everwyrm. If you're Velkhana, then you can't defeat it alone and you'll have to corral enough Legianas into following you (read notes) in an effort to wear down and eventually kill it before the Commission gets a chance to. Some will die via scraps with local wildlife or the target itself as you track and chase your prey around the New World, and your internal compass is much less accurate than a Nergigante's.

If you succeed in this scenario by slaying the target, you recover your old powers and gain the ability to return to your in-Jump purchased forms, and Alt-Forms if any, with a sweet new Alt-Form that has the benefits of the *Variant* perk. Imported companions will now appear, and if you picked Velkhana you'll get to keep up to six loyal Legiana specimens and one Shrieking Legiana as pets/followers; the rest of the flock returns to the wild after their great adventure.

The Quest To Document Every New World Edible! (+200 CP or +300 CP)

You are now the Handler's trusty assistant in her quest to gather and sample every edible in the New World! With thousands of species of plant and fungus in the New World, it's no small feat and will require both strategizing, hunting, and a tolerance for the Handler. This will likely take a lot of dedicated time and will be the main focus of your efforts anywhere from five years to your whole Jump duration, unless you're using large-scale time dilation or species identification technology. But no matter what, the Handler has to be there in order for your findings to be considered valid.

If you successfully document everything that can be eaten in the New World before your ten years are up, then you succeed in the scenario and gain +200 CP! In addition, you and the Handler will then get the opportunity to create a full-course meal featuring the very finest of New World cuisine for your Benefactor, who will appear as a special guest from some far-off branch of the Guild visiting the New World within the month. If your Benefactor deems the meal to be excellent, then you get an extra +100 CP! If you don't have a Benefactor, then you'll get the bonus if you personally plan a feast for the Commission that is considered at least as good as the Meowscular Chef's handiwork.

If the Handler dies or you run out of time, you fail the scenario. Don't worry *too* much about her, since she has some kind of super-luck that usually ensures her safety… even if others around her (like you) aren't as fortunate or would have to jump in the way of an attack aimed at her.

The Greatest Jagras (+300 CP)

There exists one Jagras specimen, born the moment you arrived, that is sickly and small. Yet, within it glimmers the potential to become the greatest of its kind, a true Great capable of sending even the likes of a Deviljho packing. But it is cursed with terrible luck and a unique scent that large predators will find irresistible, so it is destined to die long before reaching its potential.

You must find and protect this Jagras until it reaches adulthood (about one year), and further when it leaves its pack to hunt alone and reach Great status (another four years). Once it reaches Great status, it will run into a series of increasingly powerful Monsters that it must defeat primarily by itself and consume, culminating in a Kulve Taroth that dwells in a deep labyrinthine cave network beneath the Ancient Forest. Should it emerge victoriously over all its foes, its luck/scent affliction is gone and you win the Scenario.

Over the course of the scenario, you'll find something strange about this individual: it is absolutely, fundamentally immune to magical, psionic, divine, or supernatural effects intended to harm it or affect it against its will. For the purposes of this scenario, anything native to the Monster Hunter world is not under these categories, but it also means that a direct hit from Ecliptic Meteor would do nothing to it.

The Golden Fleece (+300 CP plus bonus reward)

So… you remember Kulve Taroth whom the Commission hunted countless times in High Rank, only for her to run off every time? Well… now that the new commander has given the go-ahead to actually pursue and kill the Mother Goddess(es), the Commission seems to have struck a bit of a gold fever. All those years of pent-up frustration from being unable to actually put down the beast will be released in one calamitous, sweeping wave of hunters coming for the Golden Lady, whose species as a whole has been designated as a New World threat on the level of Xeno'jiiva.

There will be a time during the Jump, you're not entirely sure when and no amount of precog will do anything more than confirm that it will happen before you leave, when Kulve Taroths will begin to appear outside of the Everstream caverns in places like the Wildspire Waste or even the Hoarfrost Reach (how!?)! And in response, the Commision will pour its entire resource base and manpower into hunting as many Kulve Taroth Monsters from the face of the New World as possible, to protect the 'balance of nature' and to claim their golden materials for research purposes, though it's not hard to notice that some of the Commission leaders seem to know more about the situation than any of the hunters. High-yield siege equipment will be produced and imported en masse, and the devastation wrought on the environment in search of putting these elusive treasure dragons down will become quite hard to watch at times.

