Monster Hunter World: Iceborne Jump

Monster Creator Supplement

Version 2.0

You can use this supplement any time you wish to create a custom species of megafauna monsters, and if you're taking the Monster origin from the Iceborne Jump, you can use this to create the species of monster you will be! The amount of CP you spent on your origin determines the Ecological Tier of your species (and hence the starting budget in this document). You can choose to become a unique individual or to belong to a species of monsters.

Alternatively, you can inject species into the world without becoming one by using the in-jump species import option (50 CP: Base/Keystone/Apex; 100 CP: Conqueror/Disaster/Continental). There is no limit to the number of species you can add to the New World in this way, barring CP limits. Note that the higher the tier of a given species, the rarer individuals tend to be. Anything Apex or below will be public knowledge, and anything Conqueror or above will be harder to come by, though the Guild will likely have records of encountering them.

Species created can either be integrated into the world's history or introduced over the course of the jump at the writer's discretion. For the purposes of determining perk slots or anything of the sort, all purchases in this supplement count as part of the origin's benefits, and not as piecemeal perks.

Have fun!

Ecological Tier

This section is where you determine where your species lies in the ecosystem's big family.

The first order of business: where do you envision your monster sitting within the ecosystem? Humbly grazing beneath vast skies, prowling the reeds in search of fat prey, or perhaps soaring through the skies, surveying their land below? What does it usually eat? What usually eats it? The species in each of these cases inhabit distinct tiers, all set into the ecosystem in their own niche. This doesn't necessarily correlate with species "power level" or sheer attack potency, but such capabilities do factor in sometimes.

Your monster's strict "ecological tier" will be based on the CP invested in your origin. Regardless of your purchases later in the document, ecological tier will be the primary basis upon which your species makes its niche in whatever ecosystem you choose to plant it in. This simplifies the process of figuring out how influential a single individual of a species can be, but allows for freedom within tiers.

You can pay 1.5x CP on the origin to enter "Creative Mode" and get an infinite budget for whatever monster you want to create given the ecological tier you paid the premium for, though it costs 50 CP for Base tier monsters. This monster will be of the ecological tier you paid for, but will have any combination of abilities you wish, for example being an Oltura-Xeno'jiiva hybrid if one picks Continental. This is not intended to make god-monsters stronger and faster than everything else in the world, just to enable certain concepts that might not otherwise fit within the budget. When using Creative Mode, it's *highly suggested* that you limit your attribute point total to 6 + twice your ecological tier.

Table: Ecological Tier pricing

Ecological Tier	Origin CP	Budget	Species Examples
Base tier	0	5	Pukei-Pukei, Beotodus, Great Jagras, Gypceros, Arzuros
Keystone tier	100	10	Anjanath, Rathian, Radobaan, Barroth, Tetsucabra
Apex tier	200	15	Rathalos, Zinogre, Brachydios, Odogaron, Mizutsune
Conqueror tier	300	20	Deviljho, Rajang, Magnamalo, Espinas, Bazelgeuse
Disaster tier	400	25	Nergigante, Lunastra, Valstrax, Ukanlos, Vaal Hazak
Continental tier	600	35	Shara Ishvalda, Oltura, Safi'jiiva, Fatalis, Dalamadur
look i just want to be a-	1.5x (50)	∞	Anything imaginable

You can also just become a canon monster appropriate for your purchased ecological tier if you'd like, as the point buy system is mostly designed to roughly align custom monsters with canon species.

Tier explanations:

- **Base** - Make no mistake, these monsters are each fully capable of injuring or killing careless hunters, being roughly the size of a pickup truck and just as hard-hitting. Still, they are the least threatening monsters that can still be considered “Large Monsters”. These guys may or may not shy away from a fight with something bigger, but are usually prey to anything above this level, and rarely pose significant danger to such. Monsters here are usually either physical or nonphysical threats, strictly using their bulk like Great Jagras or sacrificing significant physical attributes for unusual traits like the Pukei-Pukei’s venom or the Tzitzi-Ya-Ku’s flashing crest.
- **Keystone** - This is more like it. One of these bad boys could seriously mess up a hunting operation if left unchecked, being far stronger than any animal that exists or that ever existed in real life, often blending both physical competence with extraordinary powers like manipulating air (Paolumu) or breathing torrents of flame (Anjanath), rather than choosing one or the other. Paving a strong middle ground between the smaller beasts and the mighty apex monsters atop the ecosystem, these monsters encompass by far the most exciting and dangerous “wake-up-call” hunts, and the line between hunters for life and those who change careers is often drawn after an encounter with one of these beasts.
- **Apex** - These are the guys on the front cover. Species this powerful are the uncontested top dogs of their environment, barring abnormalities. Leave delusions of mere realism behind, as a typical flying wyvern this powerful could pick up an elephant in each foot and fly back to their nest without effort. Even keystone species like Anjanath and Barroth can be beaten down by the strength of these beasts. From the majestic sky-king Rathalos to the desert tyrant Diablos, just about every monster in this tier is far larger than a school bus and could crush one like a tin can if it desired. Elements and other extraordinary powers are in full swing here, with far more dangerous powers coming into play like Brachydios’s explosive slime mould or the Zinogre’s multiple charged states. Only experienced hunters can take on these monsters alone.
- **Conqueror** - This is where we go a bit beyond the peak of the natural world. Where apexes stand proudly atop their own ecosystems, these monsters say “Cool,” and proceed to knock said apexes flat on their asses. Unlike the apex tier, who have evolved to master their environment, these creatures seem to have specifically evolved to outcompete other giant monsters or attack the integrity of the food chain itself, and in the process their abilities have skyrocketed in raw power and magnitude; the comparatively tiny 8-metre Rajang is strong enough to grab a 17-metre Rathalos out of the air by its tail and straight-up slam it into the ground, *twice*, while Deviljho and Bazelgeuse both scour practically every ecosystem across the continent to find prey, a list which includes anything from Jaggis to *Tigrex*. The appearance of one of these beasts often signals the immediate end of the hunt and a red alert to all elite Guild operatives available to deal with the threat *now*, before the integrity of the ecosystem takes a beating. Also in this tier are variants or

subspecies of apex tier monsters that unquestionably hold sovereignty over other members of their species and can frequently beat back invading Conquerors, “mastering” the food chain by firmly holding dominion against all rivals, such as Silver Rathalos or Gold Rathian.

- **Disaster** - While ecosystem conquerors are the war-born challengers of the *Monster Hunter* world, there remain those above even them in sheer environmental impact - those who bear the mantle of natural disaster made flesh. This is the realm of the elder dragons. These creatures are very rare, and what makes a monster belong in this tier is not sheer combative power, indeed quite a few of these monsters fail to exceed or even match some of the previous tier in terms of raw physical strength. Monsters like these are capable of conjuring firestorms that engulf valleys, great blustering hurricanes that send hordes of monsters fleeing into adjacent ecosystems, or the ability to instantly kill a beast as large as a keystone with a single icy exhalation… all of these, and more, are the mark of a natural disaster-tier monster. Also belonging in this tier are those sufficiently powerful to push through the elemental mayhem and consistently battle or hunt these creatures, such as Nergigante, the regenerating Eater of Elders. Such monsters, despite lacking a direct path to manipulate the ecosystem, are intertwined with those who do, and therefore have a great impact on the ecosystem by themselves. Disaster-tier monsters are grave business, and even the most skilled hunters in the Guild struggle when faced with these beasts. The first message to send when one is detected to be on the move? Don’t engage, *evacuate.*
- **Continental** - It’s hard to imagine that these beings *evolved*, considering how dramatically beyond the natural order they are in terms of raw, unadulterated power and influence. These monsters are strong enough to shake multiple ecosystems across a whole continent or threaten the New World to an existential level by themselves, a tier reserved for end-boss monsters that kick off the events of pretty much every *Monster Hunter* game in existence. Vast regions of continents could be subject to a single specimen’s whims. Even natural disaster-tier monsters leave unaffected parts of the ecosystems they pass by in their destructive paths, but it’s not exaggeration to say one of these monsters could spell doom for an entire ecosystem and all the animals that live within it. A monster in this tier who lacks significant atmospheric or pathological abilities might be able to carve gigantic holes in the earth that can swallow up entire villages or crumble mountaintops under their power alone. The vast majority of hunters will never encounter one of these in their entire lives. As disaster-tier monsters treat local weather patterns as their playthings, these monsters treat continental, decade-long phenomena as theirs, like how Xeno’jiiva hijacked the Elder Crossing and Shara Ishvalda influenced the Everstream.

You can add points to the budget by accepting drawbacks or reducing elemental resistances, both later in the document. This <u>will not</u> let an average member of your species impact the environment above its ecological tier, just increase your options and versatility.

Environment

Choose where your species makes its home in this section.

Typically, a species is adapted for one, maybe two environments. For example, even though the high-flying Rathalos claims vast territories beneath its wing, in the New World it is at home in the heights of the Ancient Forest and Elder's Recess.

Unless you intend on making a roaming monster (also known as an 'invader' in some circles), pick your monster's typical habitats now.

Please remember that, regardless of how you behave, other members of your species (decidedly not sentient, mind you) will be particularly affected by this decision, and will mostly be encountered there.

A monster can also choose seemingly-contrary regions with sufficient reason, too. For example, the icy elder dragon Velkhana lives in the frozen Hoarfrost Reach most of the time, but travels to the volcanic Elder's Recess to moult its old scales and freeze lava onto its new ones as extra armour.

Because this is *Monster Hunter*, more exotic regions can also be chosen, such as the Coral Highlands, which looks like a coral reef was drained of all its water and scaled up a hundred times, or the Rotten Vale, which is a valley of decaying corpseflesh, effluvial miasma, and acidic pools.

A general framework of environmental categorization follows:

- Humidity
    - Humidity of the environment, including precipitation weather. Low in deserts, arid mesas, savannah, and tundras, high in tropical jungles, swamps, coastlines.
- Texture
    - Ground or mid-level coverage, like tree cover, rockiness of terrain. High in canyons, mountains, caves, and tropical jungles, low in plains, deserts, and tundras.
- Temperature
    - Self-explanatory. Low in tundra or mountains, low-high in deserts (night and day), high in tropical jungles and volcanoes.
- Altitude
    - High or low nature of the environment; low in lowlands, many swamps, or coastlines, high in rugged mountains, plateaus, varies with hills.

The *known* New World locales:

- **Ancient Forest** (High humidity, high texture, temperate-warm temperature, low to high altitude)
    - Lush dense forest around a gigantic amalgam tree of plantlife
- **Wildspire Waste** (Medium-low humidity, medium texture, warm temperature, low altitude & subt.)
    - Arid but marshy desert with intricate tunnel systems and plentiful underground spaces
- **Coral Highlands** (Medium-high humidity, high texture, cool temperature, high altitude)
    - High-altitude windy environment that looks like a giant drained coral reef
- **Rotten Vale** (High humidity, high texture, warm temperature, low altitude)
    - Valley of steaming, decaying corpseflesh whose decay fuels the New World as a whole
- **Elder's Recess** (Medium-low humidity, medium-high texture, hot temperature, low to high altitude)
    - Crystalline and volcanic mountainous environment, inhospitable to vulnerable monsters
- **Hoarfrost Reach** (High humidity, medium texture, cool temperature, low to high altitude)
    - Snowy forest, frozen caverns, icy mountains and frozen-over lakes… general winterland
- **The Guiding Lands** (varies)
    - A combo platter of all the previous environments on rocky, bioenergy-rich isle to the East
    - Basically all New World species live here in some capacity, so this shouldn't be your monster's "main" territory unless yours interacts specifically with bioenergy in some way

Others (feel free to make stuff up or combine ones that would make sense like forested hills):

- **Desert** (Low humidity, low texture, hot/cold temperature, low altitude)
- **Swamp** (High humidity, high texture, warm temperature, low altitude)
- **Rainy plateau** (High humidity, low texture, temperate-cool temperature, medium-high altitude)
- **Earthen caverns** (Medium-high humidity, high texture, high temperature, subterranean)
- **Tropical jungle** (High humidity, high texture, high temperature, low to high altitude)
- **Rocky canyon** (Low humidity, high texture, high temperature, low altitude, partially subterranean)
- **Arid mesa** (Low humidity, low-mid texture, high temperature, high altitude)
- **Volcano** (Low humidity, medium texture, high temperature, high altitude)
- **Icy peaks** (Medium humidity, high texture, low temperature, high altitude)
- **Underground forest** (Medium-high humidity, high texture, temperate, subterranean)
- **Coastal seas** (High humidity, open water, cool temperature, sea level)
- **Ocean trench** (Underwater, oceanic with high texture, cold temperature, abyssal deep)

Classification

This section determines the classification of monster you're creating.

