Monster Hunter World

(A Jumpchain CYOA)

The Elder Crossing, an event that takes place once took place every hundred years, but in relatively recent times has begun to occur every ten years. Elder Dragons from the old world cross the vast oceans in order travel to the New World, a distant and mysterious continent.

Our story begins forty years in the past, as the Hunter's Guild sponsors the creation of the Research Commission, an expeditionary organization that would track the migrating Elder Dragons across the sea to discover the purpose of the Elder Crossing and its hastening.

The First Fleet established the Research Commission's stronghold Astera that serves as the commission's foothold in the New World. That isn't to say it wasn't a struggle however, crashing upon high rocks and only two engineers to the fleet's name, not much research could be done.

Such were their issues with establishing a base of operations that requests were made for the Second Fleet set to follow the next Elder Crossing to be composed primarily of engineers, smiths and other craftsmen. Working side by side with the first, Astera could be properly founded and defended.

In another decade came the Third Fleet, researchers who would aid in the primary objective of the commission. However, in order to survey further inland the Third Fleet Master had their great ship converted into an airship, which was later stranded near the Coral Highlands.

As the population of Astera grew, managing resources became more difficult, and so the Forth fleet arriving ten years later was primarily composed of human resources officers. A mix of youth and experience managing the requirements of the commission on a group and individual basis.

Finally, we come to the present. The Research Commission is prepared and prime for success, and yet the grizzled hunters of the first are finally feeling their age creep upon them. That's where the Fifth Fleet comes in, larger than any other that came before it.

The Fifth Fleet, on the trails of the colossal Elder Dragon Zorah Magdaros, is primarily composed of fresh faced hunters ready to follow in the footsteps of those who came before, using the infrastructure that generations before had established.

It is the hope of all that the Fifth Fleet may finally discover the mysteries surrounding the Elder Crossing, and within its midst is a glimmer of incredible potential. Are you that glimmer of potential, the shining Sapphire Star for the commission like in the Tale of Five? Or do you have other plans in mind?

Starting Location

Before anything else, we'll establish where it is you're starting in this brave new world. Kindly roll a D8, the result corresponds to one of the below locations. If you don't like your result, you may also pay 50CP to manually pick any location within the New World to start in.

1. Astera

"Astera is the base of operations for the research commission. The proud efforts of the First Fleet's chief engineer and that support of the Second Fleet. This is where resource shipments come in, and each new fleet first steps foot in the New World.

Composed of the remains of each previous fleet's ships and great winding chains sending platforms and hunters moving around the area, it really is impressive. Monsters may instead choose to start near the base instead of inside, to prevent being swarmed by hunters."

2. Ancient Forest

"The area closest to Astera, a great forests growing near the coast. The area is laden with rocky cliffs, caves and wildlife, but the Ancient Tree is the most striking feature by far. A mysterious communal organism, the Ancient Tree appears is a massive, overhanging feature of the area.

Great Jagras and Anjanath are common, and the local apex predator is the familiar Rathalos, along with its mate Rathian. The Grimalkynes tribe known as the Bugtrappers makes their home here, trapping and using flashbugs to their advantage when hunting."

3. Wildspire Wastes

"The Ancient Forest lies west of Astera, and the Wildspire Wastes to the east. Kissed by the Ancient Forest, the Wildspire Wastes are primarily composed muddy marsh and sandy, rocky desert over branching caverns. Few things monster or man enjoy the harsh conditions of the area.

Common sights include mud encrusted Barroth and the equally muddy Jyuratodus. Everything treading these grounds would be wise to stay clear of the extremely aggressive and territorial Diablos. The Lynian Tribe of Protectors live here, shield baring Grimalkynes."

4. Coral Highlands

"Beyond the craggy mountains in the north sits the coral highlands. Bizarre as it is, a variety of massive, land growing corals as strong as stone create a jungle stomach weakening heights and ominous lows. Those afraid of heights would be wise to stay clear.

Bug eating puffballs called Paolumu and obnoxious, flashing Tzitzi-Ya-Ku make this place their home, often hunted by the local apex predator Legiana or its rival from below Odogaron. The Grimalkynes tribe known as the Troupers call this place their home, using coral instruments for their own benefit."

5. Research Base

“As previously mentioned, the Third Fleet, eager to explore the inner reaches, had their ship converted into an airship before later being stranded by a territorial Legiana. They despaired little however, using their downed ship as a base of operations to continue their research.

Should an enterprising hunter that I may or may not be speaking too help that old engineer meet them again, they will again take to the air. Monsters will instead start somewhere near the Research base, the interior much too small for most to navigate comfortably.”

6. Rotten Vale

“The Rotten Vale, an inhospitable graveyard that everything in the New World feels compelled to die in when their time comes. Composed from top to bottom in rotting corpses are bones picked clean by the locals, the farther down you go, the more the deadly Effluvium gas thickens.

Only monsters specially adapted to this place call it home, from the bone covered Radobaan to the cobra-like Great Girros. The highly aggressive Odogaron reigns supreme over most here however. The Grimalkynes Tribe known as Plunderers call this place their home, often hungry from the decision.”

7. Elder’s Recess

“At the farthest reaches of the New World lays the Elder’s Recess, a volcanic, alien place covered in equal parts molten rock and crystallized elder dragon bioenergy. Perhaps this is bizarre area hidden from the prying eyes of the commission keeps the secret of the Elder Crossing.

While the local explosive monsters that eat the local ore and crystals are fearsome, the local population of Elder Dragons that favor this territory for whatever odd reason are the true threats. The aggressive, battle hardened Gajalaka tribes make this place their home, and can be quite threatening.”

8. Free Pick

“Congratulations, instead of having your destiny decided for you, it’s you who carves your destiny. You may choose to start in any of the above locations for free, or some other location within the New World, such as the Elderstream or Caverns of El Dorado.”

World Origin

Moving forward, we now have to find your place in the world. To begin, roll a d8+18 for your age. Your gender is whatever it was before. To manually select these things, you may pay 50CP.

Now, please choose one of the below origins, if you choose Wanderer, Hunter, Craftsman, Researcher or Commander you may also choose whether you're human or wyverian.

Wyverians look much like humans, but have slightly different skin tones, pointy ears and longer lifespans due to descending from Wyverns, but grow very small in old age. If you choose to be a Wyverian, double your age.

Based on your origin of choice, you will get different discounts in later sections of this document. If you wish, you may choose to treat any of the below origins as "Drop In" meaning you will receive no history or memories of this world before your arrival.

-Wanderer (Free) – "The Research Commission started rough, but eventually became a well-oiled machine where everyone works together in order to further the commission's goals.

Not all members of the commission act as a gear in the machine however, some have chosen to contribute in other ways, wandering amongst the wilds to research things first hand.

Either born in Astera or coming in as part of the Fifth Fleet, you are like The Seeker and The Tracker from the first. In fact, you may add 40 years to your age and say you were part of the First."

-Hunter (Free) – "The Hunter, the most dangerous career path in this world, and also the most mind blowingly epic. You are a member of the Hunter's Guild whose purpose is to hunt monsters.

Those monsters that are often twice your size at bare minimum and five times bigger on average? Yes, those monsters, and in their natural habitat, often with just a giant slab of metal or bone.

Hunters do it too, fighting back and slaying or capturing beasts many times their size for the sake of protecting civilization or furthering the guild's understanding of monsters. Your choice whether you were born here, or you're a new guy from the Fifth Fleet."

-Craftsman (Free) – "Oh sure, hunters are hot shit with their flying through the air with giant swords, lugging around explosive lance, wearing armor made from legendary monsters, right?

Well who do you think made all that shit for them? Yeah, you, and others like you, the men and women manning the forge and putting that stuff together from ore, bone and miscellaneous stuff.

Craftsmen of the Research Commission pull their weight in more ways than one though, they're the ones who built Astera and come up with all the gadgets and tools that keep things going.

You may arrive with the Fifth Fleet, be born here, or add 30 years to your age and say you came from the Second Fleet at your discretion."

-Researcher (Free) – “It’s the Researcher Origin. Research, you know, the commission’s entire purpose? I don’t know what you expected. Researchers are the ones studying and figuring things out around here.

Ecologists are the norm of course, those who study the local wildlife either in the safety of Astera using stories from hunters or waiting for a newly captured monster, but they’re not alone.

Wyverians who study ancient alchemical techniques, botanists who study the New World’s flora like the Ancient Tree, even those who are just looking to study good food. If desired, you may even choose to be a handler for one of the local hunters and work together for your studies.

Researchers can choose whether they’re a new arrival, were born here, or came on the Third or Forth Fleets. Third Fleet members add 20 years to their age, Forth Fleet add 10.”

-Lynian (Free) – “If you thought Humans and Wyverians were the only ones out kicking monster ass, you’re pawfully mistaken! You’re a Felyne! Specifically, a Lynian, a small, anthropomorphic species resembling bipedal housecats.

You’re much smaller than a human or wyverian, but much faster and more agile by comparison. You also have a weird compulsion to insert cat sounds and puns into your speech.

More likely than not, your official role in the commission is “Palico”, acting as a hunting partner for one of the much larger and stronger hunters by providing support using blistering speed and a variety of specialized tools.”