The emergence of Kulve Taroth outside their home caverns happens just around the time that one or more Guild higher-ups were convinced that there is some kind of "super" Kulve Taroth in the New World that could revolutionize - or wipe out - the world as we know it, and want to find it at all costs in spite of the odds. In any case, word from the Guild is law, so all efforts will be poured into this, the Pubs and Hubs will be crammed to full at all hours of the day, and almost nobody will be able to hunt, study, craft, talk, or breathe anything else for the six months it will take to exterminate them all.

So where does the scenario come in? Well, you have one of two options:

(1) Join the "Gold Season" in coordinating and exterminating every Kulve Taroth until the species is driven to absolute extinction in the New World. You win when no specimens or eggs are left. As the Commission takes down more Kulve Taroths, locating the remaining ones will be easier and easier. Beware the final Kulve Taroth, which will be much larger than the others, and will spit beams of iridescent heat capable of melting through even solid stone in seconds.
    (a) *Bonus Reward:* If you completed the Scenario through this method, your soul will be forevermore impacted by genocide: if you could kill one member of a species, you instinctively know how to find the others, and you'll have a small (stacking) bonus to fighting a foe for each member of their species you slew before.
(2) Go back to the Old World to try and find the rumor-mill intending to acquire the secret bounty of Golden Goddess (from shady cult-like figures, real "old god" types) and put an end to their influence in the Guild - this will reveal a pretty high-up conspiracy involving multiple long-lived and influential political figures across a few nations, and put into serious question the trustworthiness of the Guild's word across various nations of the Monster Hunter world. Still, if you manage to convince the Guild's higher management that these rumors are folly or not worth it to pursue, then you succeed in the scenario.
    (a) *Bonus Reward:* If you completed the Scenario through this method, you'll gain an intuition for rooting out rumors and conspiracies, able to sort out the misinformation from signs of true danger with a moment's observation and reflection.
(3) Set up a hidden Kulve Taroth sanctuary somewhere to shelter as many specimens as you can… younger is better since they're less likely to feel uncomfortable from the change in environment and some will genuinely be too old to survive in captivity unless it's like the size of a small country or something. Perhaps your Warehouse might have a sufficiently warm and earthen locale for them to thrive in and rebuild their numbers. You win when no Kulve Taroths exist in the New World (being in your Warehouse does not count as being "in the New World").
    (a) *Bonus Reward:* If you completed the Scenario through this method, your Warehouse will be expanded by a factor of up to ten, and you'll get +20cp (for the Cosmic Warehouse supplement) or +200 WP (for the Personal Reality supplement). This expansion can manifest in any way you wish.

Either way, once the scenario is finished, the Commission goes back to business-as-usual, and people will only have a vague recollection of what happened in those months. If the golden dragons disappeared, people won't even think to question where the Kulve Taroths went afterward, especially since they have a big red playmate to occupy their time, anyways.

Finally, either by finding the last Kulve Taroth, breaking into the conspirators' private archives, or witnessing the first hatching of a Kulve Taroth in captivity, you'll also be enlightened as to the true nature of the "super" Kulve Taroth: it has no natural teeth, instead having forty crystalline fangs are iridescent and translucent - bioenergy, crystallized to near purity and given form by the elder dragon's metalmancing.

When one such tooth is planted in the ground (they will reform after a few days, you monster), after five days and five nights, a fully-grown Elder Dragon will spring up from the earth where the tooth was buried. This Elder Dragon will be of a randomly-determined species (though with practice one would find the environmental conditions of planting have an effect on what kind it will be), but will be wild and with fully-developed instincts.

Coming Down Like Precipitation (+400 CP, canonizes the Final Fantasy XIV Collab)

This Old Everwyrm is not the one you know. Starting a week before your arrival, it became active; causing earthquakes, collapsing mountains, and agitating species across the continent to a far greater degree than in-game. This is because its fleshy tendrils grasped a new source of energy - a huge Aetheryte Crystal, which has been embedded and subsumed into its rocky carapace!