Okay, finally we get to actually get to see what your monster's body will generally look like. Choose one of the following classifications. *(Non-elder dragon classifications are worth +1.5 pts in terms of net value.)*

Bird Wyvern [-0] Monsters with two legs and a tail, with either clawed arms or a pair of wings. Bird Wyverns are varied, with some living in packs, some having articulative claws, and some with wings, so choose one: Get your 1st purchase of *Striking Part* for free, used to purchase grasping hands OR get a 50% discount on *Pack Attack* (final cost 0.5 pts) OR get a 50% discount on the 1st level of *Wings* (final cost 0.5 pts). Regardless of your choice, get 1 rank of Agility free.

Piscine Wyvern [-0] Monsters with two frontal fins, two webbed legs, and a thick finned tail. Many who don't live fully aquatic lives often evolved to graft armour such as mud or hardened lava. Get the 1st and 2nd levels of the *Aquatic* mobility perk for free and a 50% discount on the *Adapted Armour* synergy perk.

Fanged Beast [-0] Monsters with four limbs and a tail, resembling mammals. Some resemble primates with hands; for these, get your 1st purchase of the *Striking Part* body perk for free, used to purchase hands with opposable thumbs, as well as 1 rank of Intelligence for free. Others resemble quadrupedal mammals like wolves, boars, bunnies, or bears; for these, get 1 rank of Toughness for free and a 50% discount on the first purchased rank between Muscle or Stamina.

Neopteran [-0] Insectoid monsters that range from tiny to enormous. Some can fly, some cannot, but all have a carapace exoskeleton tough for their size. Get the 1st level of the *Hard Points* body perk for free. Then, get the 1st level of the *Wings* mobility perk OR 1 free rank of Muscle OR 1 free rank of Agility.

Temnoceran [-0] Spider-like monsters classified by six limbs and arachnoid-like characteristics such as silk spinning. The only canon members of this category are Nerscylla and Rakna-Kadaki and their variations. Get the 1st level of the *Hard Points* body perk and the *Biological Threads* synergy perk for free.

Amphibian [-0] Frog-like monsters that inhabit a wide variety of regions. They possess powerful jaws and hind limbs with compact, bulky bodies like real-world amphibians, as one may expect. Get 1 rank of Muscle and either your 1st purchase of the *Striking Part* body perk OR the *Inflation* body perk for free.

Snake Wyvern [-0.5] Monsters with long, serpentine bodies and very short limbs (if any at all) relative to size. The only large monster who occupies this space is Najarala so far. Your species' size category is 1 pt cheaper than it normally would be, to a minimum of 0 pts, and you get 1 free rank of Agility.

Flying Wyvern [-0.5] Monsters with two wings, two legs, and a tail. The broadest class, that flies above their peers (though some still walk or bound around). Species vary wildly in size and niche, from silent tree-hopping assassins like the Nargacuga to dive-bombing electric berserkers like the Astalos. There are also certain highly specialised species whose wings are mostly vestigial, such as the brutal Akantor. Get 1 rank of Stamina and either 1 rank of Toughness or the 1st level of the *Wings* mobility perk for free.

Brute Wyvern [-0.5] Monsters with two short arms, two legs, and a tail. Their heads are often highly-developed and monsters of this body shape tend to be incredibly strong and tough for their size. After being knocked down, brute wyverns tend to recover their footing most quickly among most of the monster classifications. Get 1 rank of Muscle and 1 rank of Toughness for free.

Fanged Wyvern [-0.5] Monsters with four legs and a tail. Fanged wyverns are a newly-anointed classification with many new specimens having been discovered in the New World, many of their members being nimble and swift, and many others living in pack structures. Get 1 rank of Agility for free, and then either 1 rank of Speed for free OR the *Pack Attack* ecology perk for free.

Leviathan [-0.5] Monsters with four legs and a tail, often with longer bodies. Many of them are at least semi-aquatic, such as the bubble-throwing Mizutune or the thunderous Lagiacrus. Get the 1st level of the *Aquatic* mobility perk and 1 rank of Toughness for free. Also, your species' size category is 0.5 pts cheaper than it normally would be, to a minimum of 0 pts.

Elder Dragon [-2] Monsters that can't be sorted elsewhere, and that tend to be closer to a living natural disaster than an animal… though they are indeed animals all the same. These creatures are mysterious and how they work tends to be little-known by the guild, though some research suggests they possess a few shared biological components or a common ancestor, while other research relates some to existing classifications - such as the fanged wyvern-like Inagami or the leviathan-like Shantien. These creatures tend to have, by default, four legs, and often have wings, but many are quite different, for example resembling a unicorn, a cuttlefish, a finned serpent, or a horned whale. Elder dragons tend to get away with things too crazy for other monster types, so most abilities here can be safely extrapolated a bit further than the descriptions state, with the exception of elements, which are as described. This classification grants +1 rank to all starting physical attributes. One can choose to forgo +1 rank to one of the physical attributes and add it to another for a total of +2 to the base attribute.

Size

Choose your monster's size in this section.

Small [-1] Your monster is a Small Monster like Jagras or Blango. Thanks to its size, it's quite a resilient species, capable of existing in large numbers and in many places due to the low competition and lower nutrient dependency. Having a higher ecological tier is likely due to the collective impact of a horde or flock of these monsters.

Medium [-0] Roughly the size of large theropods. About twice as long as a fully-grown horse on the low end, and as long as a school bus at the high end. Many baseline species are here, as are some keystone species. Your monster is about as big as a Kirin, a Pukei-Pukei, or a Tobi-Kadachi. [5-14 m]

Large [-1] The length of one to two school buses, likely big enough to swallow a person whole. Many apex species are this size. Your monster is as big as a Brachydios, an Anjanath, a Zinogre, or a Rathalos. *Must be Keystone tier or higher.* [14-20 m]

Huge [-2] Large as whales, many brutish or serpentine species fill this category. Your monster is as long as a Lagiacrus, Deviljho, Diablos, Akantor, or Alatreon. *Must be Keystone tier or higher.* [20 to mid-30s m]

Gargantuan [-4] This size category is far broader than the previous, with the largest individuals of this level like Jhen Mohran being almost three times the length of the shortest like Fatalis. Hunting a beast this big is typically a job for many dozens of hunters and engineers in a well-coordinated siege, though it's possible for some of the smaller monsters to be taken down by truly extraordinary hunters. Your monster is as big as Fatalis, Safi'jiiva, Gogmazios, Lao-Shan Lung, or Dah'ren Mohran. *Must be Apex tier or higher.* [high 30s to around 100 m]

Colossal [-8] Your monster is gigantic. We're talking, Dalamadur, Zorah Magdaros levels. Big enough to destroy a ship by *stepping on it*, for goodness' sake. The locations of all active specimens of this monster in the Old World are likely known and tracked by the Guild, and the emergence of such a beast in the New World is news on the level of Zorah's arrival to the Commission. *Must be Disaster tier or higher.*

A monster this size with just Muscle 1 would exceed a Lao-Shan Lung in sheer strength, but one with Agility 5 would still have a difficult time dodging anything thrown by a smaller foe. Anything significantly larger than 100m long goes here, but for the sake of consistency you probably shouldn't go for anything over 500 metres long (Dalamadur is ~440 m).

Attributes

This is where you determine the base physical capabilities of your species.

Every monster in this world is defined by their physical attributes: Muscle, Agility, Speed, Toughness, Stamina, and Intelligence, rated from 1 to 6. All stats begin at “1” before bonuses and point investment.

Muscle		Raw physical power, how much force your monster can output essentially. This is partially determined by where the monster sits within the size category. A “1” belongs to wiry species like Tzitzi-ya-ku, whereas a “5” represents beefcakes like Deviljho or Rajang.
Agility		Physical agility, flexibility, and reflexes. How precise its attacks and articulation are. The larger a monster, the lower its “true” agility is, inherently, though adjusting this number is still relevant within the same and adjacent tiers. A monster quick and relentless as Odogaron would be “5”, while one as stocky and cumbersome as Ukanlos would be a “1”.
Speed		Physical speed, how fast it can propel or move itself around in and out of combat. Speed doesn’t necessarily go up with larger sizes, as we see in the lumbering Zorah Magdaros (“1”), but even the biggest monsters are capable of great speeds like Raviente (“5”).
Toughness		How much punishment it can take until succumbing to its wounds. This isn’t merely how hard its skin is, but a measure of its general biological stability, flesh density, ability to shrug off and power through injuries or attacks, and raw “willpower”. A monster with “1” is notably fragile like Kulu-Ya-Ku, while an Akantor’s perseverance and bulk grants it a “5”.
Stamina		Its internal energy reserves; how long it can fight before becoming exhausted, as well as a measure of how deep its elemental capacities run before having to rest. This is somewhat linked to bioenergy, so elder dragons tend to have higher stamina.
Intelligence		How intelligent it is. Ability to consciously optimise its own body movements, identify and recall information, or form social structures. **Does NOT depend on weight class.**
	0*	The bare minimum required to function, comparable to that of a jellyfish or starfish.
	1	Has the ability to process and behave like a relatively simple animal in simple conditions, like a shark or horse. Operates primarily on instinct rather than planning or intuition.
	2	Around or slightly above the typical animal, many predators are here as well as those with enough intelligence to create basic social structures or to optimise its body functions such as leveraging weight over its legs to swing a bladed tail efficiently.
	3	High intelligence, but still animalistic. Can apply some strategy beyond its own body. Can manipulate digits finely (for its size). Most elder dragons and fanged beasts are here.
	4	Very high intelligence, though not quite sentient. Nearly capable of feeling emotions, or something similar, in the sense that humans do. Can easily recall, contemplate, and learn from specific events in the past. Includes notably intelligent elders and fanged beasts.
	5	Approximately human intelligence and concept-handling, emotions and logic. No monsters, by default, occupy this tier except for *maybe* Fatalis.
	6	Intelligence beyond that of most humans, like a D&D true dragon.

Notes:

Stats begin in “1” in all areas for the monster’s weight class - indicative of a below-average species, and each stat can be upgraded by spending 1 point per rank, up to 6 at the top. A “2” indicates the abilities of a completely unremarkable, average species of the size class. A “5” is the greatest you’ll find in the wilds of this world, representing the highest canon showing for that monster’s weight class, for example, Rajang’s sheer strength or Valstrax’s jet-like speed, and “6” is for those who exceed even *that*. *(The author of this supplement would like to express their desire to keep a hard limit on scores of “6” at twice that of the highest showing of “5” in that category.)*

An exception to this rule is that as monsters get bigger, fewer of them have “5” or even “4” in agility or speed, despite being the “fastest” in their class, if they aren’t objectively gifted in such categories they won’t have such scores. The same goes for Small monsters; none have a Strength of “5” despite there technically being a “strongest” species in that size class. Though ultimately, the balance between objective score and size category is up to personal tuning.

Mind that having “5” or even a “6” in every stat does not necessarily make a monster unbeatable in its weight class, but more importantly tends to produce rather uninteresting species in terms of design, so try to avoid that unless you’ve got a good reason. No monster species that exists in the *Monster Hunter* world has a 5 in every stat, or even in most stats.

It’s up to you whether you’ll be affected by the intelligence level chosen for the base monster, but it isn’t intended to ever reduce you to a truly animalistic state - just ingrain a bunch of instincts or natural impulses that are stronger the lower the base form’s intelligence is (and an intelligence of 3 or higher won’t penalise you at all).

*You can get 0 intelligence with a drawback.

Core Perks

Every monster's essential perks.

Rage [-0/-0.5] After taking enough punishment or when given species-specific stimuli, your species will enter a faster, stronger state that the Guild likes to call the "enraged state". This usually lasts for anywhere between 1 and 3 minutes depending on the species, and has the benefit of holding off exhaustion for the duration, allowing your monster to go back on the offensive. This state is likened to anger in that an enraged monster will tend to chase after the object of its misery with more ferocity and focus than it otherwise would have for the time of its rage.

A single upgrade for 0.5 pts grants your species auxiliary bonuses to its rage states beyond just stat improvements, such as the Deviljho inflating its muscles with Dragon element or the Brachydios's saliva becoming far more volatile with its slime mould. Basically, anything that can overdrive its elements or grant it access to an entirely new set of abilities.