-Commander (100CP) – “You have a greater responsibility compared to many others in the Research Commission, you’re in charge of leading others. You won’t subsume the roles of the actual Commander or one of the Fleet Masters, but you’re high ranking within the commission nonetheless.

Your great importance from the word go, influence within the Research Commission and skills with directing large numbers of people causes this origin to cost more than others.”

-Monster (200CP) – “Okay okay okay, so being on the side of civilization is great. It’s familiar, it’s comfortable (for the most part), you’ll probably find friends. However, maybe something inside of you has a desire most primal, and if that’s the case, this is the choice for you.

You are quite literally a monster, perhaps one of the local monsters within the New World, or perhaps something entirely new. You keep your mind, but likely have more powerful instincts as a result of your new form. Toss out your age roll, monster ages are too variable, just know that you’re mature.

One last thing of note. By taking this origin, you receive access to the Monster Species Build Supplement and 1000MP in order to customize not just your monstrous form but the entire species you belong too. With the supplement, you can be an old monster, or something entirely new.”

Perks

As previously explained, depending on your choice of origin you will be receiving special discounts. In this section, you will receive a 50% discount on all perks inside the matching section. The 100CP perks found within your origin's section are instead free.

General Perks

-Call Outs From Safety (50CP) – "Backseat driving, the act of criticizing or instructing the driver of the vehicle during the act. Well with this perk you can actually benefit from such an act and similar acts, even if your friends and allies are nowhere close.

On purchase, you will be able to always somehow hear the important advice and encouragement from those on your side, even if they're really far away. No, no one really questions how or why,"

-Thank You Commander (50CP) – "That beautiful baritone that could send your heart racing and get your adrenaline pumping. The encouraging voice of the Commander can make those under his, well, command, feel like they could personally wrestle a Nergigante into submission.

Similar to the above, you are now able to hear the Commander's voice when you need it, the sound of his utter confidence in your abilities thundering out. In this world and future worlds he'll yell out from the top of his lungs, pushing you to success in your darkest hour. Thank you Commander!"

-New World, New Monsters (50CP) – "By the Sapphire Star, if your stories are true, I do believe you've stumbled upon an entirely new species! Well, out with it, what did it look like, how did it move?!

Upon purchase of this perk, you will gain the ability to access the Monster Species Build Supplement and a budget of 1000MP to design a monster to your specifications with the options found there. If you are a monster, this does not increase your own budget, it is the budget for a new monster.

This gives you no innate benefit to hunt or befriend the monster you created. You do however have the ability to transport the species you create from this world into future worlds if you so choose, the monsters appearing in the wild. May be purchased multiple times."

-Restless Soul (100CP/Free for Wanderer) – "Wandering across the New World, stealthily avoiding certain monsters while tracking others, taking in nature's beauty, surviving off the land, these are the basics you would expect of the Wanderer Origin.

Wanderers who already have experience and skills with their nomadic lifestyle, and this perk is symbolic of that. Other origins can buy this however to receive a fresher, less refined experience with walking among beasts and sleeping amongst the underbrush however."

-Future Apex (100CP/Free for Hunter) – “Hunters are amazing individuals, able to wield massive weapons as big as themselves, throw themselves into battle against monsters more than twice their size and come out the victor. Pretty much any hunter could be expected to perform in a fight.
This perk is symbolic of a Hunter’s strength and expertise with the standard guild weapons. Other origins can buy this however to get themselves started down the road of a hunter too though, giving a basic understanding of the weapons and a basic boost in strength.”

-Metal Head (100CP/Free for Craftsman) – “Craftsmen are charged with slapping together the weapons and armor of a hunter, and also have the creation of Astera on their track record with all the carpentry and construction that implies.
This perk is symbolic of the Craftsmen’s knowledge, both with smithing and with engineering. Other origins can buy this however to gain a basic grasp on the arts though. You can bet you’ll be slapping together a sword from iron and bones in no time.”

-Book Worm (100CP/Free for Researcher) – “Hours and hours pouring over books, intensive and careful studying of tranquilized monsters, Researchers have to have a keen mind and a lot of patience in order to sit down and come to the conclusions that further the world’s understanding of things.
This perk is symbolic of the patience and eye for detail required for a good Researcher. Other origins may also buy this however, whether they wish to just control a hotblooded side, or actually get an edge for their own studies.”

-Cat-Like Grace (100CP/Free for Lynian) – “Palico aren’t the strongest or smartest, but no Hunter would turn down the services of the agile, cunning, ever determined felynes by their side. It takes a lot of guts to fight things that could be twenty times bigger than nyarself!
This perk is symbolic of the agility, grace and guts of the Lynians, the determined ones anyways. Other origins can also buy this to get a bit more feathery step and gall to run up and smack a monster in its big stupid face. Guts might not always be rewarded, but all success begins with an attempt.”

-Head Honcho (100CP/Free for Commander) – “Not anyone can just be put in charge and expected to be a good leader. It takes charisma, it takes wisdom, it takes dedication to the cause! The Commander and Fleet Masters have their charisma, that dedication that allows them to perform above and beyond.
This perk is symbolic of the Commander origin’s ability to lead. Other origins can buy in for a bit of that cult of personality though, becoming a bit more charismatic and driven than they once were. Not as much as THE Commander, but more personable nonetheless.”

-Feral Instinct (100CP/Free for Monsters) – “Monsters are big, strong and. . .pretty stupid for the most part, at least compared to the sapient races. They have something else that helps them make their way in the world though, powerful survival instincts that tell them the way to live.
This perk is symbolic of that quality, those instincts. Other origins may also buy in for the survival instincts of a monster though, at least somewhat. When danger is nearby, what looks dangerous, what looks tasty, and maybe when you happen to bite off more than you can chew.”

Origin Perks

One last time, any perks in the section matching your chosen origin are discounted, their prices cut in half. The 100CP perks meanwhile are completely free for the matching origin.

Wanderer Perks

-Follow the Flow (100CP) – "Those who choose to live amongst the beasts and trees begin to gain an understanding surpassing those who only visit. A sense of the natural ebb and flow.

With this perk, you gain an innate sense of the nature of surrounding nature. This can include the general health of the area, changes in the land recent or old and oddities within it.

You will also be able to sense the flow of natural energies to an extent, being able to seemingly follow your sense to natural, or perhaps unnatural, concentrations of bioenergy or local equivalents."

-Trivia Encyclopedia (100CP) – "You don't head back into civilization often, either by choice or through the pursuit of some goal though. When you go back though, you're always bringing the hottest trivia.

With this perk you have an instinctual knowledge of almost all trivial knowledge in your current area. Almost all *mostly* useless facts like how many ants live within the Wildspire Wastes, how many hunters use greatswords while hunting in the Coral Highlands and so on.

That isn't the say the information has to be useless, it just doesn't find use for most. It is pretty fun to be a walking travel guide however, so if that's your thing, enjoy."

-Survivalist Instincts (200CP) – "You're a wandering nomad, a familiar face among the saplings and bees. You've found peace among beasts, and you didn't find it by being ignorant of the dangers involved.

You have an innate sense of danger both near and far. On one side your instincts will flare when you're heading towards something dangerous, alerting you that turning away may be smart.

On the other, your sense of danger will scream at you if something is about to immediately get you, helping to prevent ambushes. This sense doesn't tell you what the danger is however, leaving it in your hands to determine the proper course of action."

-Where Wild Things Lie (200CP) – "Your wanderlust and appreciation of nature is thus that something as simple as "boiling heat" or "monsters with a strong sense of smell" won't stop you from visiting more inhospitable environments and sleeping in strange places.

With this perk you have a minor innate resistance to basic environmental hazards. You won't be swimming in lava, but you also won't be suffering from the watered down Effluvium on the upper levels of the Rotten Vale, or collapsing from heat walking in the Elder's Recess.

Additionally, you've become especially proficient with constructing shelters, however small they may be, that protect from the elements and provide a small safe space where you can rest without concern of being eaten."

-"I'll Throw It Myself!" (400CP) – "Okay, sure, hippie shit is great, peace and coexistence and all that good stuff. You do love nature, but sometimes you also have to just put it in its place.

You have utterly absurd physical strength for a human and remarkable prowess in unarmed combat when it comes to animals, beasts and monsters, especially the uppity ones!

Anything that doesn't rule its ecosystem doesn't prey on you, you prey on it! Headbutt Barroth, choke out Pukei Pukei with your bare hands. A bit of roughhousing really gets the blood pumping! You're also strong enough that slingers are more of a hindrance than a useful tool."

-Crazy Like A Silver Fox (400CP) – “You don’t have much company out in the wilds, though you do sometimes run into the various members of the First Fleet. Semi-literal chief among them is the ripped old giant, the Admiral, though, and let’s just say you’ve got more than similarities in lifestyle.

You now age fantastically, looking good even when you’re old and gray. More importantly however, like that monster of a man, your health, power and skills don’t deteriorate from something as puny as passing years.

You may not be immortal, but you’ll still be kicking ass long after most of your compatriots have retired. Hell, as years go by there’s even some strange quality that causes your skills and abilities to improve where others begin to become rusty and dull.

That is to say, your physical abilities and skills actually, passively refine over time. You may grow a few inches, become more spry than in your prime, start lifting things a man half your age would need a friend with, heck, you may even come up with longsword techniques that boggle others minds.”