The Old Everwyrm will be constantly growing in power, will be immune to magical abilities, and will grow to be about four times its normal size over the first half year. Suffice to say, an active Elder Dragon of this power and scale affecting the Everstream is not good; the Commission, as it was in the story, will be unable to put down the Old Everwyrm by the time they found Origin Isle in-game (within a year), and the fundamental stability of the continent will be gone at that point as well.

To make things worse, it has gained the ability to disperse its body into aetheric mist which can travel through the Everstream at supersonic speeds to travel around and avoid danger, even utilizing this 'teleportation' outside the Everstream in combat. Its stone-covered form will be awash in cyan crystalline matter that resonates at such strange frequencies to muffle all sound in a half-kilometer radius of itself.

To succeed in this scenario, you must chase and bring the fight to the Old Everwyrm to the point where it is threatened enough to enter its mist-like form and escape into the Everstream. Pursue, pin down, and continue to battle against the spectral Shara Ishvalda (which now, undeniably, exists in a higher state than physical, having a telekinetic soul) in the claustrophobic lava-streams and cavernous pits of the New World's veins, only now the monster can travel faster than sound and its vibration attacks can shake apart magical, psionic, and other supernatural energies as easily as they tear apart matter - at the seams.

Only upon its death will your scenario be complete.

J-Rank (+400 CP if you picked the Monster origin, +200 CP otherwise; plus bonus reward in all cases)

The Everstream is the network of subterranean tunnels running through the New World that absorbs energy from each deceased Monster in the Rotten Vale to circulate it in every direction around the continent. A particularly large span of tunnels runs into the Elder's Recess, creating an inhospitable, high-octane ecosystem, and the strands reach as far as the Hoarfrost Reach, the Guiding Lands, and Origin Isle. The New World's very ecosystem is built around this circulatory system, and each time the game enters a new "rank" is due to the bioenergy networks of the Everstream being affected.

For this scenario, you must spend time manipulating the New World's environment, ecology, and species in similar fashion to the Old Everwyrm - luring new species of Monsters, making new subspecies and variants, reshaping the landscape, things like that, until the New World enters a new "rank": Jump Rank.

Short of mutation agents or genetic tech, the Everstream is the "local" option for biological manipulation. Having the *Energy Shaper* perk makes this easier (guaranteed to do it in at most five years), but it's possible to create such change without it, given enough planning and cleverness; creating new Everstream branch networks, increasing the energy input to the Everstream through various means, or introducing nonnative species and luring species into conflict with others are just a few possibilities.

In order to succeed in the scenario by the end of the Jump, you must have effectively increased the New World's Monster power and variety in similar fashion to Iceborne's Master Rank increasing Monster

diversity and difficulty from High Rank; the number of species should at least double with multiple variations on existing endemic ones, and all Monsters should be stronger and tougher than ever before.

Note the survival record of "Rank herald/flagship" Monsters when the Commission's around… you'd probably want to be prepared to face their Hunters at the end of it, unless you can prove you're not a threat to their idea of an ecosystem.

If you manage to successfully master the New World and bring it to a new age all on your own, then you'll get the finest reward imaginable: a full, living, breathing copy of the entire New World, Origin Isle and Guiding Lands included, to call your own. You can choose to keep the camps and bases upon acquisition, or return it to a fully-natural continent, and it'll have its own slumbering Old Everwyrm and Xeno'jiiva populations. Many regions in the far East and North are unknown even to the Commission's maps.

The Legend-Studded Black Dragon (+600 CP if you took 10+ Jumps previously, +300 CP if you only took 2-9 Jumps previously, cannot be taken if this is your first Jump)

This scenario is highly suggested to only be taken by Jumpers who have completed at least ten Jumps.

Your entry into this world has caused… a leak, of sorts. Interdimensional fabric is rather fragile, and with it being pincushioned so often in the last few years by various visitors from other worlds, your (frankly clumsy) entry has finally torn through the veil, or perhaps your Benefactor had cut holes here and there.

Regardless, interdimensional energy normally held at bay from this world is now slowly leaking into the New World at various locations, causing Monsters to undergo mutations incomparable to those caused by the Old Everwyrm, going mad, and attaining powers and abilities from Jumps you've visited in the past. On the bright side, encounters with anomalous specimens might help you locate various tears, and you can destroy one fairly easily once you've found it. But additional veil-tears will continue to appear as long as there exists even one in the New World, and if the veil-tears aren't fully removed by five years (a titanic task, since there are a *lot*), then you'll even start to see characters and locations from other Jumps just being transplanted into various parts of the New World near to the remaining veil-tears, Third Energy Incident-style.