Roar [-0/-0.5/-1] Though it doesn't quite work like this in real life (roaring is really just a mammal thing), no monster sounds at home without a roar. Your species has a distinctive roar unique to it alone.

For 0 pts (free), this is a standard "groar" that lets others know who they're dealing with, though it isn't that loud and doesn't carry; a thicket of trees would obscure it. At this level, vocalisations are for direct communication, not territory-staking, and the sound wouldn't intimidate similarly-sized species.

Upgrade it for 0.5 pts to gain a truly stately roar that carries for miles and freezes smaller creatures in their place. Most large monsters possess a roar at this level, and to hear such a cry is a message to any potential interloper that they're in the wrong neighbourhood… or an inviting challenge for those who desire bloodshed.

A final upgrade for 1 pt total makes your roar so titanically loud that it can shatter the eardrums of too-near prey and even blast smaller creatures away if they were in front of you, even louder than an erupting volcano. Some creatures, like the Tigrex, make this a part of their hunting strategy. Roars like these sound less like animals and more like earthquakes or avalanches, especially from up close.

Natural Weaponry [-0] Your monster wouldn't survive for long if it couldn't fight like one. It's outfitted with some basic equipment that's tough enough to tangle with other monsters, be they fangs, small horns, clawed limbs, body spikes, or clubbed tails/structures at your discretion. Anything used for biting, scratching, and slapping is included here, but anything exotic that's particularly dextrous (like a Bishaten's hand/foot tail) or definitive (like a Glavenus's sword tail or Alatreon's horns) is purchased below.

Body Perks

Perks pertaining to your monster's physical body and constitution.

Striking Part [-0.5] Choose one body part; the head, the claws, the tail, the wings… whatever it is, it's now enhanced with a powerful adaptation that your species will prioritise in combat. Perhaps it has hands with opposable thumbs, or giant dextrous claw-feet, or razor-blades on its wings, or a giant hammer-like horn on its head, or an extremely long, tough tongue, or just has really really jacked up muscles in its head and neck region… Your species has a notable weaponized body part that defines its silhouette and hunting approach. If your body part is limb-based, you get to choose if it's on one or both limbs.

This can be purchased any number of times.

Hard Points [-0.5/-1] Your species has a tougher skin or carapace, or certain hard body parts.

At the first level, your species has a few "hardpoints" on its body, such as a Pink Rathian's tail and shoulder spikes or Rajang's red-hot fists, that can deflect hunter armaments and reduce the blows of other large monsters. This does not affect most, or even the majority of your species' body, nor is it necessarily "active" all the time, but grants a few notable hard spots useful to strike with that are resilient against damage.

Alternatively, this can make the monster's general carapace/skin a bit tougher to damage. This has the effect not of deflecting foe armaments or causing them to bounce, but simply by distributing the force a bit more over its body, perhaps through a thick hide or a tough, non-negotiable shell covering.

Buying the second level will cover the majority of your monster's body in a hard exterior-like shell or carapace. The carapace is heavily resistant to impact, severing, and piercing damage. Hunter weapons and monster teeth have a hard time finding purchase on such a tough shell, such as those seen on many Carapaceans, the elder dragon Kushala Daora, and the brute wyvern Brachydios.

Limbs [-0.5] Your monster has another limb or pair of limbs beyond your classification's base limb count, useful if you've got an idea other than what's outlined in the classification charts. Add another tail, another set of arms, a pair of tentacles, etc.

Even if you grant your monster traits indicative of a different class, the discounts and freebies remain the same. Your monster has a good chance of being classified as an elder dragon if it's got an unusual shape. This doesn't give you (functional) wings, read the next section for that.

This can be purchased multiple times.

Immune System [-0.5/-1/-1.5] Resistant to common diseases and slightly resistant to poisons (-0.5); somewhat resistant to most diseases and to natural poisons such as a Rathian's tail venom or to natural narcoleptics and paralytics (-1), immune to nearly all natural diseases and greatly resists ailments (-2).

Exotic Immunities [-0.5] Exotic ailments and illnesses such as the madness and death of the Frenzy Virus do not affect your monster as a result of its strange, little-understood internal biology. Your species also has a small natural resistance to out-of-setting supernatural effects such as magic or psionics, though such defences are by no means impressive. This doesn't give any resistance to natural harmful products like venom or paralytics, just exotic strange stuff. Most elder dragons have these resistances.

Powerful Sense [-0.5] One of your monster's senses - sight, hearing, smell, or something else - is dramatically improved, to a similar degree that human sight is better for navigation and information intake than their sense of smell - this gives them the ability to detect things in real time around them without using their eyes or noticing creatures that passed through days ago by picking up sensory clues.

Alternatively, your monster has a powerful exotic sense, like heat vision or bioenergy detection, that can be used at a larger range than mere sight.

This can be purchased multiple times.

Unusual Diet [-0.5] Your monster can subsist on something other than meat, fish, insects, or plants (normally you'd be able to pick from among those), such as ore, gemstones, electricity, or lava.

This can be purchased multiple times.

Inflatable [-0.5] Your monster has the ability to balloon itself to over twice its usual size by consuming liquids, activating internal gas sacs, or just plain eating a whole aptonoth. Despite what you may expect, this grants it increased options in self-defence, able to wield its tremendous bulk to crush or intimidate its prey, or utilise its "contents" as ammunition with the *Natural Projectiles* synergy perk.

Rapid Metabolism [-1] At the first level, your monster's biological processes are sped up. This can mean it simply moves faster and perceives things more quickly, maybe even erratically a la Odogaron, but a more interesting application of this is the speeding up of fluid, protein, and element generation, such as is the case for Bazelgeuse - its scale-bombs grow very quickly, fast enough to produce dozens of bombs a minute in combat. This also applies to saliva-based fluids (i.e. venom) and more - get creative!

Altitude Adjustment [-0.5] Your monster is accustomed to living in extreme high altitudes, with adaptations for such - an improved respiratory system or efficient blood cell processes able to wrest precious oxygen from the thinnest of atmospheres without suffering from Hypoxia, for example.

Healing Factor [-1/-2/-3] The canon on whether monsters heal severed tail parts or limbs is never stated, but the existence of deviants like Scarred Yian Garuga (broken ear membrane and one eye missing) implies they don't. Parts like Diablos' horns or the Odogaron's tail plates, of course, grow back, as they're almost certainly made of keratin and nearly all real life keratinous structures (re)grow over time… though survival chances definitely plummet over that period if they lose something critical like a Diablos' horns.

At the first level, your species has an increased healing factor for standard injuries such as scratches, lost horns, torn membranes, and other stuff like that. Instead of recovering over the course of months or even years, it'll be an affair of weeks to months for the more serious stuff. However, lost limbs and lost eyes will not grow back at this level. This is just an improvement in your species' healing speed through chemical, behavioural, or other means, such as improved tissue recovery or disinfectant habits.

At the second level, your species gets one of two options: (1) it can recover from injuries as serious as severed limbs or lost eyes (aside from a severed head) slowly, but surely, over the course of a year or so (lost limbs), depending on the severity of the injuries. If it gets away, it'll likely get back to its former strength within a few seasons, making your species very persistent and likely to thrive in more places than it otherwise could. Or, it could receive this benefit: (2) your species can heal wounds and recover its stamina fast enough to matter in the midst of combat, though not severed limbs or anything drastic. This is probably what most folks imagine of a "healing factor", and even if beaten and bloodied to near-unconsciousness, your monster needs only a few minutes of rest to get back its fighting or fleeing strength (though not perfect health, mind you). The healing works logarithmically, with initial injuries being quickly sewn up but getting back to comfortable levels takes a much longer time.

At the third level, your species receives both of the previous tier's bonuses to regenerate limbs over time and to heal regular injuries in combat, though without any synergistic abilities or environmental factors to boost it along, it probably wouldn't be able to regain limbs while in the middle of fighting or being pursued.

Mobility Perks

If you've got your eye on monsters fit for other environments than plain-old land, here's some perks.

Aquatic [-0.5/-1/-1.5] Your monster lives around or within water.

The first level gives increased aquatic mobility befitting an amphibious animal that spends a lot of time under water, such as a hippo, as well as increased lung capacity and perhaps minor adaptations like webbed toes. Some of its traits, such as wings or thunder manipulation, might be hampered when underwater, or alternatively only work underwater.

The second upgrade gives adaptations to spend most of the time in the water or being fully aquatic, rarely coming on land for egg-laying or if truly strapped for prey. It could have specialised lungs, gills, large fins, or other larger adaptations designed for underwater existence. Underwater combat becomes essentially unhampered at this level. If the monster can survive in lava or other extreme liquid types, this will also adapt it to living in such conditions (like how Lavasioth can burrow through molten rock and swim through lava like a fish).

The third upgrade grants the ability to survive in the tremendous pressure of deep-sea environments, though purchasing a non-visual sense is highly recommended to be able to navigate around in such conditions.

Alternatively: if you wish to design a fully-aquatic monster such as Ceadeus or Gobul, you can forgo the costs of this perk and get the second levels' adaptations for free, at the price of being quite helpless out of the water (perhaps unable to breathe) and thus incapable of staying on land for long.

Wings [-1/-2] Your monster has a pair of wings that it uses to get around through the sky.

The first level grants your monster just that - wings, enough to lift it and propel it through the air for the purposes of travel, territory surveillance, or height advantage against competitors or prey.

The second level makes your monster particularly specialised in aerobatics and aerial combat, and more agile in the sky than on land. It will likely spend a significant amount of time flying when engaged with other monsters. Monsters known for their aerial nature are here, like Rathalos, Valstrax, and Seregios. Perhaps it even has multiple sets of wings, like Harudomerugu.

Sky Drifter [-2] The mighty and serene beasts drifting in the winds over tens or hundreds of miles dot the skyscape of this world - but how do they even get up there? This perk grants your species the ability to live in the higher atmospheres and drift through the skies for most of their existence in similar fashion to Wind Serpent Ibushi, Shantien, and Yama Tsukami. Specifically, it grants a method of non-wing-based flotation and propulsion for your monster, be it air sacs that give buoyancy, electromagnetic resonance with atmospheric particles to ensure flotation, torrents of elemental power bursting from its body

(assuming the requisite Personal element was purchased), or something else. This does not need to be purchased with wings, though having wings would improve mobility.

Burrower [-1/-2] Your monster can burrow through the earth.

The first level grants your monster the ability to burrow and move through sand and loose earth, like the desert-dwelling Diablos or Cephadrome. This can be used to hide beneath the sands in order to ambush prey or escape predators.

The second level allows your monster to dig through tougher stuff like rocks and packed boulders, such as the mighty Akantor's ability to burrow through molten stone and solid granite.

Wall Strider [-1/-2] Your monster can navigate across vertical environments as easily as it can upon horizontal ones. Whether it's from hooked forelimbs, sticky toe pads, being super lightweight, or something else is up to you. This is extremely useful for cave-dwelling or cliff-scaling monsters who live in high altitudes or deep below the ground.

The second level allows your monster to navigate ceilings and hang from them, like Khezu.

Roll Out [-1] Your monster can travel quickly by rolling its body like the Volvidon or Uragaan. This allows it to travel much, much faster than by simply walking (especially if its biology has the stubby legs required to roll efficiently), and it'll have a tougher hide just by virtue of being used to rolling over stuff in its environment. This is also applicable in combat by being able to roll over and crush any foes smaller than it, though it's possible for sufficiently strong, reckless, or large opponents to halt or stop the roll.

Synergy Perks

These perks grant unique adaptations that allow your species to exert their strengths in new ways.

Adapted Armour [-1] Your monster has adapted to its environment by cloaking itself in its environment as an extra layer of protection. This can be as simple as rolling in mud to get covered in it, or as exotic as condensing airborne water particles into flexible, sharp ice armour or hanging around carrion collecting corpseflesh to coat and cake as a crimson carapace. Combined with stuff like *Wind Pressure*, it can give your monster the ability to produce a more exotic defensive aura.

If your monster has the ability to manipulate an element such as ice or thunder, then it can wreathe itself in its own element (i.e. harden muscles with electricity or create ice armour as above) to significantly improve its defences (and only its defences, unless your monster has Personal manifestation of the element). If your species already has the Personal manifestation of the chosen element(s) or otherwise has an armoured state from elsewhere, then this boosts the toughness of their armoured state significantly, forcing competition to deal with the defences of your monster before the body itself.