-Monster Master (600CP) – “There’s living amongst beasts and avoiding their aggression as a form of harmony. There’s proving dominance so you may be left alone. Surpassing the aggression and making true peace with the endless wilds? Now that is the most valuable quality of all.

You are capable of living in harmony with nature and the monsters that populate it. Even normally aggressive beasts like Diablos and Odogaron may not mind your presence as long as you don’t mean any harm. If you thought this would just act as a means of pacification though, you were wrong.

With time and effort, you can even befriend monsters and use that bond to tame, train and fight alongside monsters like a much cooler beast master. It would require mental illness in the beast’s part, or you to attack one of them first for it to turn on you.”

-Case Closed (600CP) – “Peace amongst nature is a wondrous thing, but you’re not forgetting something, are you? You are still technically a member of the Research Commission, and your special skills lend well to conducting long, intense investigations in the field to further its cause.

The longer you spend solely focused on a single task, the better you get at accomplishing that task and things relating to that task, and the more fortunate you become with circumstances regarding finally accomplishing what it is you set out to do.

This is a slow but steady rise in ability even if you aren’t actively learning some of the relevant skills, and these abilities won’t leave if you focus elsewhere, though the fortune will.

The tasks are usually required to be fairly specific. Locating a specific rare monster, or finding the root of a unique ecosystem’s special qualities would work, but something like become better would not.”

Hunter Perks

-Instant Metabolism (100CP) – “So you just got a tiny, itsy bitsy bit gored and need to get some medical attention. You have healing potions on hand for just such a case, but it’s a bit hard to sit down and let them work when, you know, you’re still looking into the dripping maws of your quarry.

Now no more will you have to wait for those potions, pills and chunks of meat to properly make their way through your digestive system to eek out the benefits.

With Instant Metabolism, you instantly get the advantages of anything you eat as soon as you can swallow it. Your hardy stomach can even handle the most burnt of foods, and somewhat toxic mushrooms if there’s some benefits that can be extracted.”

-Nature Dominator (100CP) – “Hunters don’t just use their weapon skills and can-do attitude out on the hunt, many also use their minds and terrain and squeeze out the advantages found within.

You now much more easily see opportunities in your environment and have the keen sense of how to use them to your advantage. Ranges from using natural hazards as monster traps, to spotting ways to climb or cross dangerous territory, to ideal points to gather resources from while hunting.”

-Float Like A Butterfly (200CP) – “Hefting weapons half their weight, sometimes wearing armor that makes up the difference, it’s a wonder hunters can run at all, but look at them go. Jumping off cliff sides to attack monsters from above, sprinting away or towards one as it rages, it’s incredible.

Upon purchase, you gain three different benefits, each good, but great when bestowed all together. First of all, you will become twice again as agile as any normal man, able to do flips and shit in the middle of combat and have it work out.

Second of all, armor no matter how clunky or heavy as it may be, as long as you can actually move in it you can move just as well as if you weren’t wearing any at all. Third and final, falls no matter the distance no longer have the ability to harm you. Not unless it was like, falling on spikes, anyways.”

-Sting Like A Bee (200CP) – “Lances longer than you are tall, and hammers with heads thicker than your torso are great, but not all hunters enjoy getting in the thick of it. Whether it’s monster hunting bows that project spear sized arrows, or bowguns with their variable ammo, range is worthwhile too!

This perk allows weapons making use of this massive ammo more than viable for hunting monsters, giving infinite standard ammo for whatever weapon you might be using.

Notice I didn’t say ranged, because this even allows for shells and replacement wyrmstake shots for the Gunlance. You’ll still likely need to reload, and some weapons might be better suited to this than others, but ammo will no longer be a concern when considering a weapon’s viability.”

-Weapon Adaptation (400CP) – “Those who wield greatswords can be likened to monster cleaving juggernauts, those who wield lances to immovable fortresses of defense, and those who wield dualswords like fleetfooted buzz saws of death.

It’s incredible how similar hunters, or even the same hunter, could move and hunt so different with different equipment in hand. On purchase you gain a kind of weapon adaptation, acquiring enhanced physical abilities relating to whatever you currently arm yourself with.

Now, dual swords really will make you faster, the bowgun really will make you more accurate. What’s more, your personal fighting style with that weapon will be taken into consideration, such that the average longsword user will become more dexterous and perceptive of the flow of battle.”

-World's Biggest Badass (400CP) – "Holy shit dude, did you just knock out a Diablos by meeting its charge head on with a shoulder check? Whoa, did you seriously just pounce on a flipping Rathalos's head and stab it into crashing? You're amazing! Extremely so! Totally badass!

You get a sense for when moments of pure badassery present themselves to you. You might get that little tingle in the back of your head as a Teostra rises into the air to charge its supernova, and if you pursue it and charge headlong with the aim to knock it out, you'll become faster, stronger, better!

Charge straight into near certain death, reward yourself by planting your mallet square in that Elder Dragon's face and knock it out of the air. You have to have the balls to act when your opportunities arise, because they're still dangerous as all hell when presented, but the rewards are great.

Let me rephrase, you'll need massive balls to do it, because while you'll certainly get a boost in abilities needed to succeed, protection against the risks and guarantees of success aren't quite so available. Seize the day, for it will not seize itself for you.

-Ascend To High Rank (600CP) – "Every hunter has their hardships starting out. New monsters, new challenges, unrefined skills. It's not like it gets any easier when they do get better though, but, would you have it any other way?

You hunt something a lot, you become familiar with how to hunt it, it becomes simpler and easier to hunt down, common sense, right? Well now you'll become more powerful and more well suited to hunting down your preferred prey as you continue to best it.

Not only that though, but at your preference the actual population of the beast will remain in safe numbers, and new and greater prey will present itself! Battle tempered elders, rivals of that monster subspecies with new and greater abilities, and even Elder Dragons that enjoy the same ecosystem.

Greater prey, greater thrills of the hunt, a never ending supply of enemies and far greater monsters providing far greater rewards to bring back to the Craftsmen so they can whip you up better weapons and armor! Providing you don't bite off more than you can chew, it's a wonderful system."

-Kitty Kart Mania (600CP) – "Hunters aren't a perfect lot despite the great feats that can be prescribed to them. Not all are super amazing, not all of them walk away from a hunt unscathed, so it's a real relief to know there's Lynians with a trusty cart nearby whenever they get in too deep.

On purchase, whenever you would be knocked out or otherwise incapacitated, you will be saved by a group of lynians pulling a wooden cart that will quickly pick you up and haul you away to a safe place faster than you can say meow. Works up to three times per day!

Now, no amount of cats or carts could possibly save you from certain death, right? That's definitely what you were thinking, right? Wrong! Up to three times per Jump, if you would be killed, you will instead be saved by GRIMALKYRIES!!!

No we didn't make that up, probably. Regardless, a group of blue eyed cats wearing golden armor, blonde wigs and horned helmets will swoop in with a golden chariot to save your life when you would ordinarily be getting turned into a swiss cheese pancake by a Nergigante, or something."

Craftsman Perks

-Not Even A Sweat (100CP) – “The Second’s Fleet Master sits day in and day out in front of a sweltering hot forge, pounding out weapons and armor to equip the hunters of the commission. It’s excruciating work, but you won’t catch him sweating.

On purchase you gain an amazing resistance to heat and stunning amount of stamina that allows you to work the forge all day, every day, with minimal protection, no problem. Back breaking labor for some is just the bog standard for you.”

-We Built This City (100CP) – “Astera was built by the efforts of the first and second fleets using little more than their own wrecked ships and whatever they could collect from the surrounding area. You wouldn’t guess from how well put together it is though.

On purchase you gain an innate skill with carpentry, construction and simple machines. Everything from airships to automated ziplines and conveyor belts. Outside of that, you also become excellent at maintaining constructs, your touch allowing things to stay stronger, longer.”

-Two Shakes of a Hammer (200CP) – “Forget same day shipping, how about same minute smithing? The boys at the forge don’t play games, there’s orders to take and monster bits to pound into shape!

On purchase, you gain the ability to craft things near instantly compared to its normal production time. Providing you know how to make it in the first place, a good sword that would normally take hours to heat, hammer, temper, shape and sharpen might only need minutes and be none the worse for it.”

-Combination Simplification (200CP) – “When you’re part of an expedition researching and colonizing a brand new continent that civilized man has yet to set foot on, you make do with what you have. For you? Making do has become much easier.

You may now combine matching objects into a larger version of that object, just like magic. Sure, three iron swords could make one bigger iron sword, that’s basic though. More impressive is the ability to take multiple monster body parts and make something greater from those!

Ten Rathalos jawbones into a massive jawbone to use as a base for a new weapon, a dozen Paolumu pelts into a single seamless sheet for use as a balloon. When you need it bigger, here’s the perk.”

-Always Room For More (400CP) – “The principle behind many weapons used by hunters is a relatively simple weapon built upon using better and harder to find resources found out in the world or scavenged off monsters. At least, that’s in the games, that doesn’t make a lot of sense outside of it, right?

Well now, like the games, you’re capable of applying the logic of the upgrade tree to basically anything. This allows you to somehow upgrade old pieces of equipment using better materials and newly refined skills.