The greatest of foes you will face is the emergence of a previously hidden Jiiva specimen that happened to be near the largest of the veil-tears when you arrived, and that absorbed such a massive amount of energy that it has attained something close to sentience, a growing drive to kill all extradimensional invaders (i.e. you), and power beyond anything you've faced before: it is able to perfectly replicate and use any technique or ability owned by a direct opponent of yours in all previous Jumps. Its skin has hardened even further to the point where your standard attacks simply bounce off of its hide as they are, and it can draw upon the nigh-infinite energy of interplanar space to heal its injuries as long as any veil-tears exist in the same dimension; its healing looks like spidering prismatic bolts of energy "fracturing" the air around it and going into its wings and claws. When brought close to the edge of defeat, it will gain access to a new, empowered Sapphire of the Emperor (now better called "Diamond of the Emperor" for its twinkling iridescent hue) that begins half a kilometer wide, but expands in radius by half (scaling) each time it is used, eventually getting to the point of straining the local dimension's meta-structure and spilling your Benefactor's coffee. This being's presence causes light to diminish to near-night, while constellation patterns speckle its entire form and shine like quasars.

Its brilliance comes at a terrible cost: whenever the Exo'jiiva calls upon any powers from other worlds or heals its wounds through interdimensional energy, not only does reality start to fray even further, but its

madness increases, and its rage against you (and your companions) in particular does as well. At the start of the Jump, it is merely a strong and unusually fast-healing Safi'jiiva, but as time goes on and it calls upon its powers, it grows more unpredictable and dangerous to the point where should you only face it in the tenth year of your Jump, nothing short of utter annihilation could cease its reality-collapsing crusade of violence, and the last ten years would have irreparably changed the New World, even after the last veil closes.

In order to succeed in this scenario, you must seal all the veil tears and neutralize the Exo'jiiva by the end of your time here. If any veil-tears remain, you Chain-Fail. If the Exo'jiiva remains, you do not Chain-Fail, but now you have to watch out for an insane interdimensional dragon chasing after you in future Jumps (it'll have to "fly" through interdimensional space, so you at least have 1d8 years until it arrives in any given Jump). The New World need not exist by the time the threat is over to complete the scenario, but, well… I would hope you do your best to contain its rage before getting to that point.

If you somehow stop the Exo'jiiva from being a threat to you and the world without killing it… then you can try to recruit it as a companion. The madness still comes should it call upon its otherworldly powers, so it will be inclined to "just" use its powers as a big laser-spewing dragon. It will not be able to call upon powers from any future Jumps in the same way it could in this Jump but could get them through standard import stipends; powers bought with CP won't trigger the madness affliction. You can also spend CP over the course of future Jumps to "buy off" the affliction, and by the time you've spent a total sum of 600 CP per Jump you took before this one, the madness will be entirely abated. Enjoy your new 3rd Jiiva friend.

Notes

Energy Shaper:

You can see the influences of and manipulate any vibe that makes the setting tick, essentially; Dragon Veins from Fire Emblem Fates, Demonic/Spirit Energy from MGE, Marker radiation from Dead Space, anything with Chi/Ki/Qi, etc.

The Final Stand:

Before you enter a Jump, you can choose whether or not to activate your "legendary status" for the setting. If you don't then you can't use the scaling civilization-ending strength, but it's still a massive booster to your personal power and nigh-immunity to being defeated by hax, being 'sniped', or some other inglorious demise. It also doesn't have to be fire, too; this perk boosts ALL forms of power.

The active power of this perk turns you into a conditional civilization-ender with the caveat that your legendary status is known to all societies and you will have to face the greatest champions that civilization has to offer before truly having the chance to wipe out civilization (your potential threat is guaranteed to be public knowledge in future settings, and omens will arise as you build up power before starting your civilization-ending flight). These exceptional individuals are guaranteed to challenge you in brutal, wholly pure combat, a literal fated encounter, and no victory hence shall be half-earned.