Absorbent Biomass [-0.5] Your monster has a portion of its biology built like a sponge (figuratively, if not literally), capable of absorbing liquids, elements, or something else for the purposes of survival. Think of Paolumu's inflatable air-sacs that give volume to its wind pressure powers and lift for its flight.

With access to Element tiers, it'll be able to absorb the relevant things like water, fire, electricity. This can produce such abilities as Zinogre's electricity-storing shells and Royal Ludroth's water sac-filled mane, allowing it to take in and store natural water from its environment as ammunition for its water-based attacks.

Environmental Symbiosis [-0.5] Your monster can find plants and other living environmental features (including endemic life) to use as tools or ammunition in combat. In addition, it can play host to smaller organisms such as the moss-covered Durambros or the thunderbug-carrying Zinogre. Other examples include throwing particular giant fruits or having a symbiotic relationship with vigorwasps to benefit from their restorative salves.

Combined with the status perks, this can give your monster the ability to inflict statuses that lay around it in the environment; poisonous mushrooms, sleeptoads, and the like. It can use them without status perks, but with them it'll be far more intuitive to your species. Combine this with Blast and you might have a stronger blast that relies on using a special slime mould mixed with your monster's saliva that sticks to targets. Combine this with Poison and Sleep, and your species could grab or store similar mushrooms or nuts in the wild to throw, to spit, or to consume and later emit.

Note that *Environmental Symbiosis* refers to using the biology of other living things like plants or frogs with special properties, for usage of non living materials (like sand or mud) that can be acquired en masse, use the following perk.

Natural Projectiles [-0.5] Your monster has some kind of biological propulsion function that can be used to very effectively throw or spit natural materials at its foes, such as razor-sharp scales or spikes shed from itself, or globs of water, mud, or other non-living materials it takes from the environment. This can be as simple as hitting things really hard to send their own spikes flying or storing sand in its throat pouch to spit at foes, or as complex as flinging metal-like feathers from its wings when it flaps them. This is beyond just throwing things. Can be combined with poison to allow your monster to spit venomous saliva, or blast to allow your monster to find volatile magma rocks to swallow and spit up at will.

Biological Threads [-1] Your monster can produce silk that's as strong as steel, and apply it to its lair or the environment around it, as well as on hapless creatures it manages to grapple and capture. Stickiness is optional. As a bonus, it is also capable of treading on sticky and silken surfaces with perfect dexterity. Be aware that heat or sufficient strength can tear through the silk, particularly if paired with slashing or piercing implements.

Combined with statuses or elements, the silk can be charged or imbued with such abilities to apply them indirectly. Your monster doesn't have the ability to fire silk at far ranges unless it has the *Natural Projectiles* synergy perk, but can by default apply it through its strikes or by physically weaving it (which it can do quite quickly).

Tar Fit [-1] Your monster can secrete sticky fluids from its body to either slow or bind foes that grapple with it, or to affix environmental objects to itself like minerals or bones over time as an extra layer of protection. It need not secrete such fluids from its skin, but its claws or its saliva; the effects will be similar, regardless.

When combined with elements or statuses, it could apply them through this sticky sludge that is much harder to get out and whose effects therefore last longer on your species' prey or predators. Give 'em something to remember you by, eh?

Status Perks

Unlock access to status effects here.

Note: By default, all status perks grant your species moderate natural resistance to the accompanying status, and immunity to its own inflicted statuses. This stacks with Immune System. Having at least the second level of a status perk ensures near-immunity to that status on the level that hunters use.

Poison [-1/-2/-3] Your monster produces venom or poison in its system for the purposes of survival.

At the first level, your species has poison in its arsenal, like acidic saliva or venomous claws, which adds a layer of insurance to its survival strategies. The poison can be linked to specific body parts like spikes, saliva, fur, or something even stranger. Prey animals that escape its grasp would find themselves growing weaker and losing consciousness eventually, or even find their lives cut short. Even larger predators would think twice before taking a bite out of a poisonous prey item unless truly desperate. One as small as a human would lose consciousness to this poison within a minute unless treated, though it's more of a numbing, debilitating poison than a burning, agonising one.

At the second level, the pain and injury inflicted by your species' poison is greatly boosted and expanded, on the level of Gold Rathian tailspike venom or a Viper Tobi-Kadachi's quill poison, which would be lethal for most humans within minutes if left untreated and extremely painful for that whole time. Other large monsters prefer to steer clear of such painful venoms assuming they were not resistant. *This level can only be purchased by Keystone-tier monsters or higher.*

The third level grants truly ruinous poisons for your species such as Extreme Poison which kills humans within seconds or Duremudira's Corrupted Poison, which drains health and even eats away at the target's physical resilience. Anything more exotic than mere agony and death would be found at this level. *This level can only be purchased by Conqueror-tier monsters or higher.*

Blast [-1/-2] Your monster produces explosive chemicals or powders for explosive results in combat.

At the first level, your monster can produce moderate amounts of explosive products that it can apply via contact or by dropping them on the field, such as scales, hairs, dust, or drool. These compounds don't immediately create an explosion without ignition from another source - heavy impact, mixing with flammable rocks, or a spark - but can blow holes in most similarly-sized creatures' armour if enough were applied to the same spot at once. This may backfire on occasion, as the body parts carrying explosive compounds become more vulnerable to attack and premature ignition - inside or on the monster itself.

At the second level, your monster's biological production of blast products is greatly improved, allowing for cleaner, stronger explosions as well as more kinds of triggers beyond the above - perhaps a particular vocal cry can trigger an explosion from latent explosive slime pools. Greater control is also

possible here, such as Teostra's ability to gather great clouds of explosive powder into a single point to create a huge explosion all the area of its choosing, or around itself, in a 'supernova'. *This level can only be purchased by Apex-tier monsters or higher.*

Sleep [-1/-2/-3] Your monster produces sedative products to knock out its prey or predators.

At the first level, your species can apply poison via a specific body part or a specific process, but not very frequently in either case. For example, it can have sleep poison drip from its fangs but only its fangs, or something like Uragaan and Radobaan - the brute wyverns fight with their bodies most of the time, but on occasion can emit a gaseous cloud of soporific mist that surprises their foes. Essentially, at this level sleep products are not a main tactic for survival, but come out on occasion. This includes using sleep mushrooms in the wild on foes when combined with the *Environmental Symbiosis* perk, since it only happens on occasion. This sleep-inducing business also has the side-effect of making the target slightly more sluggish until they fall asleep, though it's quickly worked out of the system once they do lose consciousness and has no lasting effects beyond that.

At the second level, sleep gases and sleep-inducing liquids become a core component of your monster's hunting strategies, as seen by Nightshade Paolumu's frequent and prolific creation and manipulation of narcotic gas clouds or Hypnocatrice's wide-ranging sleep mist. This can be quite deadly, but also energy-intensive to keep up, and even at this level, the sleep will not create any kind of persistent drowsiness if the sleeping foe is awakened by an attack. *This level and the following level can only be purchased by Keystone-tier monsters or higher.*

At the third level, your monster's narcoleptic products linger in their prey, making them more sluggish for a time even after waking up from the effects, potentially for hours depending on the payload and the target's biology. These effects do wane over time, especially if the target has a fast metabolism.

Paralysis [-1/-2] Your monster produces paralytic products to fry the nerves of its foes.

At the first level, you know the drill: the amount of paralysis is small or highly limited, either distributed over large parts of its body at a very low level (such as numbing feathers that drip small amounts of paralytic poison) or concentrated in a single obvious body part (such as the paralysing saliva of the Viper Tobi-Kadachi). Paralysis will not be used all the time, and when it is used, it's unlikely to be the main hunting tactic of your monster, especially at the rate it produces such paralytic products (not high).

At the second level, the paralysis becomes more potent and frequent, with your monster able to emit large amounts of paralysing fluids or gases from its body, and paralysis will likely be one of the first survival tools your monster will use when going up against fast prey or large predators. It could leave paralytic fluids on the ground in puddles or store pockets of paralytic gas in glands across its body to burst on physical contact, for example. *This level can only be purchased by Keystone-tier monsters or higher.*

Bloody [-1/-2] Your monster rips and tears through its prey or predators, causing the foe to bleed long after the wound was inflicted. Also, in the afflicted areas healing is made more difficult due to the profuse amount of blood, tracking is easier with the hot stench of open wounds carrying for miles, and vigorous movement exacerbates the pain and the grievousness of the injuries. Perhaps members of your species have serrated horns, a barbed hide, or needle-like claws, maybe they inject a blood-thinning agent through their saliva, or maybe the gashes they make are just *that* nasty. As a bonus, your monster becomes much better at picking up and identifying the smells of injured prey.

At the second level, your monster becomes able to drain sustenance from the blood of their foes and improve their own constitution, through claw, maw, or some other vampiric method. With this alone, it could better gain nourishment from blood, able to survive on crimson lifeforce alone, and boost its metabolism and strength for short times when gorging on the open wounds of other monsters. In addition, it gains some degree of blood manipulation. For example: when combined with *Adapted Armour*, such a monster could harden the gushing essence from open bloody wounds into a protective coating around itself. *This level can only be purchased by Keystone-tier monsters or higher.*

Acidic [-1] Your monster can deteriorate the physical defences of its foes. Perhaps it produces a deteriorative compound that drips from its claws or teeth, or can breathe noxious acidic gases that scald and ripen organic matter, but regardless the effect is the same; it can apply a softening rot onto those it strikes, or that even decomposes inorganic matter. This doesn't work against thick well-forged steel plates, but most mineral materials do wear away when exposed or struck sufficiently. When combined with *Natural Projectiles*, this could give your monster the ability to spit globs of acid.

Effluvium [-0.5/-2/-4] Your monster is wed to the peculiar microbial organisms that populate the Rotten Vale and produce its characteristic caustic grey-yellow gas. Effluvium is, essentially, a microscopic decomposer that eats through the bodies of dead monsters as well as small living ones, digesting the corpses of Legianas and elder dragons alike, returning their bioenergies into the earth. Small monsters have weaker constitutions, and even those used to the miasma suffer greatly when exposed to it for too long, becoming sluggish and losing part of their sense of direction, but hyper-aggressive if approached.

At the first level, your monster is resistant to the effects of effluvium, no longer being agitated or eaten away by it by some trick of its biology. Perhaps it produces a microbe-killing agent in its respiratory system or its body is at an unnatural temperature hostile to the survival of effluvia. It can wade in the deeper reaches of the Rotten Vale without choking on the nearly-opaque, thick clouds of smoke.

At the second level, your monster enters a symbiotic relationship with the miasma. The microbial bioenergy vampirism of effluvium can be manipulated by the elder dragon Vaal Hazak, who is a living host for the miasma and can drain small monsters infested with the gaseous microbes of their bioenergy to

add to its own vitality. Your monster gains similar abilities, also able to vomit great clouds of miasma to choke and blind their foes or shroud itself in greyish mist to eat away at nearby monsters. However, the effluvia dies out quickly outside of places where decomposing matter is common and where the air is cold, so your species will likely favour places where death is frequent. *This level can only be purchased by Apex-tier monsters or higher.*

At the third level, your monster may play host to self-sufficient swarms of effluvia, meaning that it can travel outside of places of great decomposition like the Rotten Vale and act as a moving host even in places the effluvia are foreign to, perhaps developing new forms of the miasma such as mushroom-like spores or tendril-like vines that latch onto and leak miasma all over its prey. *This level can only be purchased by Conqueror-tier monsters or higher.*

Manipulation Perks

Here, you can buy extraordinary, though explicitly non-elemental, powers for your species.

Note 1: All of these perks work only by your monster's exertion, not as a passive effect that changes the world around them (i.e. drumming up storms or causing mist to veil an entire valley), unless you purchase an Environmental manifestation tier for them, as detailed in the Monster Elements section.

Note 2: A Base-tier monster can only spend up to 1 point in this section, regardless of their budget, and a Keystone-tier monster can only spend up to 2 points in a given perk from this section. This cap does not include the cost of purchasing an Environmental manifestation tier.

Wind Pressure [-1/-2/-4] By default, a big enough monster will exert minor amounts of localised wind pressure when it makes large, sweeping attacks such as an Anjanath swiping its tail back and forth. This perk gives your monster more control over air than just by physical motion.

The first level gives your monster the ability to propel puffs and small gusts of air for mobility or to briefly halt foes. It won't really be able to reposition itself with air unless flying with this power.

The second level increases the potency of your monster's wind pressure to large gusts capable of staggering a similarly-sized monster or propelling itself in short bursts. Such monsters may have air sacs on its body or expanding throats capable of holding and exerting such wind force.