You’ll be reaping the benefits without the issue of needing to start from scratch, discarding the lesser materials for the new, fixing a crappy blade by simply working on it and so on.”

-Bigger **Is** Better (400CP) – “Bigger isn’t always better, bigger isn’t always better, well screw that noise! You like as big, thick and dense as possible and you don’t give a damn what they say! So what if it’s “terribly unwieldy” or “stupidly huge”, they’ll come to your line of thinking soon.

With this perk, the bigger you make something compared to what it would normally be, the outright better it becomes. Weapons do more damage as they scale up, walls become disproportionately tougher as you thicken them up and stack them high.

If you could get the resources and manpower together, a Zorah Magdarose sized blockade made of wood and rope could actually stop that living volcano! At least for a little while.”

-First Wyverian Alchemy (600CP) – “My my, it seems you’ve learned the ways of the Elder Melder. The elderly wyverian artisan who lives at the Research Base for the time being has studied ancient wyverian techniques and is capable of near magical acts of alchemy, and now, so are you.

You are now capable of creating decorations and charms. The former appears as gems of varying size while the latter appears as various small accessories like necklaces and bracelets.

These objects are made using reagents collected from monsters, or high energy materials collected from places like the Elder’s Recess, and contain unique powers and skills.

With basic resources you may only be able to make decorations that bestow minor resistances or emphasize elemental power that was already present. The more high quality the materials you’re allowed to work with however, and the sharper your skills, the more esoteric and powerful the effects.

As an aside, this also allows you to craft armor with armor skills baked right in. Powers, skills and abilities bestowed upon whatever you’re making are directly connected to whatever it is you made them from.”

-Harnessing the Bioenergy (600CP) – “Crazy as it is, there’s totally such as a thing called bioenergy here, the power of life, and somehow the craftsmen have even learned how to work with that! Don’t let them leave you behind, get in on that shit!

You are now capable of the feat of augmentation. Using material with high concentrations of energy, bioenergy or otherwise, like the streamstones found within the Elder’s Recess, you can now amplify characteristics and aspects present in your equipment to an extent your own skills would be incapable.

Through the use of this ability you can bestow a weapon with an edge so maddeningly sharp that it could slice a leaf down the thin side. You could make armor more resilient despite no apparent change in the quality or weight of the craftsmanship. Just be prepared to pay out the nose!”

Researcher Perks

-Book Keeping (100CP) – “Unless this is your first day in Astera, and it might be, you’ll already be familiar with the Chief Ecologist’s book mountain. Some may call it a safety hazard, you would call it beautiful, but you do have to wonder how he keeps track of them all.

Upon purchase you will be able to instantly recall the content of any book you’ve read or written, and where to find those specific books. You will also gain great skill in writing and relaying information in a way that is detailed, as well as easy for others to understand.

As minor bonuses, your writing hand is extra swift and you gain a little artistic talent, allowing you to write more quickly while providing basic referential illustrations.”

-Reel Serious Business (100CP) – “You know ecology isn’t just about studying the giant monsters that could tear you in half, there’s other fields too! Ones that just require a rod and reel. This perk bestows the ability to do well in the same field as your good friend the Piscine Researcher.

With this perk you become a master fisherman, able to use even the most basic of rods to reel in bizarre and rare finned wonders from the waters of the New World.

More than skilled, fish are actually attracted to your hook, doubly so if you actually bait it! You’ll be able to more easily identify, study and concoct applications for the fish you catch as well.”

-Greatest, Greenest Thumb (200CP) – “Ecology is great, monsters and fish and all sorts of random little critters. There’s something more therapeutic about botany though, don’t you think?

Upon purchase, you’ll acquire knowledge regarding the field of botany. You’ll gain recipes for various fertilizers, as well as skill with cultivating rare plants and various fungi native to the new world.

You will also gain a natural ability for studying and cultivating new plants in the future. None of these traits are truly incredible, but you are quite good. Not magic touch, but a fairly green thumb.

-Cultivation of Ancients (200CP) – “Well, let me retract that statement, maybe you do have a magic touch, maybe you were just struck with divine inspiration upon studying the ancient tree. Either way, you’ve acquired a spectacular new ability.

Like the above perk, you’re bestowed some measure of ability for cultivating plants, meaning taking both will make you all the more skilled. More importantly though, you’ve gained the incredible ability actually cultivate plants together.

Not together as in side by side, but truly, actually growing into a single entity, much like how the Ancient Tree is a collective organism from many smaller “Ancient Trees.” Spectacular cross cultivation, this renders the result stronger and more versatile than the sum of its parts.”

-Not My Business (400CP) – “While many researchers stick to Astera, many others march straight into the field. There’s no problem with that. Do you really have to wander around like you have a death wish though? I know you always end up fine, but still!

You have crazy luck when you’re just trying to get out of a bad situation alive and safe. Wandering around in the Wildspire Wastes and attract some unwanted attention? Seems like hunters are always around when you’re trying to run away.

Airship taken down by a Legiana? You not only survive the crash landing, you and the others aren’t half bad about eeking out survival in the wilderness. Of course, if your focus is on something other than just getting out alive, you tend to be less lucky with avoiding danger.”

-The Great Tranquilizer (400CP) – “Studying a corpse with secondhand accounts from hunters is one thing. To truly study a monster in the flesh as it lives and breathes though! Why, that’s truly an experience all its own. For the best if you could study it as long as possible.

Well now, with this perk, you can! From now on, if you personally sedate, tranquilize or knock something out, it will stay in that state for as long as you want! Even if you’re near a loud, busy settlement or being moved around on a bumpy road, it’ll sleep soundly.

You can even tranquilize something after someone else brings it to you already unconscious. Sedated lifeforms will not have their health degrade while affected by this perk. Significant enough shock or damage can still rouse the sleeping beauty however, so be careful!”

-Extrapolation Matrix (600CP) – “Still, you can’t just study everything first hand. It must be someone’s job to research those elements of life unseen by most, right? Well, that’s you too. How you ask?

On purchase, you gain a remarkable ability for extrapolating accurate and almost complete information based on limited clues. An example would include near accurate, total bios on monsters just from enough reports on their appearance or tracks.

Another example would be the realization and existence of bacteria and the scale they work at despite the lack of microscopes or other instruments to view them, simply by extrapolating their existence from how they commonly affect the world.”

-Enabling the Determinator (600CP) – “There’s only so much a single man or woman with their books and frail bodies can do, you know? You can’t take your research to the field and really expect to keep every hair on your head safe, probably. So, maybe enlisting the help of another is the correct route.

On purchase, you will find that you will almost always, no matter where you go, have a physically capable hero or adventurer type ready to carry out your field research and material collection on your behalf. They’ll just kinda show up one day!

Who and what they are depends on who you are and the area or world you’re in. It might be someone that is part of the same organization as you, or a relatively cheap mercenary, but they’re generally pretty damn capable for the place you find yourself in and don’t require much payment.

Usually just sharing what you find out with them is satisfactory, some measure of aiding in a discovery or the having the glory of finding new information. In fact, information is more valuable than wealth for them. The more you share of your research with them, the more effective they’ll be!

All you need is the first step to build a relationship, and then you should be able to stay in contact with them, continuing to work together to the benefit of each other for a good, long time.”

Lynian Perks

-Nyanslator (100CP) – “It might surpawse you to hear, but you nyand other Lynians meowctually nyave a mew gift with language! Stop laughing! Hisst not funny! Meow!

Well it’s true, on purchase of this perk you acquire a certain skill with language, almost instantly picking up new languages and being able to translate them for others without rapid build up of confusion. Now, fixing verbal tics and meowing less? Well that’s just impawsible.”

-Meownting Expertise (100CP) – “Meow. . . It’s not fair, Hunters have those long legs and slingers for getting around everywhere. You need a purrsonal sized boat just to cross streams they can walk through! It’s a good thing mew know how to ride a thing or two.

On purchase, mew- I mean you, gain skills in mounting and riding a wide variety of Lynian sized vehicles and mounts. The small boats, the miniature cat tanks, even Jagras!

You also gain a natural talent in learning how to ride new things like all the various monsters of this land. Sure you might need a little local help, but when it comes to driving you’re a true natural.”

-Purrsonal Space (200CP) – “Meow did mew expect to keep all those things on hand though? It’s a bit hard to pack along a boat, a tank, a weapon and other tools, right? Wrong!

You now have a special Purrsonal Space that allows you to store a wide variety of tools and objects you might need on the hunt, without diminishing your natural agility in the process.

The space can hold objects totaling up to four times your size, with no requirement to sort them. And, at any time, you can just reach behind your back and pull anything stored there out as desired! Best part, nothing has any weight when you put it in there. Run and hop with ease like normal!”

-Hiss the Road (200CP) – “Meow! Nyamnit that hurt! Sometimes you bite off a bit more than you can mew helping the hunter. You need to run away and lick your wounds, nyand fast!

On purchase, you become incredibly fast at running away to safety whenever you’re otherwise too hurt to fight on, because running away isn’t always the coward’s way.

Additionally, you gain incredible speed burrowing abilities that allow you to dig away in seconds should you need to get away below ground rather than over.”

-Canteen Pawtege (400CP) – “What you thought Lynians purr only hunter helpers and mewnial labor around here? Furget about it! I meow you’ve seen that giant at the canteen!