This perk instills no foreign compulsions into you at any point, though you might not know that.

Escaton Judgement:

Escaton Judgement's "spacetime manipulation immunity" clause is essentially two-fold.

First Fold: When used for an attack, your powers nullify attempts to deflect/remove/reposition them via teleporting, space removal or stretching/compression, position-locking, time-shifting, dimensional or timeline shenanigans, etc. This is a property bestowed upon the involved weapon, body part, or power.

Second Fold: Your powers follow attempts to warp space/shift dimensions/alter time around or upon their intended target, for example allowing them to always move with people who try to hop to another dimension or slow time to avoid it. A teleporter would find the power teleporting to follow them, and a time freezer would find the power still moving as it had. This is a property bestowed upon the power, the target, and/or the surrounding spacetime fabric, and can manifest in multiple ways.

To The Very Ends With You/The Queen And Her Knights:

As Nergigante, you'll be a durable and strong Elder Dragon with constantly regenerating spikes all over your body and two forearms strong enough to make a Savage Deviljho eat dirt. But this strength alone is not enough to face the threats ahead; Nergigante's true strength is *consumption*. You have an internal compass for powerful sources of energy and magic, Monster or otherwise, and when you devour the flesh of a powerful Monster, you'll gain some measure of its strength for yourself, translated primarily into spike regeneration and hardness, as well as some growth in general strength and durability. After devouring enough to reach the Ruiner state, your spikes will become even harder and turn crystalline, inflicting huge gashes and heavy bleeding. You're highly resistant to all elements, except for Thunder and Dragon, but

even those don't do that much damage to you, at least, on the levels that hunters exert. A well-timed Kirin thunderbolt would still hurt like hell.

As Velkhana, you are an elegant Elder Dragon of ice who can freeze the air into gigantic hailstones or coalesce it into durable ice armor around your body. Your personal cultivation will be less sharp, but you'll still be quite strong: capable of freezing medium-sized Monsters such as Anjanath solid with your breath alone. The story Velkhana survived being impaled at point-blank by a spinning, rocket-propelled drill half the length of its torso with little to no damage or reduced combat ability, so… there's that. **You will also be an entirely new variant called an "Imperial Velkhana".**

As an Imperial Velkhana, you also have a unique ability, even among Velkhanas; the ability to corral and harass Legiana specimens into following you around for a time. You'll have to bite and bully them into just attacking your target at first, but as your powers and flock grow, you'll find yourself better capable of commanding them by your monstrous will and they might even adopt some modicum of strategy. Shrieking Legianas are more strong-willed and will not begin to listen to you until your flock is at least twelve strong, and even then your will can only command a handful, at most. Fire and overwhelming strength will always be your weakness, so keep your flock close and healthy. Please note that your flock must be well-fed to remain loyal, so mind that you don't damage the environment too much where you roam. Because an army-toting Velkhana can very quickly become a target for removal by the Commission.

Legianas are graceful and swift bird-like Flying Wyverns with a piercing call and the ability to chill air around their bodies to slow down and discombobulate prey before piercing it with their talons. Rarely, a Legiana that spends a lot of time in icy regions will become a Shrieking Legiana, with increased control over its icy powers such that it can create spikes of frost along the ground where it strikes.

Changelog

Version 1.0: Release

- Document created!

Version 1.1: The Palico Update

- **Big Changes**
    - Clarified that every origin can be taken as a Drop-In.
    - Added the Palico origin, with associated perk and item lines.
    - Added various items, most notably adding the whole line for the Monster origin.
    - Everyone (except Monsters) gets a Palico!
    - Added a +200 CP item section stipend.
    - Companions can get up to +400 CP from drawbacks, up from +200.
    - Added the *Coming Down Like Precipitation* scenario.

- **Smaller Changes**
    - Adjusted pricing for Jyuratodus and Barroth to 50 CP.
    - Created mechanics for using *Tied at the Hip* to recruit Monster companions in-Jump.
    - Clarified and softly strengthened quite a few perks such as *Variant* and *Follow the Trail*.
    - Added a second 100 CP item for each origin. It's also free if you have the linked origin.
    - Moved items around to accommodate for new lines, but kept most previous discounts.

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