The last upgrade allows its air manipulation to bowl over such foes or even leap large distances using its wind. Such power can tear through the wings of offending flying monsters and send them crashing to the earth, or pummel brutes of equal or slightly greater size into submission. They might even be able to whip up small temporary tornadoes to buffet the battlefield. Unless your species is an elder dragon, expect large portions of its body to be dedicated to whatever organ or component that produces such powerful gales, such as an enormous maw and a truly preposterous respiratory system that allows for huge intakes and exhalations of air.

Crystallisation [-1/-2/-4] Your monster interacts with crystalline growths on itself or the environment.

The first level creates crystalline, mineral, or keratinous growths on your monster that can be flaked off or embedded in prey and environmental features. These can look like spikes, translucent quills, icy feathers, or anything else shardlike in appearance. These growths can grow back fairly slowly on their own, but the rate and method of recovery can be sped up when combined with a few other synergy perks.

The second level grants your species the ability to manipulate, generate, and shatter natural crystalline or mineral structures nearby, for the purposes of sustenance, combat, stealth, or for another survival strategy. This can be possible due to the particular frequency it roars at, manipulating the

bioenergy within particular types of crystals, or something else. Crystalline growths can cover much of its body as a shiny or protective shell of sorts.

The final level greatly expands these crystal manipulation powers to the point of generating massive or intricate crystal structures and assaults in combat or having an entirely crystalline body. Such a form is extremely tough in comparison to its physical form (assuming it has one), though also can impart various dependencies and weaknesses, such as vulnerability to particular sound frequencies or hyperconducting electricity.

Mist Mastery [-1/-2] Your monster is one with misty lands, either environmental or self-generated. The first level grants sight through mist and other obscuring particulates as well as extra intuition in using mist to hide or conceal itself, simple enough.

The second level allows mist generation for combat, though you'd still need an Environmental manifestation range to passively cloak areas in mist. As a bonus at the second level, all mist generated by your monster will be capable of carrying and inflicting statuses and elements possessed by your monster passively, though at a lower payload than by direct application. Long exposure to or heavy inhalation of such mists can cause high concentrations of such afflictions in prey.

Green Thumb [-1/-2] Your monster can manipulate plants and fungus. At the first level, it can spontaneously grow or wither nearby natural plant life and fungus by contact with its body or through its other abilities (such as saliva). This can look like the ground suddenly sprouting many shoots of bamboo around it to impale or block attackers like the elder dragon Inagami, or cause nearby poisonous mushrooms to release their spores en masse, for example. This gives your monster some resistance to the negative effects of said plant and fungal organisms, of course.

The second level allows your monster to manipulate such organisms more finely and at range, roughly twice its body length. It might even have adapted to pick up and carry seeds or spores that drop on the ground when moving violently to use later in such a fashion.

Mud Mason [-1/-2] Your monster can manipulate mud in its environment.

The first level is roughly equivalent to Barroth or Jyuratodus; your monster can cake itself in mud to use as projectiles or rudimentary (very easy to remove) armour, without requiring the Adapted Armour perk. It can swing its mud-covered body parts to muck up and bind its prey, or blind and dissuade its predators. In addition, your monster is a bit better at hiding its body among mud, with natural instincts for finding spots to blend into its environment.

The second level grants much finer control and *heft* to mud manipulation, skills like those of the immense Almudron. Your monster can fling huge globs of mud at high speeds and start up a churning current within muddy or watery environments, trapping and injuring its opponents, as well as spring up

gigantic mounds of mud and rock with some effort that last for a few seconds before collapsing. If it has any synergy perks, status, or elemental affinities, then your monster can weave its created energies or chemicals into the mud it forms for extra utility, like with all manipulation perks.

Metalmancy [-2/-4] Your monster can manipulate metals and minerals.

The first level grants your species the ability to attract or repel metals and minerals, able to accrue metal coverings or 'weaponry' on its body, like great golden spikes on its shoulders or platinum plates on its back, in similar fashion to how the elder dragon Kulve Taroth naturally plates itself in gold.

The second level gives your species the ability to actively manipulate metals and minerals at range to create constructs detached from its body, such as dozens of metal spikes splintering from the ground en masse. It might be able to cloak itself in rapidly-swirling shards of silver like Harudomerugu. When combined with thunder or dragon (don't ask) element, your monster could even finely utilise magnetic fields to batter, pull, or push metals and those wearing or holding metals.

Vibration Manipulation [-2/-4/-6] Your monster can vibrate ground or air particles.

The first level is roughly equivalent to Najarala, scaled for size of course. Can rattle or vibrate parts of its body to slow, stun, or injure prey and predators. If combined with *Natural Projectiles*, these parts can vibrate at a distance like how Najarala rattles its tail to create a vibrating frequency and turn its shed scales into deadly sonic mines.

The second level grants an improvement to fine control and to range for your monster, as it can now fire thin beams of sonic energy or cause ten-metre-wide tremors to trip up its foes in battle. The speed at which these effects can be manifested is much swifter, and the effort at which they are executed is far lower, allowing tremor effects to accompany most, if not all, of your monster's ranged attacks. Starting from this rank, burrowing through solid materials becomes far easier and faster.

The final level grants the same power as afforded to Shara Ishvalda. Your monster has never met a limitation, now possessing a massively improved potential magnitude at which it can shake the earth. It can create ten-foot-wide rippling beams of air that tear monsters to shreds and turn large swathes of rock to sand with vibration. When concentrated, backed with sufficient bioenergy, and aimed at the right foundations, this power can even topple cliff sides or slice small mountains in twain.

Bioenergy Core [-2/-4/-8] Your species is adept at perceiving, absorbing, and even refining bioenergy. At the first level, your species is able to sniff out and precisely locate large or dense sources of bioenergy. Its internal processes are much more efficient at scraping out every last bit of juicy bioenergy and nutrition from its prey, and it will gain an increased healing factor, enhanced with more energy taken in. This healing factor also speeds up biological fluid, protein, and element production.

At the second level, your species gets the above benefits with the additional ability to actively drain physical energy sources (i.e. sucking up bioenergy trapped in crystals or stone) by touch to speed up its metabolism and heal its wounds, as well as store and maintain a large sum of internal energy using a core-like heat organ. This doesn't guarantee that your species will use it intelligently, but it *does* give it the ability to shoot slow-moving energy globules that explode violently on impact. When it is in danger, it can enter a 'Critical Mode' linked to its heat organ that amps up the energy circulation to particular body parts, enhancing its physical attacks and turning its energy projectiles into thick, hard to control lasers that can melt through stone, crystal, and weaker metals with ease. Entering Critical Mode makes your species more vulnerable to attack, however, as its coursing internal energy bursts at the seams. All this power comes at another cost as well - a large amount of bioenergy must be consistently burned to activate and maintain such otherworldly powers.

At the third level, your species is identical to the second in its youth, but blossoms in its maturity by gaining a powerful self-sustaining loop of energy generation and release, so that even in energy-barren regions, it would be able to slowly recover its energy over time. This improves upon the flexibility and power of its energy attacks, so that slicing razor-thin rays and the aforementioned giant lasers can be fired rapidly and precisely, at all times, not just in Critical Mode - indeed, its baseline energy abilities are superior to the second level's Critical Mode. Your species' new Critical Mode (which is by convention called 'Supercritical Mode') can be activated by its own will, during which time the organ overloads and luminous power visibly leaks from beneath its skin/scales. In exchange for its body becoming more vulnerable to damage and its stored potential energy burning away (good for maybe ten minutes of on-and-off use before the inner stores are fully exhausted), all of its energy attacks are enhanced dramatically in volume and power, crumbling the ceilings of massive caverns and causing huge, hundred-foot-wide concentric explosions. Finally, by reaching deep into its energy stock your species can release a hyper condensed bead of twinkling sapphire flame that descends to the earth and blossoms into an omnidirectional tidal wave of blue flames accompanied with an earth-shaking explosion brighter and hotter than the sun. Few monsters, if any, would survive a direct hit from this attack, and any hunter caught without cover by its blue radiance would be utterly disintegrated. However, this attack is extremely taxing on your species' energy reserves, forcing it to drain energy from the nearby earth, tap into its dangerous Supercritical Mode, or face utter exhaustion if used more than once in succession.

Ecology Perks

These perks help define your species' interactions with other monsters.

Roamer [-1] Your species is no longer endemic to one or two natural environments, with a variety of small adaptations that allow it to both travel long distances and survive in the various environments they encounter. This has the potential to make your species extremely territorial and invasive.

Dominator [-1] Your species is top dog in its land, and the other monsters know it. Any creature below your species' ecological niche will be intimidated by its presence and your species will be particularly adapted to shrug off and overcome their natural defences, at least those of an average specimen. Even species on an equal ecological tier would rather avoid conflicts with yours. This applies only to species that share the same environment, unless the species you purchase this form also has the *Roamer* ecology perk, in which case due to coming into contact with many other species in the process, it'll have adapted some strategies to overcome a few native monsters that it might have difficulty challenging otherwise.

Seasonal [-0.5] Your species spends a particular part of the year much more active than the others. Maybe in the summer months, it's empowered by the heat and becomes much more active, or during the long, cold winter nights it is most active, or in the spring it's time to get busy. Regardless of the reason, pick a quarter of the year (it doesn't have to be strictly seasonal, just consistent) or a particular natural event (such as a monster stampede) during which your species becomes more active and aggressive. It is likely more of that species will be encountered by both monsters and hunters alike during this period.

Pack Attack [-1] Your monster is adapted to hunt and survive in packs, with instincts for a social structure of some sort. It may be a pack member or a pack leader, but regardless, it is able to coordinate its efforts with at least one other member of its species or a similar species. This can look like pack tactics or it can simply be an in-born intuition for synergizing with other members of the same species. This perk also ensures that, while intra-species conflicts crop up, more often than not such competitions are part of its social structure and not lethal.

Stealth Hunter [-1] Your monster is much more adapted to stealth. It's always optimal for a predator to attack unsuspecting prey, though some monsters take it to truly ludicrous levels. Your monster is now highly adapted to moving silently and launching sudden rapid assaults upon its prey, as well as slipping from pursuers more easily if not a predator itself.

Not Even My Final Form [-2] Your species is only a juvenile or larval version of its adult form, but it's already been given a formal Guild classification - meaning, effectively, that such premature specimens are far more commonly seen than adult specimens which might be extremely rare, extremely reclusive, or otherwise very hard to find. They definitely do exist, however, and are almost certainly bigger, scarier, and meaner than Monster Junior. Some monsters gain entirely different abilities in their adulthood, discarding their old forms, like seen with the mature Oltura who transitions from a huge rocky subterranean worm into a relatively small, shining five-element dragon.

Monster Magnet [-1/-1.5/-2/-4] The ability to attract or repel monsters through allomones. This perk *must* be purchased with an Environmental manifestation tier linked to it. Range is dependent on the level of Environmental manifestation range you take; pay -1 pts for Tier 1, pay -1.5 pts for Tier 2, -2 pts for Tier 3, or -4 pts for Tier 4 (and only Disaster+ monsters can purchase tier 3 or 4).

At Tier 1, for example, your species can leave offensive or attractive scented markings and fluids in its territory that repel or draw in specific monsters, though only by coming across them will offending monsters detect your markings. At Tier 2, the effect spreads to a few miles in the centre of your monster's typical range, and can be emitted via scent, leaving microscopic scales in the air, or through some other aerosol component. *This level can be purchased by monsters of Apex-tier or higher.* At Tier 3, the effect expands for dozens of miles beyond your monster's range, to whole locales. *This level can be purchased by monsters of Disaster-tier or higher.* At Tier 4, you get stuff like Xeno'jiiva attracting dozens of elder dragons en masse hundreds of miles across the sea far more often than normal, albeit only in situations they would already consider doing so (near death in this case). *This level can only be purchased by monsters of Continental-tier.*

Monster Elements

This section is where you can customise your monster's elemental powers.

Your monster might be able to manipulate one or more of the following natural elements: Fire, Water, Thunder, Ice, and Dragon. This section helps define how those elements take shape. You can unlock access to a single element by spending 1 point. Unlock access to extra elements for 0.5 pts each.

Once a given element is unlocked, *you get to choose your first manifestation range for that element for free*. Manifestation ranges, or manifestations, come in three flavours: **Personal**, **Projected**, or **Environmental**. They are described simply below, and described with detail in the following paragraphs.