On purrchase, you will gain incredible cooking skills befitting someone who has learned from the Meowscular Chef, producing dishes with amazing taste and a dramatic flair.

Not only do you make things that taste good, they make people feel good too! Whenever you serve someone up a personally meal, they’ll be invigorated with temporary, new abilities that are sure to help them wrestle monsters into submission! What kind depends on ingredients though.”

-Felynes of a Feather (400CP) – “Mew know, I’m sure a certain Wyverian would really appreciate nyar help with the locals. Up to a peacekeeping mission with the Grimalkynes? Yeah? Meow that’s the spirit!

On purchase you gain great diplomatic and friend making skills. How great? Just a couple meetings and a favor or two could see you bridging a friendly alliance between the local Grimalkynes tribes and the Research Commission.

Well, maybe that’s an exaggeration, it’s not like all friends and diplomatic alliances can be made that easily. It’s just your abilities become ever greater the more similarities between you and your hopefully new friends. Felynes of a feather, hunt together and all that.”

-I’ve Meowolved! (600CP) – “Hiss height, those arms, that meowscular body! It’s like you’ve transcended your impawfect form to become something new and pawesome! Push it to the lynit!

On purchase you become like the Meowscular Chef of your species, greater than you compatriots without sacrificing what you are. You as a Lynian, would be just as fast and agile as before, but as big and strong as a hunter!

This is just the start too, your own efforts can take you far higher than what was normally possible for whatever you were and what you’ve become, as long as you keep making those gains.

This works for other races as well, Wyverians all growing bigger with age rather than smaller, humans getting more explosive physical abilities to match their natural stamina and so on and so forth.”

-Felyne Famewly (600CP) – “Us fuzzy shorties have to stick together in thiss dangerous world of giants and felyne frightening fiends. Just know that mew can always call for help when you need it!

On purchase of this perk, you gain the ability to summon a small number of Lynians to help wherever you are, outfitted with weapons, armors, or purrhaps even special tools and powers depending on where you are and what you’re doing.

You can always get six helpers no matter when you call or what you’re doing, but maybe you need a lot more help than they can give. So, once a day you can sound the felyne alarm and call down a few dozen extra friends out of nowhere!

Don’t worry about them pulling their weight, the Lynian helpers are always about as strong compared to you as the Palico are in the game compared to the hunter.”

Commander Perks

-Weird Wilds (100CP) – “The older you get, the more strange things in life you see. Well, you’re a bit different in that regard, in that those strange things will actively reveal themselves to you.

On purchase you gain a new ability to passively learn about an area the longer you live in it. Seems natural, right? But even if you tread the same path to the same river each day while only tending to a garden, you might learn of new paths and burrows in the area.

What’s more, the longer you live somewhere, and the more strange quirks of an area you learn of, the more common the weird, hidden, scary and cool stuff reveals itself to you. You’ll have many stories to tell in time, that’s for sure.”

-Human Resource Management (100CP) – “Leaders can’t just look towards random individuals under their command and start barking orders. They need to figure out the right man or woman for the job in question, and theeeen start barking orders.

You’ve got an incredible sense for what someone is good at and how reliable they’ll be when on the clock. Just a moment of getting to know someone beneath you, maybe even a few words, is all you’ll need to figure out where to position them and how.

You’re also able to quickly, clearly and efficiently throw out command to many people at once, so can easily just lead a few dozen and have your directions as easily understood as personal instruction.”

-Bureaucracy Unlocked (200CP) – “Sometimes monumental ventures present themselves, but the opportunity to pursue that which could benefit everyone following you. Well no more of that bullshit.

With this perk, you can ignore normal procedures, regulation, paperwork, bureaucracy and otherwise that would get in the way short of criminal acts such as murdering dissenters, or upturning the entire way the organization works like making all the choices in what’s normally a joint leadership.

You can not only just do that, you’ll be taken completely seriously with people continuing to listen to you. Cut through the bullshit, get straight to leading those beneath you the way you envision as soon as you envision the proper way to lead. Fate waits for no one!”

-Passing the Burden (200CP) – “So maybe you’re not ready for the responsibilities of leadership, or you just have some kind of mission that you personally want to get done. What’s everyone to do in the meantime while you’re not there? Well, they’ll figure something out.

Whenever you leave or are absent from your position (of leadership), everyone who normally relies on you can ramshackle together a system that works in your absence.

A council or new leader will step up as they wait for you return, everyone works together to make sure things don’t fall apart while you’re away even when facing hardship. The new leadership may not be as good, or it might be better, but the most important part is that it’s sufficient while you’re gone.”

-Well Oiled Machine (400CP) – “Some may say your policies and methods of running the place are brilliant. Some say your charisma makes people work hard. Still, others say you just make things run smoothly while doing nothing but napping in your chair all day. Maybe they’re right.

On purchase, whenever you are in charge, things just seem to go more efficiently and smoothly beneath your chain of command. People work together, compromises are found, fewer hiccups in the workplace and so on.

Additionally, people never seem to use much more than what they need, and in fact getting more resources to supply everyone you lead becomes easier the more people you command.”

-Next Generation (400CP) – “No one man, no matter how great they may be, is eternal. One day even you must prepare to guide the next generation to take up the responsibilities and causes that you once worked on so seriously. You must guide them to the greatness you held, and then even higher.

With this perk, your children, descendants and disciples find themselves naturally taking on some of your innate badassery. Not like gaining abilities or something, but they have a vastly easier time learning what you’re good at and taking on positive personalities traits.

You don’t even have to be directly teaching them these skills and ideals for them to pick it up, they just seem to get it from watching or learning about you. Basically, this lets you lead by example to those who come after you, either by blood or ideologically.”

-***GOOOO!!!*** (600CP) – “Chips are down, nobody expects us to make it, the odds are stacked against us, we have one hope and it might as well be a rusty sword you wouldn’t trust to cut paper. Are we going to just lay down, present our stomachs and give up though!? Not a chance in hell!

As long as you’re there to inspire those following your lead and yell at the top of your lungs, your men, women and otherwise will become far better at their jobs and this only scales up the more limited the timeframe or dire the situation you’re confronted by.

If everyone is gonna die unless they come together, even greenhorn hunters fight like experts, apprentice craftsman become artisans, and researchers start to pioneer new theories on the spot.

Worst comes to worst and the continent is gonna blow if you don’t stop it, you could even get your people together to build an Elder Dragon stopping barricade with barely any resources or equipment in less than a day, and then actually organize those following your lead to fight it off.”

-No If, Only When (600CP) – “The Research Commission has faced its fair share of hardships. It was forty years since its foundation and first finding purchase in these lands and it’s only now that some true headway is being made. You’d think they’d lose hope, but that couldn’t be further from the case.

People don’t lose morale or hope in accomplishing shared goals, even if you all fail to show results after years and years of working towards those goals. As long as you continue to hold hope in your heart, so will all those who stand beside you.

In fact, the longer you and those under you and around you continue to work towards that singular goal held within your hearts, morale will only grow. People become more confident, new recruits become excited to join your cause and all are more determined to succeed.”

Monster Perks

-Spotless Track Record (100CP) – “You might stalk the wilds in slow pursuit of prey by their tracks, but that doesn’t mean it serves you to have the exact same thing happen to you!

Your tracks have some enigmatic property that makes hunting you down difficult to say the least. Sometimes they’ll quickly fade away, sometimes the impressions look like an entirely different beast, and sometimes they march off in a different direction than where you were going entirely.

Providing the monster or hunter pursuing you isn’t actually watching you from hiding, they’ll be hard pressed to catch you.”

-Sleeping Giant (100CP) – “It’s a tiresome life being a monster, few creature comforts afforded to you. Sometimes you just need to curl up on a nice comfy rock after a hard fight battle, best to get shuteye faster than lay around aimlessly.

On purchase, you’ll always sleep comfortably even in the coldest, dankest caves, and wake up feeling well rested and ready to go back on the prowl. What’s more, you naturally heal faster while sleeping, and are less likely to be disturbed by others while snoozing away.”

-Trap Breaker (200CP) – “Hunters with their weapons made from other monsters and stupid traps don’t fight fair at all! I think it’s time to even the odds again, or tilt them in your favor, whatever!

You are now incredibly resistant to traps in all their forms. The weaker things like vine nets or shock traps not even phasing you as you continue to rampage, and even the stronger traps attempting to immobilize you only partially work. You can still move and fight somewhat, even if half stuck in a pit.”

-Rage-a-holic (200CP) – “Alright, that does, now you’re mad! There’s only so much tackling and face smashing a monster can take before the gloves come off, and you have just shredded the gloves!

You, like every other monster, now have a rage state. It’s a kind of adrenaline fueled super mode that temporarily amplifies your abilities, physical and special, while making you feel invigorated and tireless.

Tends to activate automatically if beaten down enough and makes you look extra badass. On the downside though, it doesn’t last forever and you’ll feel drained for a short time after each use.

By purchasing this perk, this works in any form you like, not just your monstrous one this Jump.”

-Force of Nature (400CP) – “As Kirin is the bringer of lightning storms wherever it walks, and Vaal Hazak has transformed the Rotten Vale with its Effluvium, so too are you capable of affecting your environment with your special abilities.

This perk increases the power of special or elemental abilities somewhat, which is nice, but massively multiplies the range/area of effect that you’re able to influence them.

Just like Kushala Daora normally only whips small tornados but can influence the weather to bring entire storms, so too can you change the weather or influence the environment with similar abilities. Your displays often don’t supply terribly much power than what you could usually show off.”

-Double Crown King (400CP) – “You haven’t seen sights so bizarre as an Odogaron smaller than a hunter, or a Kulu-Ya-Ku rivaling Radobaan in sheer size and mass. Still, that’s apparently natural? They don’t seem any the worse for wear at least.

With this perk, you now have the ability to greatly scale yourself up or down based on your default size, taking a nap while willing the change and waking up that way without any kind of time limit.

Up to five times bigger or smaller at your leisure with your default form used as the baseline is possible. The sheer abnormality can allow you to perform feats or gain abilities that other members of your species simply could not.”

-Temperamental (600CP) – “There’s adolescent monsters that hunters normally cut their teeth on. There’s adult monsters that tend to stand dominant or at least threatening for most everyone. Then there’s you, tempered by conflict to stand above any normal member of your species.

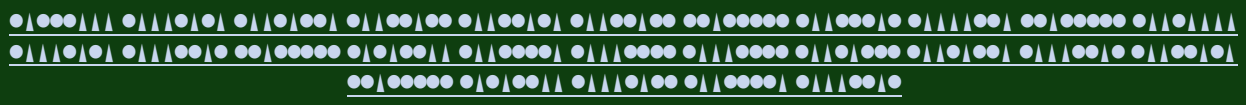
Due to your long, battle filled life, you are a bigger, stronger, smarter variant on your species with total mastery of your biological abilities. Not only are your physical abilities vastly superior compared to a normal member of your species, that bodily mastery can give entirely new applications of your power.

As it took decades to acquire this special status and dominance, you will also find those bestial instincts of yours refined as if you’d personally experienced those decades of conquest, coming out alive or on top enough to grow into something greater.”

-Xeno’Jumpera (600CP) – “Well you’re just an aberration, aren’t you? Just as Xeno’Jiva was born in a crystalline cocoon that siphoned decades of bioenergy from all over the New World, so too were you fostered within such an energy intensive chamber that kept you suspended, until now.

On purchase, you were born a unique member of your species, somehow cracking out of a crystalline egg. You are now much larger, much stronger and filled with overflowing amounts of pure bioenergy that make you glow like the sun.

Though you aren’t actually on the scale of the gigantic, alien Elder Dragon itself, you’re still tireless, can spit lasers and do have overcharged elemental abilities compared to a normal member of your species, similar to Xeno’s glowing blue fireballs spit like artillery from is shining maw.”



Supplies

As with perks, all the various items, supplies and otherwise in the section corresponding to your origin are discounted, while the 100CP items are instead free.

General Supplies

-Well Armed (50CP+/Free*) – “This is a fairly simple option, allowing you to purchase weapons found within the game. Everyone gets a free iron or bone weapon of their choice, however if you want to buy something more significant, it’s an extra 50CP per rank.

Your ability to purchase canonical weapons caps out at Rank 6. On the other hand, you may also import a weapon you have with this option, converting whatever it was into a strange local weapon like a Gunlance or Insect Glaive.

Consider the shields and kinsect that go with such weapons, or the additional items of other weapons, to be part of the whole rather than separate objects all together.”

-Fashion Hunter (50CP+/Free*) – “Much like the above, this allows you to purchase a full set of armor matching one of the sets found within the game. Everyone gets a free iron or leather armor, or some combination of the two, at their leisure.

You may, however, purchase greater armor for the same rates as above, 50CP additional per rank, capping out at rank 6. As previously implied, this option buys a full set of armor, but the pieces need not be from the same set. Additionally, you may import your own armor with this option too.”

-Prohibited Hunt (50CP+) – “For those who wish to create a grander species with more than 1000MP, whether it’s the Monster origin looking for greater advantages, or those who purchases “New World, New Monsters”, this is the place to invest.

Prohibited Hunt allows you to trade CP for MP. For those attempting to bolster their own monster build, this is an equal trade of Choice Points for Monster Points. For those attempting to boost monsters made through “New World, New Monsters” however, 50CP will instead provide 500MP.

This may be purchased as many times as you like, giving you the potential to create something truly legendary should you invest. However, you may only provide any one monster build with an additional 2000MP, no more.”

Origin Supplies

Quick reminder, supplies listed for your origin are discounted to be half-off, 100CP supplies are free.

Wanderer Supplies

-Air Purifier (100CP) – “So you may or may not be totally equipped to breath in lung eating bacteria, or toxic volcanic fumes. Maybe you just want to show a friend who isn’t around. Either way, here’s a handy dandy gas mask with infinite accompanying air supply that helps with those situations.”

-Charming Pair (200CP) – “On purchase you’ll receive a Powertalon and Armortalon. Appearing as simple charms, these don’t seem to be significant pieces of equipment, however they each carry a potent effect. The Powertalon makes the one who holds it stronger, and the Armortalon increases resilience.”

-Mantle Wardrobe (400CP) – “Mantles, a new Hunter innovation whipped up by the hard working folks at the armory, though who says you can’t borrow a sample or two?

Appearing as cloaks with various forms of ornamentation, they temporarily bestow certain abilities upon the wearer, but are not constructed for constant use. You receive a wardrobe with a copy of every mantle found in the game, with effects roughly translated to reality.

Some are simple, such as the Ghillie Mantle making you virtually invisible in the eyes of most monsters. Some are a bit stranger, like the Glider Mantle, which can actually allow someone to catch an updraft to float up into the air and glide back down to the ground.

Worn down mantles slowly repair themselves, and destroyed mantles can be located back in the wardrobe.”

-Forever Stream (600CP) – “On purchase you gain a “property” most strange. A river network manifests beneath the continent resembling one a special one found in the New World.

This river network is filled with streamstones, crystals containing concentrations of energy, that illuminate every tunnel within this underground network. This helps with navigation, which will likely be a frequent task as you can use this system as a shortcut to all over the land.

This place is more than a river network however, the underground ecosystem also tends to contain all sorts of oddities befitting the world you currently navigate due to the existence of those crystals, mixed with new sights you might see nowhere else.

Who knows, depending on the world you might even find another giant, glowing monster like Xeno’Jiva, fostered by the bioenergy or some equivalent collected in the streamstones.”

Hunter Supplies

-Standard Issue Equipment (100CP) – “Not quite an innovation, but you will see hunters in the New World using something quite often while tracking down their quarry. Scoutflies are a type of domesticated, glowing insect that can memorize scents and help lead a hunter on the right path.

This Scoutfly Lantern is a kind of home in which the Scoutflies roost in, worn on the hip with large holes that allow them to easily enter and exit at their, and your, convenience. You will also several other important tools however, so don’t think that’s the end of this.

Slingers are a kind of arm mounted sling shot with efficient design allowing them to propel a number of small, round objects at high speeds. Hunters will also receive a net for catching bugs and small animals, and a fishing rod for collecting fish. Both of which should help with helping researchers.

You will also receive a small whetstone that should help with minor maintenance. Good to note, all of these varying tools will self-maintain, allowing you to use them as much as you want with no concern for their condition.”

-Hunter Care Package (200CP) – “Hunters must always be prepared for a hunt, and preparations include a wide inventory of curatives, medicines and hunting aids. This care package contains everything you might need, at least on the lower level of things.

Ten potions for healing small wounds. Ten mega-potions for healing more serious injuries. Ten antidotes for flushing out poisons. Five flash pods that can knock flying monsters out of the air with blinding light.

One shock trap and one pit trap for non-lethal monster captures, and eight tranquilizers bombs to aid that process. Ten racks of meat for replenishing your stamina while on long hunts. Finally, two barrel bombs to help bring down targets. All can be found in this small pack and will recover each day.”

-Voucher Book (400CP) – “Now this is a strange one. It appears as a small notebook which can be used to take notes either in general or for upcoming hunts. The left page for the first five pages however appears to have a voucher of some kind applied to it with an adhesive.

You are able to expend one of these “vouchers” at will before you set off on a hunt, quest, mission or some other form of task. Should you be successful in your endeavor, your rewards will be far greater, as if magic, as if blessed by the agents of fortune.

You will recover expended vouchers at a rate of once per day, each showing back up in the book right where they once were.”

-Special Arena (600CP) – “In grand imitation of the gladiatorial arenas of Rome, you have been gifted your very own arena. And just like those gladiators in the ancient past of your world, you find that you’re often going to be facing exotic beasts that can maul your face off. Yay!

Within this special arena, you can fight anyone or anything you’ve captured or killed before. Yeah, anything, from this world or another. This isn’t a game either, the danger is completely real, but that said, so are the rewards, allowing you to grind out experience or resources from your prey here.

Buy now, and I’ll deliver not just one, but two different arenas. One appears to sit within a gorge that gives it natural walls, while the other is built within wooden walls under an open sky. Where are they? Er, unimportant, just trust that you’ll be able to enter them as desired.”

Craftsman Supplies

-Infinite Whetstone (100CP) – “Sure hunters have their tools for maintaining their weapons, but those aren’t really sufficient for getting them into shape to begin with now are they.