- Personal (aura, wreathing body parts or whole self for attacks)
- Projected (ranged; i.e. shoot fireball, shoot stream of fire, shoot cone of fire)
- Environmental (*effortless* passive effects like a localised storm or smoke in the air)

Each manifestation range begins at Tier 1, but can be upgraded up to Tier 3 for most monsters by spending 1 point each tier, and Tier 4 for Natural Disaster-tier or higher monsters. Environmental Tier 3 should only be purchased by Disaster+ monsters as well. Tiers, of course, represent how potent your monster's elemental prowess is, from just creating small puffs of flame (1) to drowning large tracts of land in an ocean of heat and flame (4).

As long as you've got an element unlocked, you can also buy access to the other two ranges at Tier 1 for that element by spending 0.5 points each. Each manifestation range is upgraded separately.

Purchase Limits: Base-tier monsters can only purchase elements up to Tier 1 in the Personal or Projected ranges, and cannot purchase Environmental ranges at all. Keystone-tier monsters can purchase elements up to Tier 2 in the P&P ranges and can purchase up to Tier 1 Environmental ranges. Any monster of Apex-tier or higher can purchase up to Tier 3 for P&P ranges and Tier 2 Environmental ranges. A Disaster-tier or Continental-tier monster can purchase any tier for any manifestation range.

Personal represents wreathing the body, or parts of it, in the element for specific attacks (Devilijho ground slam), cloaking the body as a passive aura (Teostra fire aura), or emitting elemental force straight from the body (Alatreon dragon element pulses). Examples below:

- Tier 1: Anjanath fire bites; the bite is the same as before, just with some fire added on.
- Tier 2: Zinogre charged state; the charged state enables lots of physical thunder smashes and actively changes up the encounter when it is active… though it's temporary, not permanent.

- Tier 3: Teostra fire aura; the fire aura is *always active*, casting the surroundings in sweltering heat, but it also builds up over time to higher states and always wreaths its whole body.
- Tier 4: The monster is an embodiment of the element, constantly roiling with power, like Disufiroa, Dire Miralis, or Alatreon; element *is* the body.

Projected represents spitting or firing (Rathalos fireball) the element, creating that element at a distance (Velkhana falling crystals), or manipulating it (Namielle directing water currents from afar). Examples:

- Tier 1: Tiny areas or small projectiles; Barroth's mud fling, Bazelgeuse's tiny fire cone, Ebony Odogaron's spitting dragon bolts
- Tier 2: Short-lived area effects or big projectiles; Rathalos fireball, Lagiacrus thunder balls, Mizutsune bubbles, Barioth ice tornadoes
- Tier 3: Lingering and large areas and very strong projectiles; Giant lingering dragon clouds from Savage Deviljho, Velkhana's ice constructs and ice beams, Narwa's huge thunder laser, Teostra's supernova, Dalamadur's blue meteors
- Tier 4: Gigantic areas and godly projectiles; Fatalis fire attacks including the enormous sea of fire hundreds of metres wide

Environmental represents the passive elemental effect your species has on the surrounding physical environment, which isn't precise nor necessarily useful as a defence mechanism against other monsters (at the lower levels, at least). This happens without intent or effort and is never stronger than an actual attack made with one of the other two manifestations at the same tier, unable to really harm until Tier 3. This however can have drastic implications on your species' effect on the ecosystem as I'm sure you can guess… monsters stampeding away from a violent localised thunderstorm, smoke enough to blot out the sky, and frozen air that kills stragglers are just some of the effects available here. This has an effect on Ecological Tier, so unlike the other options this is restricted.

- Most examples are elder dragons, and others on the higher end of the ecological tiers.
    - Tier 1: Minor light elemental effects will occur within a few 100 ft. of the monster.
        - Restriction: Must be Keystone+ tier
    - Tier 2: Noticeable elemental effects occur within ~1 mile of the monster's location. Other monsters take notice but aren't likely to care much unless they really dislike that element.
        - Restriction: Must be Apex+ tier
    - Tier 3: Significant elemental effects spread for many miles around the monster. Teostra and Lunastra are heralded by smoke from fires starting in their vicinity. Velkhana causes a light, biting hail to come down for miles around its position. Small monsters will vacate the vicinity and other large monsters will likely be on guard and uneasy.
        - Restriction: Must be Disaster+ tier

- Tier 4: Significant elemental effects surround the user for dozens of miles, and nearer to the monster itself, extreme environmental anomalies occur. Alatreon creates massive roiling fire clouds or thick, blustering winter storms to fill the sky wherever it dwells. Wind Serpent Ibushi causes great dark windstorms to swell up around itself that cause stampedes of hundreds of monsters when it seeks for its mate.
    - Restriction: Must be Disaster+ tier

Special: If your species has a *non-elemental ability* that can alter the environment (like Kushala Daora's wind or Shara Ishvalda's ground manipulation), you can purchase a manifestation range for it without buying access to an element; this will cost merely 0.5 per level instead of 1 (but Tier 1 is not free; you'll have to buy that with 0.5 pts anyways). If you don't purchase this, then your species can still manipulate wind or shake the earth, etc., but only through its direct actions. For example, Kushala brings rainy windstorms wherever it goes, and can create or clear localised blizzards within moments (assuming it's nearby snow), though this extreme range doesn't necessarily translate into combat prowess. It *does* affect the environment and those who live within it, however.

Deeper Explanation

Tier 1 elemental manifestations small in volume or short-ranged and short-lived effects. Elements used in this amount tend to be more of an accompaniment than anything else, used for a specific few attacks such as the Deviljho's ground slam (Personal) or Bazelgeuse's five-foot cone fire breath (Projected). They will improve your monster's performance, but will merely add to its hunting strategy, not redefine it.

For environmental effect, your species will be more than just a sufficiently-powered monster roaming around; it will embody the chosen element such that the element will passively take form around it in minor ways, roughly a few hundred feet or so in each direction. It's not very noticeable, but ice crystals might grow from a few natural structures and the ground, or static electricity might build up at a higher frequency.

Tier 2 is the level used by apex-tier element-specialised monsters such as Rathalos or Lagiacrus. At this point, your monster can frame its hunting and survival strategies around the usage of its element. Many uses with small potency, or narrow manifestations and strong potency, are seen here. Sweeping 5-metre arcs of flame and hurling snowballs the size of a pickup truck are possible, though the elemental powers available are not as powerful nor as easily manifested as those in Tier 3, and are usually instantaneous or at least short-lived, disappearing once they've landed or the monster stops exhaling them. Personal manifestations in this tier are represented in rudimentary charged states, such as those used by Deviljho, Zinogre, or Astalos: these modes can be required in order to access or upgrade the monster's elemental attacks by wreathing the monster's body in the elemental force.

For environmental effect, your species will passively affect an area roughly the size of a small village with its element - within a mile or so, that is - and the effects will be noticeable, but still relatively benign (this does not apply to its Personal or Projected manifestations, just the vicinity)... the air is a bit cooler, and ice crystals might form in the air for ice, or the mid-winter air will feel as humid as a muggy tropical day for water. Apex monsters and the like will take notice of it, but won't significantly change their behaviour unless approached or previously given a threat display by the individual causing the effect.

Tier 3 is where you get powers like those seen in "natural disasters", akin to typical elder dragons. Personal Element 3 sees permanent "Aura" states for monsters, such as a Teostra cloaking itself in fire head to toe, instead of temporary charged states that merely enable or boost one's elemental powers. With Personal Dragon 3, Valstrax soars through the sky using its Dragon element jet-engine wings with the *Sky Drifter* perk, and its Crimson Glow variant positively roils with the same element. Projected Element 3 has lingering and large areas of elemental effects you wouldn't see before: stuff like Velkhana making dozens of ice walls at once, firing ice beams that can shear across whole battlefields and turning the very air blue with microscopic ice crystals or Namielle creating waves of water as wide as a bus and electrolyzing a building-sized area of land through its watery mucus. *Monster Hunter Rise*'s Narwa magnetising and levitating chunks of earth with Thunder would also be found in this tier. Basically, anything weird or exemplary beyond merely projecting the element or wreathing body parts goes here. A monster in this tier might be able to exert itself greatly to create one big elemental manifestation on occasion, such as a giant explosion of fire or ice, or a huge vortex that coalesces into a great burst of water that showers the battlefield.

For environmental effect, expect your species' immediate vicinity the size of a small valley to be affected by the element, at a degree higher than previous: not enough to bring significant immediate danger to other monsters but enough that they'd likely flee. Great plumes of smoke can start up from passively causing fires to start, to the degree where smog can be whiffed from miles away, a localised thunderstorm might start to churn, or a thin layer of frost covers most surfaces and bitingly cold winds settle in. Latent elemental ground sources will also be affected at this level; a Tier 3 Fire element monster's presence will see increased lava geyser activity in volcanic regions, and Water element monsters at this tier might inadvertently trigger natural geysers, for example.

Tier 4 mostly looks like the higher ends of Tier 3 in terms of Personal and Projected elements in standard behaviour, but what makes a monster with Tier 4 element different is that their powers are… cleaner, more brutal, and with far more power packed into the same volume, somehow. As if these elemental powers were evolved specifically to become as strong as possible, not merely be most competitive in surviving.

Such monsters have the ability to occasionally go absolutely bonkers if they exert themselves to the fullest for brief moments, like Fatalis drowning the ramparts of Castle Schrade in a constant sea of

flame hundreds of metres wide that can blow away chunks of stone and melt steel to slag in seconds. A monster with Tier 4 Water element would be able to manipulate water on the level of localised typhoons and tsunamis that could flatten settlements as large as Dundorma. An Ice element monster could manifest a gigantic glacier out of the air or flash-freeze whole villages in a split second, and a Thunder element monster could summon lightning bolts powerful enough to split hillsides open and cause dozens of bolts to streak across the field, charring it black and disintegrating everything within a hundred metres. A Dragon element monster would be capable of unleashing a muffling red-black blast wave that would cause the bodies of nearby creatures to fall apart and that completely quashes all other elements within a mile of their position for minutes at a time. Only an exalted few monster species have ever attained this level, and of them, only a handful individuals exist today. If its elemental power is so great that the Guild itself fears that widespread knowledge of its existence would cause mass panic, it's here.

For environmental effect, the area of effect is *far* larger than the last, able to affect mountain ranges or portions of a vast plain, dozens (or potentially hundreds) of miles wide. It'd probably show up as an off-colour blob from satellite readings. Your species will likely be creating huge elemental disruptions in whole regions of the New World where an individual roams. Closer to the centre of the effect, you'll see extremely hostile elemental manifestations, such as the sky visibly roiling with heat and fire raining down from above every so often - such that it wouldn't be much of a stretch to say your monster is a "walking apocalypse". Be very careful about how far you push this.

Examples:

- Ebony Odogaron has Tier 1 Projected Dragon element, able to spit small bolts of Dragon element at a very short range, but has Tier 2 Personal Dragon element, being able to wreathe itself in Dragon element for its fang and claw attacks, as well as seemingly to improve its physical speed in short bursts.
- Deviljho by default only uses Tier 1 Personal Dragon element with its ground slam, but when enraged it begins to leak Dragon element from its mouth and gains a host of new attacks, using Tier 2 Personal Dragon element as well as Tier 2 Projected Dragon element for its breath attack.
    - Its Savage variant has Tier 3 Personal Dragon due to roiling with Dragon element all the time and painting all of its attacks with it, as well as access to Tier 3 Projected Dragon for its lingering breath clouds and massively expanded arsenal of dragon breath attacks.
- Fatalis has Tier 4 Fire (Projected) to represent its incredibly potent fire attack abilities, as well as Tier 2 Fire (Personal) to represent its extreme body temperature and while near death its chest becomes molten which it can literally melt unfortunate hunters onto. Finally, when its awakening draws near, wildfires break out frequently across the land, giving it Tier 3 Fire (Environmental).

Elemental Resistances

This section is where you determine what elements your monster is vulnerable to or can shrug off.

Your monster begins at +0 in all elemental resistances, and you can purchase upgrades in a single element for 0.5 point a piece (max 3 in a given element). Most monsters that are “immune” to elements on the levels that hunters can dish out have +2 resistance in that element. Having +3 resistance is rare.

You can choose to forfeit ranks of elemental resistances or accept ranks of elemental vulnerabilities to gain points at a two to 0.5 ratio; -2 ranks (split between 1 or 2 elements) for +0.5 pts. Possessing an element will grant your monster a base +1 to resisting that element.

Note: Elemental resistances grant your species resilience against the elemental effect of monster attacks, but only protects to a limited degree against the physical force of such attacks, so even having 3 resistance wouldn’t be able to fully prevent the damage dealt from other monsters’ elemental attacks.

The scale of elemental resistances goes from -3 to +3, where -3 is highly vulnerable, and +3 is next-to immune. Some general effects of the levels are as follows:

- A monster with -3 resistance will be extremely weak to that element, to a potentially disabling degree; water can make it sluggish, fire can take apart its webs or grafted armour, and Dragon can temporarily shut its elemental powers down, for example. Forget about fighting an equally-strong monster specialising in that element; they’re likely a natural ‘check’ on your monster’s population.
- A monster with -2 resistance will be significantly weak to that element, to the degree where it will try to avoid confrontations with even slightly smaller monsters who have it; think of adult lions avoiding porcupines since younger specimens often die or starve as a result of trying to bite into their quilled backs. Getting attacked by a monster of equal strength who can use that element will be more likely to result in defeat than victory for the average specimen, but it’ll be a good fight that could easily go the other way depending on circumstances.
- A monster with -1 or less resistance is weak to that element, and monsters that can manipulate that element will give yours a harder time than usual. This is not enough to change the typical outcomes of any trophic encounters (apex predator vs mid-tier predator), just that it’ll prefer to prey on easier targets if readily available.
- A monster with 0 resistance to an element is affected by that element to a typical degree. It won’t resist it, but it won’t have any significant disadvantages to attacks from that element, either.
- A monster with +1 or more resistance would shrug off the smaller elemental attacks of monsters and resist natural manifestations of such elements; a monster with Fire resist +1 would be able to walk through a burning field without too much issue, and a monster with Ice resist +1 would be perfectly comfortable wandering around in the Hoarfrost Reach.

- A monster with +2 or more would be considered near-immune to such elements on the scale that hunters use, and highly resistant to the elemental components of their competitors' attacks.
- A monster with +3 resistance is very rare, and indicates something past resistance and broaching nigh-immunity to the elemental effects used by most monsters. They might even be able to absorb such elements to charge themselves up.

Special Cases:
Any monsters with 2 or more fire resistance can wade through lava without much issue, and one with 3 could submerge themselves in lava for extended periods of time. Species that live in or around volcanoes often display such resistances. [-0.5/-1 to purchase this otherwise]

A monster with 2 or more thunder resistance would shrug off a natural lightning bolt without flinching, and one with 3 might actually be empowered by it (though it wouldn't be able to absorb the thunder attacks of other monsters with this alone). [-0.5/-1 to purchase this otherwise]

A monster with 2 or more cold resistance would be able to survive in freezing climates without issue due to their biology; internal heat, an insulating coat of fur, or something else. A monster with 3 cold resistance would be able to tread through even subzero blizzards to hunt and thrive normally. [-0.5/-1 to purchase this otherwise]

Aesthetic Perks

Determine aesthetic things beyond a base physical appearance here.

The previous sections have the nuts and bolts of how your monster functions, but this section is devoted to how your monster looks and is perceived. The majority of stuff here are optional freebies and more like reminders of possible biological traits than anything else, but some stuff does cost points.

Alpha [-0] Did you know the idea of the "alpha wolf" was debunked long ago by the very researcher who first proposed it? There is. *No*. Alpha wolf. Still, if you like the idea of an ecological "alpha" specimen for your species that is physically distinct from other specimens (slightly bigger, different-colored crest, broader horns etc.), or a trait that determines social or reproductive priority, then this perk provides such.

Beast of Personality [-0] Look at this Velkhana. Look at how it gracefully lifts itself from the floor. Its smug upper lip and its eyes full of disdain. Its swooping hoity-toity neck and its perfect posture. It is goddamn elegant and it *knows* this (at least, that's what one is led to think). Similarly, your monster will get some defining character trait that any human who sees it would go "oh, that thing is _____!" This can flavour your monster's bearing (hops and side steps instead of flat-out charging), attack methodology (tail stabs and ice beams instead of slams and huge cones of cold), and perhaps its spinal alignment (ouch).

Centred [-0] Some monsters have dramatic figures that would look off-balance by any realistic measure, like one claw being the size of a boulder and the other being tiny or having a gigantic hunchback with itty-bitty legs. This perk will allow your species to function properly with extremely off-centre figures, and also optionally allow specimens to vary wildly in individual symmetries with no detriment.

Pigment Alteration [-0] You know, some days you just feel blue. And now, your monster can, too. Your monster can slowly shift its coloration over time in response to particular stimuli or times of the year. This won't create any crazy colour shifts between years but will essentially allow a specimen to attain a "recolored" form of the same exact shape (like Black Diablos versus Diablos).

Camouflage [-0.5, requires *Pigment Alteration*] I never said there *weren't* any nuts or bolts here, did I? Your monster's colour-shifting traits are comprehensive and fast, able to totally recolor its body in different ways, as well as being enough to blend into its surroundings when motionless or moving slowly. This breaks up its outline, working especially well in cramped, thick environments like jungles or swamps.

The Case of the Mysterious Disappearing Monster [-1.5, requires *Camouflage*] You weren't wondering where the Chameleos-centric perk was, were you? Well, now you found it. Your monster has the extraordinary ability to disappear completely from sight for short durations, and though this isn't perfect (it can be scoped out by a sufficiently observant hunter or a monster with any other of its senses), it's enough to briefly confuse its predators or prey. This works especially well in misty, dark, or otherwise obscured environments.

Glow [-0] Much like Zinogre or Alatreon, your monster can emit light from its body, which isn't enough to illuminate its surroundings (unless adapted to the deep sea) but is enough to glow in the dark. This glow need not be 'on' all of the time or even the same colour constantly. It's recommended to display elemental abilities with light seeping from between one's scales, but I dunno, you do you.

Vitreous Vagrant [-0] Your monster is translucent, or at the very least barely-opaque. Its skin could be thin, or it could be used to living in low or no-light conditions where pigment is worthless, but either way, it's a spooky time whenever your monster's afoot. This might help it hide in dark places.

Warning Signs [-0] The anjanath's flaring back-fins when agitated are theorised by some to be for temperature regulation in conjunction with its fiery powers, but others say it's a threat display. Your monster possesses one such threat display that triggers when it is agitated or trying to shoo away pests or competition. This can dramatically change the profile of your monster to make it much larger like how the Kecha Wacha brings its elephantine ears down over its face as an intimidating "mask" when it's angry, or it can simply change its coloration like how Brachydios's slime mould turns yellow.

Drawbacks

Get more points here.

You can accept drawbacks to gain more points for your monster build. Again, remember that this is intended to increase versatility and squeeze in some extra abilities and a bit of extra power, sure, but not to raise the species' ecological tier or abilities significantly... an average member of an Apex-tier species that got +5 to its point value is going to be performing its functions as an apex monster, not a Conqueror. This is not to say that encounters always end in the latter's victory. It's nature, after all - anything can happen.

Status Weakness [+0.5] Your species is particularly vulnerable to one of the main status effects that hunters (and monsters) can inflict - poison, blast, paralysis, or sleep. For the former, your monster's biology will be especially vulnerable to poisons and even disease to an extent or will have highly brittle parts that break from just one or two explosions. For the latter, it'll take only a single dose to get your monster to start feeling the effects of numbing or fatigue. This can be purchased up to twice.

Weak Spot [+1] When your monster becomes enraged or otherwise activates a higher state of being (i.e. Glavenus stores slag in its throat pouch, Anjanath's back fins fan out when it uses fire, Rajang enters rampage mode), one of its body parts will become more vulnerable to harm, and should it receive enough damage in said body part, it'll get knocked out of that particular state.

Alternatively, one part could be central to some of its powers, such as a Kirin's horn, or Lunastra's horns… or Alatreon's horns… or Fatalis's horns… and breaking that part will hamper some or all of them.

Hibernator [+1] Your monster spends the vast majority of its time sleeping or resting (75% or more), and times it is awake are filled with activity as it struggles and races to feed itself or reproduce before falling dormant once more. It is probably not an herbivore, and if it's an elder dragon, it'll very quickly affect large portions of the local ecosystem during its brief jaunts.

Cowardly (i.e. Pukei-Pukei) [+1] Your monster will be able to bully smaller monsters, but anything significantly larger than it will send it packing - that is, if it doesn't huddle, cowering in a corner. Your monster will be more likely to retreat and stand down from face-offs against those of 'its tier'.

Simple [+1] Your monster is very basic in its function, far below average animal functioning, and is more akin to a reactive or free-floating jellyfish than an active agent in the ecosystem. Its intelligence is set to 0 and cannot be increased from that point.

Elemental Withdrawal (i.e. Deviljho, Alatreon) [+1/+2] Pick an element your monster can emit. Instead of the standard resistance, your monster is now vulnerable to it in some way, either overloading its biology or it just plain lacking resistant parts. Its elemental resistance to that element is set to -1 instead of +1, and extra resistance ranks cannot be purchased. Extra vulnerability ranks in that element *can* be accepted.

The +2 version of this drawback can only be purchased if your species can use 3 or more elements, and if you do, then half the elements your monster can use, rounded up, will now be set to -1 resistance under the same conditions.

Exhausted Bull (i.e. Diablos) [+1] Your species notably gets tired easily. It is far more used to short bursts of brutal activity or engaging in frequent threat displays to ward off potential challengers rather than long engagements, and fleeing from danger is unlikely to be a viable option for many of its kind.

Punishment Sponge (i.e. Dodogama) [+1] There's something about your monster that makes it a very attractive target to smack around or snack on, by hunters, apex predators, anyone really. Perhaps it's the big squishy body that oh-so-receptively takes huge heaps of damage with even the slightest of assaults, or the obviously glowing weak spot. In any case, large portions of your monster's body will be quite soft, fragile, or otherwise easily injurable, at least from physical sources. Your monster will probably be known as a punching bag for its class.

Sensory Unput (i.e. Khezu) [+1] Your species is missing or has severely reduced capacity in either its sight, its hearing, or both its smell and taste, to near-uselessness. You'd best want to purchase an exotic sense or upgrade a remaining one, otherwise the species will be fairly endangered from the get-go.

Devourer (i.e. Deviljho) [+1] Your species is ravenous to the point of constant starvation for one reason or another; perhaps its metabolism is abnormally fast, or its absurd physical or elemental strength requires vast sustenance to maintain. This alone won't give it any extra power over what you purchased, though it will give your monster a biological imperative never to back down from a fight to eat, even to the death. Sightings of your species will cause any nearby Guild forces to go into red alert.

URGENT: AUGMENTED PERKS

The special section for abilities truly above and beyond the grounded aspects of the setting.

By default, none of these perks exist in the world you'll be jumping to, being based on vague, unreliable, or just plain-unsupported information for particular monsters. Still, if you want to truly break the limits of what's possible, here you go. These perks are best kept only to Continental-tier monsters.

Higher Awareness (-2) Shara Ishvalda was one strange monster. One of the more unsettling aspects of its existence was its eyes - always watching its foe, but not the mere cluster of code and numbers that swung its weapon, no… observing some higher existence beyond the puppeteer behind the screen. Of course, representing this using in-jump terms is difficult. Perhaps your species can see magic, souls, or some other supernatural presences and interact with them with its attacks and senses. Its abilities are, of course, considered magical/psionic/supernatural for the purposes of engaging with other powers.

The Strength to Sink Islands (-8, requires Muscle 6) Your species' physical strength is truly ludicrous, in a way that no amount of biological reasoning in any sense of the word "reason" can explain. Your species has enough physical strength to flatten forests, tip mountains, overturn islands, and draw the horizon. Real biblical stuff, like what Dire Miralis or Shah Dalamadur is said to be able to do.

From A Single Scale (-6) Fatalis is said to regenerate from a single scale. Your species also has this ridiculous amount of healing factor, as long as a piece no smaller than a thimble were to survive, a monster of your species would be able to heal itself… slowly, but surely. There are no critical weak spots, at least in terms of sheer survival, and wounds it acquires can only reduce its ability to move and fight. Its nervous system is distributed throughout the body like an octopus's, and its head/brain is no longer necessary for its motor functions.

Evil Eye (-6) Fatalis is said to possess those who wear its armour, that they hear nightmares and go mad, eventually disappearing. Such tales were only tales, until you chose this perk. Even after death, this grants your species a spiritual existence that can observe from and latch onto components of its former body, no matter how far they were taken away from the corpse. Its presence can observe through the eyes of those connected to such components, inflict torment upon their psyche and eventually take control of them, rebirthing itself mostly as it was, with the unfortunate soul's being subsumed into its new form. The stronger the wielder, the slower the process takes, but the more powerful the new form will become.