On purchase you gain a variety of whetstones and grinding stones of varying shapes, grits and sizes that can be used to provide even the strangest blade a sharpened edge. All whetstones and grinding stones bestowed by this option do not wear down, allowing them to be used forever.”

-Dragonking Eyepatch (200CP) – “Sounds like an accessory of grand power, does it not? Well it is, though not because of being the same as the Second Fleet Master’s, his is mostly just a normal eyepatch.

Your Dragonking Eyepatch does not cut your vision in half, in fact it bestows a kind of second sight layered on top of your normal vision that allows you to more easily identify weaknesses.

Works with both enemies, and those things you’re pounding together at the forge, allowing you to spot flaws and fix them before it’s too late and those hunters in the field are paying for your mistake.”

-The Workshop (400CP) – “Purchasing this bestows a complete replica of the workshop found in Astera, complete with great forge and conveyor belts. The Smithy contains a variety of tools that will prove useful no matter how skilled you become, and assistants that can always keep up.

Both the tools and these assistants can proc crafting-centric perks you have to help you in the creation of new pieces of equipment or other products that could be seen passing out of the forge.”

-The Argosy? (600CP) – “Sometimes resources aren’t really plentiful where you are even if they are somewhere else. Sometimes it’s a bit too out of the way just to restock or you just can’t make the visit. That’s why the good captain and the Argosy are here and have your back.

The captain of this great ship will make weekly visits bringing assorted supplies from all over the world and sells them to you on the cheap. Materials, medicines, even valuables within the local world that you could sell second hand and make a killing off of.

In case you’re not anywhere near a port, the captain will meet you with Argosy 2: The Caravan or some other vehicle befitting your current location to bring his shipment. If desired, he’ll even be willing to take you around on his travel route if you want to get dropped off somewhere far away.”

Researcher Supplies

-So Many Books (100CP) – “Along with several large tomes on subjects relating to your studies, you also receive a limitless number of blank books, each appearing as any reasonable size with covers in any reasonable design you’d like.

You also receive writing supplies to last you pretty much forever. Both the books and supplies are very resilient and resistant to weathering, such that you keep them in stacks under the blazing sun and pouring rain and pick them up again later to find them perfectly fine.”

-Ancient Tree Sapling (200CP) – “What you have here is something quite remarkable, a sapling of the Ancient Tree variety. This sapling resembles a fully grown normal tree in its current form, and it promises to grow far larger before it’s done.

The Ancient Tree sapling is overflowing with natural energies, causing any plants or fungi grown in the nearby soil to grow much faster, larger and healthier than if planted elsewhere. Insects and beasts that eat from it will also grow healthier as well.”

-Researcher’s Community (400CP) – “You are now part of a much wider community of researchers upon purchase. Year around you are able to stay in contact and request more mundane research or academic knowledge from your various friends, all too happy to share.

Even greater however, is the ability to request for their aid once per year to aid in your research in just about anything. The expanded community will pitch in and help by providing knowledge you may not have had or making breakthroughs and sharing their results with you,

Although results spike within the first month of your request, you’ll continue to get updates from researchers here and there that continued to work on it in their personal time. This stops completely when a new request is made. You may also gain or request samples from the community in the process.

You may optionally have this community actually exist in the world, causing information you share or group projects you instigate to crop up in meaningful ways far and wide. Otherwise, your pen pals will stay as just semi-existent pen pals.”

-Mobile Research Base (600CP) – “So you looked upon the Research Base and thought it was a great idea, well boy do I have good news for you. This option allows you to buy your very own Airship Research Base, able to fly despite its great size.

Unlike the normal one, your flying research base doesn’t seem to aggravate the local wildlife unless someone on board goes out of their to attract attention or attack them. Comes with a veritable library of books on board with updating mythology and ecology research.

Your research base is also home to a variety of smart, elderly wyverian scholars that know a wide variety of knowledge on a wide variety of subjects. Somehow capable consistently smooth flight despite clearly being a sail ship before an airship.”

Lynian Supplies

-Catapult & Boat (100CP) – “I’m pawsitive that I’ve already spoken of these before, but with this purchase you’ll actually be getting them. The first is a kitty sized raft and paddle that allows you to row through water while keeping on the heels of your hunter friends.

The second is much more significant though, the catapult, the kitty tank, it’s a pedal operated, wooden vehicle with a cat face shield on the front, an open area in the back to climb in, and a miniature cannon that projects three shot bursts of grenades. Unlimited ammo too!

Now, while the vehicles are definitely useful, they do tend to limit mobility, so most Palico tend to just reserve them for specific circumstances and use their paws to bounce around the rest of the time.”

-Pussy Toys (200CP) – “While ordinarily mew you need to rub elbows with the various Grimalkynes tribes of the New World to get your hands on these, buying this allows you to get them immediately!

These are tools employed by the different tribes. The first is the Flashfly Cage, a cage containing flash flies that scares them when broken, causing them to release a flash of blinding light.

The second is the Shieldspire, a sturdy shield decorated with colorful artwork that just so happens to aggravate most monsters into attacking them. The third is a horn made of coral from the Coral Highlands that can be blown and used like a small hunting horn to provide all sorts of temporary buffs.

The forth is the Plunderblade, a serrated glaive that flies like a boomerang and is useful for cleaving off monster chunks. The fifth and final is the Meowlotov Cocktail, a bomb as large as an average lynian that explodes with great force.

Every tool is able to fit within your Pawsonal Space if you bought it, and will replenish if used or broken back that space, or your warehouse if you didn’t get that space.”

-Nyancestral Weapon (400CP) – “Just like the great sword wielded by the Meowscular Chef that he uses to slice meat, you too have an incredible weapon. You may select one of the max ranked weapons of the game for your very own, an ancestral Felyne weapon from your nyancestors.

Not only will it be of great quality and varying abilities based on your selection, it will always be larger than you, as if it was made for a hunter compared to a Palico, even in other forms! And yet, you can always wield it no matter how stupid huge it is compared to you! Nyamazing!”

-Kitty Kitchen (600CP) – “Why, this looks just like the canteen after construction is complete, with the giant cat head oven and scrambling cat chefs diligently cooking up all sorts of food and everything!

Not only is this your kitchen to command as you please, it has a variety of lynians ready to cook or assist you at all hours of the day, totally skilled enough to be your sous chefs. You’ll never have to worry about restocking ingredients either.

The Kitty Kitchen will automatically stock itself with any ingredients you bring it, no matter how strong or rare such ingredients might be. No matter how far you might be from home, you can still get that delicious dish from your memories.”

Commander Supplies

-Minimap & Mega Map (100CP) – “If you’re going to lead those under your command on brilliant campaigns in the New World and beyond, you’ll need to know where you’re going or where you’re sending them. As such, we’ve prepared two special maps for you, Fleet Master.

The first is a personal sized map showing the immediate region you stand in, as well as updating markers showing your position, the positions of allies, miscellaneous features of note and even monsters you may have been tracking if you chose to personally step up.

The other is a giant map that is best left for the home base, unfurled on a large table. This map is an accurate depiction of the current continent or even the world if you so desire it, updating with new information about different regions as the intelligence comes in.”

-Heavy Artillery (200CP) – “You can normally trust your hunters to go out and defeat big beasties that prove valuable sources of research, or threaten Astera, but some threats stand on such a scale that you need something with a bit more oomph than usual.

Well, on purchase, you can a fleet’s worth of cannons, ballista and ammunition for these siege weapons that allow you to turn away even the mountain sized Zorah Magdaros if everyone works together and they were sufficiently set up. They’re surprising easy to transport too.”

-S.S. Wyvern Destroyer (400CP) – “You now possess your very own ship with an ace crew, an experienced captain and more than enough supplies and weapons to defend the ship from whatever you might run into on the high seas or the coasts you stop by on.

If that was all you had on this baby it wouldn’t be a big deal though. No, even greater is the fact that the ship is equipped with a big ass dragonator. Dragonators are a piston operated, bladed drills of such size that even colossal elder dragons would hate to get speared by them.”

-Fifth Fleet & Beyond (600CP) – “On purchase, you become the Fifth Fleet Master with all the gravity and importance the position would imply. Your leadership of the Fifth Fleet also bestows upon it a greater role in your own story as well.

Upon arrival in the Jump, the Fifth Fleet will break down their ship and build up their own section of Astera on the edge of the city proper. The members of the fleet and this small slice of the settlement will carry over to future worlds.

Additionally, at the start of each Jump, a new expeditionary fleet will arrive before breaking down their transport and building up your burgeoning settlement. It will carry a nonspecific combination of hunters, craftsmen, researchers and so on like the First Fleet, but it doesn’t have too.

That’s because at the start of each Jump you may “make a request” for a certain type of reinforcement, causing those incoming fleets to be primarily composed of that type of help, each skilled and prideful in their fleet while eager to help your growing organization.

Every decade a new fleet joins your personal Research Commission, just like those who followed the Elder Crossing in this world, the Fleet Masters deferring to your leadership. The ideas, skills and customs of each world building a society uniquely your own.”

Monster Supplies

-Sunning Stone (100CP) – “Monsters aren’t exactly known for modern conveniences, but for something as primal as you, this might as well be an artisan made bed that soothes the stress away.