Example Builds

- These are example builds of how canon monsters might be built in this system; doing so is not necessary, of course, because the supplement is designed for custom monsters.
    - In addition, some canon tier-appropriate monsters might not be able to be fully represented in this system using the exact point-value specifications, so I wouldn't use the supplement to make an existing species if you don't have to. Still, if you are looking to compare various aspects of your monster with others its tier, refer to these.
    - Builds from previous versions of this supplement are appropriate for that supplement.

- Stats start at 1 (slightly below average) in each category (up to 5). -1 pt to raise a stat by +1.
- Elemental Resists start at +0 in each category. -0.5 pts to raise a resistance by +1, and one can accept a total of -2 split among one's resistances to gain +0.5 points. Having access to an element grants an innate +1 to resisting that element!
- The following perks are free for all monster species: Rage Lv1, Roar Lv1, and Natural Weaponry.

Base-tier

Great Jagras

- Fanged Wyvern [-0.5]
- Medium size [-0]
- Muscle 2, Agility 2, Speed 1, Toughness 2, Stamina 1, Intelligence 1 [-2]
- Perks: Rage, Roar, Natural Weaponry, Inflatable [-0.5], Pack Attack [-0], Natural Projectiles [-0.5], Dominator [-1]
- Elemental Resistances: Fire -2, Water +2, Thunder -1, Ice -1, Dragon +1 [-0.5]

Pukei-Pukei

- Bird Wyvern [-0]
- Medium size [-0]
- Muscle 1, Agility 2, Speed 1, Toughness 1, Stamina 2, Intelligence 1 [-1]
- Perks: Rage, Roar 2 [-0.5], Natural Weaponry, Striking Part (long tongue, thick poison-emitting tail) [-1], Wings 1 [-0.5], Immune System 1 [-0.5], Environmental Symbiosis [-0.5], Poison 1 [-1]
- Elemental Resistances: Fire +0, Water +2, Thunder -1, Ice -1, Dragon +1 [-1]
- Drawback: Cowardly [+1]

Great Girros

- Fanged Wyvern [-0.5]
- Medium size [-0]
- Muscle 1, Agility 2, Speed 1, Toughness 1, Stamina 2, Intelligence 2 [-2]
- Perks: Rage, Roar, Natural Weaponry, Pack Attack [-0], Natural Projectiles [-0.5], Paralysis [-1], Effluvium 1 [-0.5]
- Elemental Resistances: Fire +0, Water -2, Thunder +2, Ice -1, Dragon +0 [-0.5]

Keystone-tier

Anjanath

- Brute Wyvern [-0.5]
- Large size [-1]

- Muscle 3, Agility 2, Speed 2, Toughness 3, Stamina 2, Intelligence 2 [-6]
- Perks: Rage, Roar 2 [-0.5], Natural Weaponry, Striking Part (durable shovel-like *T. rex* jaw) [-0.5]
- Elements: Fire (Personal 1, Projected 1) [-1.5]
- Elemental Resistances: Fire +2, Water -2, Thunder -1, Ice -1, Dragon +1 [-0]

Radobaan
- Brute Wyvern [-0.5]
- Large size [-1]
- Muscle 3, Agility 1, Speed 1, Toughness 3, Stamina 3, Intelligence 2 [-5]
- Perks: Adapted Armour (can roll in bones) [-1], Burrower [-1], Roll Out [-1], Tar Fit [-1], Sleep 1 [-1]
- Elemental Resistances: Fire -1, Water -1, Thunder -1, Ice -1, Dragon -2 [+1.5]

Apex-tier

Rathalos
- Flying Wyvern [-0.5]
- Large size [-1]
- Muscle 3, Agility 3, Speed 3, Toughness 2, Stamina 3, Intelligence 2 [-9]
- Perks: Rage, Roar 2 [-0.5], Natural Weaponry, Wings 2 [-1], Poison 1 [-1]
- Elements: Fire (Projected 2) [-2]
- Elemental Resistances: Fire +2, Water +0, Thunder -1, Ice +0, Dragon -1 [-0]

Lagiacrus
- Leviathan [-0.5]
- Huge size [-1.5]
- Muscle 3, Agility 3, Speed 2, Toughness 3, Stamina 3, Intelligence 2 [-9]
- Perks: Rage, Roar 2 [-0.5], Natural Weaponry, Aquatic 2 [-0.5]
- Elements: Thunder (Personal 1, Projected 2) [-2.5]
- Elemental Resistances: Fire -2, Water +2, Thunder +2, Ice -1, Dragon -1 [-0.5]

Conqueror-tier

Deviljho
- Brute Wyvern [-0.5]
- Huge size [-2]
- Muscle 5, Agility 2, Speed 3, Toughness 4, Stamina 2, Intelligence 3 [-11]
- Perks: Rage 2 [-0.5], Roar 2 [-0.5], Natural Weaponry, Striking Part (muscular head) [-0.5], Powerful Sense (smell) [-0.5], Acidic [-1], Roamer [-1], Dominator [-1]
- Elements: Dragon (Personal 2, Projected 2) [-3.5]
- Elemental Resistances: Fire +0, Water +0, Thunder -1, Ice +1, Dragon -2 [-0]
- Drawbacks: Elemental Withdrawal (Dragon) [+1], Devourer [+1]

Magnamalo
- Fanged Wyvern [-0.5]
- Large size [-1]
- Muscle 3, Agility 4, Speed 3, Toughness 3, Stamina 2, Intelligence 3 [-9]

- Perks: Rage 2 [-0.5], Roar 2 [-0.5], Natural Weaponry, Striking Part (extendable fangs, back spikes, and forearm blades, whirling tail) [-2], Hard Points 1 [-0.5], Powerful Sense (smell) [-0.5], Blast 2 [-2], Roamer [-1], Seasonal [-0.5]
- Elemental Resistances: Fire +2, Water -1, Ice +1, Thunder -1, Dragon +2 [-2]
- Drawbacks: Weak Spot (hellfire clouds shrouding its parts can be popped to backfire on it) [+1]

Disaster-tier

Nergigante

- Elder Dragon [-2]
- Large [-1]
- Muscle 5 Agility 1 Speed 3 Toughness 4 Stamina 5 Intelligence 3 [-8]
- Perks: Rage 1 [-0], Roar 2 [-0.5], Natural Weaponry [-0], Striking Part [-1, horns and forearms], Hard Points 2 [-1, horns hard, black spikes very hard], Immune System 2 [-1.5], Exotic Immunities [-0.5], Healing Factor 2 [-2], Wings 1 [-1], Natural Projectiles [-0.5, spikes], Crystallisation 1 [-1, spike growth], Bioenergy Core 1 [-2], Dominator [-1], Seasonal [-0.5, active during the Elder Crossings]
- Elemental Resistances: Fire +2 Water +1 Thunder +0 Ice +2 Dragon +0 [-2.5]
- Drawbacks: Weak Spot [+1, spikes temporarily weak before turning black], Exhausted Bull [+1, gets notably tired for an Elder Dragon]

Continental-tier

Safi'jiiva

- Elder Dragon [-2]
- Gargantuan [-4]
- Muscle 4 Agility 1 Speed 2 Toughness 4 Stamina 5 Intelligence 4 [-8]
- Perks: Rage 2 [-0.5, ire], Roar 2 [-0.5], Natural Weaponry [-0], Hard Points 1 [-0.5, skin], Immune System 2 [-1, sleep resist], Exotic Immunities [-0.5], Unusual Diet [-0.5, bioenergy], Healing Factor 1 [-1], Wings 1 [-1], Bioenergy Core 3 (Environmental 4) [-10], Monster Magnet [-4, attract]
- Elemental Resistances: Fire +1 Water +1 Thunder +1 Ice +1 Dragon +1 [-2.5]
- Drawbacks: Status Weakness [+0.5, poison]

Alatreon

- Elder Dragon [-2]
- Huge [-2]
- Muscle 2 Agility 4 Speed 3 Toughness 3 Stamina 5 Intelligence 4 [-9]
- Perks: Rage 1 [-0], Roar 2 [-0.5], Natural Weaponry [-0], Striking Part [-0.5, skyswayers], Hard Points 1 [-0.5, points], Immune System 2 [-1, status], Exotic Immunities [-0.5], Unusual Diet [-0.5, elemental energy], Wings 1 [-1]
- Elements: Fire (Projected 3, Environmental 4), Water (Projected 3), Thunder (Personal 1, Projected 3), Ice (Projected 3, Environmental 4), Dragon (Personal 4) [-21.5]
- Elemental Resistances: Fire -2 Water -1 Thunder -1 Ice -2 Dragon -1 [+1]
- Drawbacks: Weak Spot [+1, skyswayers], Elemental Withdrawal 2 [+2, fire ice dragon]

Fatalis

- Elder Dragon [-2]
- Gargantuan [-4]
- Muscle 3 Agility 1 Speed 2 Toughness 4 Stamina 5 Intelligence 5 [-8]

- Perks: Rage 1 [-0], Roar 2 [-0.5], Natural Weaponry [-0], Immune System 3 [-1.5], Exotic Immunities [-0.5], Wings 1 [-1], Altitude Adjustment [-0.5], Healing Factor 2 [-2, limb regeneration], Dominator [-1], Monster Magnet [-4, repel], Vibration Manipulation 2 (Environmental 3) [-5.5, quakes around its awakening]
- Elements: Fire (Personal 2, Projected 4, Environmental 3) [-8]
    - Personal represents chest region heating up to molten levels when in critical danger
    - Projected represents its huge array of deadly fire attacks and its Ruinous Pyroclasm
    - Environmental represents forest fires frequently breaking out when its awakening is imminent
- Elemental Resistances: Fire -1 Water +0 Thunder +0 Ice +0 Dragon -2 [+0.5]
- Drawbacks: Weak Spot [+1, horns], Hibernator [+1], Elemental Withdrawal 1 [+1, fire]

Acknowledgements

- I would like to thank Valeria and NuBee for their work on the Monster Species Build Supplement, setting an example and a standard for a JumpChain species builder CYOA. Without their work, I probably wouldn't have thought to create such a supplement of my own, and I'm happy to submit my take for consideration from those who might find inspiration or use out of it.

- I'd also like to give a big thanks to MythicLegendary. Given how diverse the *Monster Hunter* ecosystem is (one monster can be tree-smashing and another city-scorching), I was struggling to find a fairly-priced system that could accommodate for different "tiers" of builds, and coming upon their Power Creator Xenon CYOA was a breath of perspective for me and a large breakthrough in visualising this document, by divorcing myself from the 1000 CP standard.

- Finally, a shout-out to all the helpful folks who lent their thoughts and questions to make this thing much better than it could ever be in isolation.

Notes

- This supplement was written with the intention to create a variety of *Monster Hunter* species from low-tiers like Pukei-Pukei and apex predators like Rathalos, to elder dragons like Kushala Daora or even Fatalis. I tried to keep the parameters flexible and gave a lot of examples for most perks and abilities, with special attention in most descriptions to add inspiration on how to replicate or expand upon biological processes used by the monsters of the series.

- I believe the system works well to match prices with one's ideas and it's easy to optimise specific monster powers. That said, it's not perfectly balanced in every possible regard… though there certainly is an internal logic in the builds that the document spits out, and I haven't run into any issues so far. That said, it's not like you're going to be comparing your species with anyone else's, and it's your story. If you wanna populate the New World with MonsterVerse titans, then go ahead.

- I'm always looking to iterate and improve, so if you have any thoughts, please let me know!

~Sigilavox

Changelog

Version 1.0

- Document added.

Version 2.0

- Added text regarding the species import, non-origin option.
- Increased the budget for Continental-tier monsters to 35, up from 30.
- Changed “Creative Mode” pricing to 1.5x CP cost for the ecological tier purchased.
- Cleaned up the Environment section a bit.
- Cleaned up the Attributes section and added a sixth level for scores higher than in existing canon.
- Added, expanded, and altered perks for each category, particularly Body and Manipulation.
- Made most Aesthetic perks into optional freebies.
- Added a couple drawbacks.
- Added “Augmented Perks” for implied, not-demonstrated, abilities and powers.
- Adjusted some of the Example Builds.
- NOTE: Builds that worked with 1.0 are not guaranteed to work in 2.0.