A large, flat stone big enough to serve as a bed, heated just right by the sun and easily warming you up without overheating you. It’s perfect to curl up on and surprisingly comfortable for what is, you know, a rock. It’s also a pretty nice weapon if you’re strong enough to toss it, being unbreakable.”

-Bare Necessities (200CP) – “The fight for survival isn’t always easy, sometimes because it’s not even a fight. Sometimes food just isn’t plentiful enough to get by very easily. On purchase, you receive a replenishing food/energy befitting your monster form’s diet.

It’s always good enough to keep you alive and kicking, though usually not enough to leave you in prime condition due to not being the perfect diet, more like the granola bar of monster food. Should last you long enough to go get a proper meal after a dry spell though, incredible for a wandering monster.”

-Secret Lair (400CP) – “What you have here is a lair, a secret lair within your preferential ecosystem that’s safe, cozy and very hard to find by pursuing hunters and monsters that may wish to do you personal harm.

Additionally, you tend to rest easier here, heal faster after fights, and monster babies can be safely raised here without concern of the nest being raided while you’re away trying to provide for them.”

-King’s Kingdom (600CP) – “What we have here is an entire new region of the New World, one that seems to be uniquely well suited to your species’ abilities, skills and combat preferences, such that your kind should sit at the top of the food chain here.

This region is entirely yours to customize as you see fit at the time of purchase, your species passively performing better here than any other ecosystem. Other monsters suited to this ecosystem will also be found living here, though normally unable to challenge the apex predators of the area.

You are able to transport this region and its unique flora and fauna between worlds, placing it as you desire and having it treated like it was always there.”

Companions

Basics & Imports

-Hunting Partner (50CP) – “You can’t do whatever it is you’re doing all alone, and the while the locals here are friendly (in most cases), you’d rather have a familiar hand or paw by your side.

By paying 50CP you may import a preexisting companion that receives 600CP, a free origin and all associated freebies. Companions may also purchase items if you think it’d aid them, but not the ones listed as being 600CP normally.”

-Hunting Party (200CP) – “As above, so below, the Hunting Party is a bulk import that allows you to bring in eight new companions, each 600CP, free origins, all associated freebies and the ability to purchase anything in the jump aside from 600CP items.”

-Canon Companion (100CP) – “Okay, but what if you don’t want to bring an old friend to this Jump, but a new friend to a later Jump? That’s where this comes in, giving you a formal invitation that you can give to whomever you so choose in this Jump. If they accept, they become a new companion.

This invitation may even be purchased multiple times.”

-Palico Pawtner (Free for Hunter) – “If you decided to become a Hunter, you receive a free Palico companion with the Lynian origin, 600CP to spend and a preexisting bond. You may also just import a companion into this role if you don’t want a new companion.”

Drawbacks

This is the drawback section. Drawbacks are challenges that are not easily overcome, but benefit you by bestowing more points to inflate your build with more of what you want. You make gain up to 800CP from the drawbacks below, or take additional drawbacks for pure fluff purposes.

-New World, Old History (+0) – "While you're certainly arriving as part of the Research Expedition, or born into a new life here as a monster, this world isn't unfamiliar. That is to say, if you took the original Monster Hunter Jump, you will find those events taking place in the past of this Jump, for good or bad."

-Ghastly Gajalaka (+100CP) – "Gajalaka, the most aggressive and hostile tribe of Grimalkynes in the New World. Oh sure they only stand waist high to a hunter, but their variety of bombs, chemical laced through blades and surprisingly strong muscles makes them a hazard while hunting.

Well, now you've got a minor infestation of them. They're all over the place! Even if you somehow drive them out of an area completely, they'll just be back in a few days."

-"When In Doubt, Take A Bite!" (+100CP) – "That Handler from the Fifth Fleet, when did she become so. . .obnoxious? Was she always that way, or is the fact that her can do attitude, reminders and catch phrases are constantly ringing inside of your skull???

You can't get away from them now, Captain Obvious over here is constantly giving you the 411 on the most obvious choices, or telling you to go eat something. It's not dangerous, but your nerves are gonna be put on edge, that's for sure."

-The Seeker (+100CP) – "Ah, the Seeker, a Wyverian from the first fleet who wanders the wilderness. You almost never see him in Astera despite not being an unfamiliar face there, now you understand why.

Taking this drops an incredible wanderlust into your soul, thus that that you feel the need to constantly travel from one place to another. You're positively compelled to leave after a day or two, and won't be satisfied with returning to somewhere you've been for at least a couple weeks."

-"You Should Have Seen The Other Guy" (+100CP) – "Missing eye, nasty scars, perhaps a couple fewer digits than the next guy, you definitely got into something you probably shouldn't have. You should have seen the other guy though! Or maybe it was a monster?

Either way, you've obtained several minor missing pieces here and there that make your day to day life more difficult. You may even take this drawback a second time to add a new injury, something really crippling, like a missing arm or leg.

You may of course not heal these injuries for the duration of the Jump if you have the means."

-Mates For Life (+200CP) – “Seems like everyone and everything you end up fighting behaves like Rathian and Rathalos, those oversized scaly lovebirds. That is to say, everything you’ll go up against is using the buddy system, coming in pairs or more.

Doesn’t even have to be a normal fight, even in day to day life an argument will usually involve two against your one and contesting research claims or trying to nab food will usually see the majority against the minority. It’s really rather bizarre.”

-Regular Jho (+200CP) – “You have all the reckless love of food of the Handler, possibly even Deviljho, to the point that you’ll wander out in the middle of a high monsters population area that hunters are currently running through in this very moment to nab a new ingredient.

Yeah, even if you’re not strong enough to defend yourself, you’re hungry so it doesn’t matter! This drawback makes you permanently hungry, desire all sorts of food, and pursue that food with reckless abandon to the point of appearing like you have a death wish.”

-All’s Fair (+200CP) – “Thieves! Thieves I say! No matter what you try to do, you’ll find others try and come in to steal the sum of your efforts at the last moment. Whether it be hunting prey, a new scientific theory you’ve been throwing together, or molding a masterwork piece of equipment.

It’s always something, even if glory, and if you just let it pass and not pursue anything they’ll start swiping what you already have. You don’t even recognize most of these people!”

-Weather Worries (+200CP) – “I’m sure you’re aware but Elder Dragons are usually likened to forces of nature, which might be because many can bring those forces of nature to bare. Now it seems that so many Elder Dragons have been attracted to the New World that they’ve disturbed the weather.

Basically, you now have to deal with erratic and radical changes in the weather. Floods, tornados, blazing heat, active lightning storms. Sure they’re not natural disaster level occurrences, usually, but it’s constantly unpleasant and dangerous.

Even worse, when the weather does get really bad you can have lava rocks and fucking lasers falling from the sky in some places. Where the hell do those come from!?”

-It Will Destroy the New World! (+300CP) – “Okay, so while this event has yet to pass, and may not pass at all, in the near future there’s a great chance that Zorah Magdaros will set itself on a path that could destroy the New World if you don’t stop it.

It would have done it by dying in the Everstream, releasing its bioenergy from a long life in a place where it would have cycled throughout the New World and blown it to kingdom come.

Now, you’ll see yearly threats on the same scale, each threatening to destroy the entire continent if you don’t do something about it. Just in case you truly don’t care, the New World getting destroyed is now a loss condition with this drawback.”

-Infinite Crossing (+300CP) – “In ancient times the Elder Crossing took place once every hundred years. In recent times it’s been happening once every decade. Now? It seems Zorah Magdaros has created enough small pockets of land that it’s in full effect all the time.

Almost every kind of monster, small and large, mundane or Elder Dragon, is now flooding from other continents to the New World, drawn by some unnatural compulsion like the ones that came before them and so too will others come after.

The New World is now packed to the brim with hundreds of different kinds of monsters, and beings that could be called Natural Disasters just fucking kicking back and calling the place home. Constant battles for supremacy, changes in the ecosystem and so on promise a chaotic ten years.”

-Giant Spiky Jumper Eater (300CP) – “Nergigante is an absurd monster, you know? There’s picky eaters, and then there’s something that only likes to eat Elder Dragons. That’s just ridiculous. Well, now you have to deal with a Jumper Eater Nergigante.

The voracious, aggressive, juggernaut of an Elder Dragon has evolved, scaling up to hunt you and things like you and it won’t rest till you’re in its stomach. Even worse, if it kills and eats you, it gets your chain! What the fuck!?”

-Crossover Event in Full Absurdity (300CP) – “Is that a god damn dinosaur shaped Eva!? It has an AT field!!! What the fuck is going on you may ask, well Jumper, it’s a crossover event.

Every Monster Hunter crossover is not only canonized, those weird ass crossover monsters have powers from their referenced world. Not only that, monsters thematically based on all the worlds you’ve been too are also popping out of the woodwork.

You didn’t think monsters were the only ones getting to play dress up though, did you? Because now you might literally find yourself confronted, as a monster, by a hunting party of Dante of Devil May Cry, Ryu from Street Fighter and Gilgamesh, yes the one from Fate. Have fun with that!”

The End

Aaah, has it really been ten years already? Time flies when you're having fun, or fighting for your life, whichever. Right, Jumper? Well, because you managed to survive until now, you have one final choice to make, whether that be retirement or something more.

No matter what though, you will keep everything you purchased or earned in this Jump, just remember that moving forward.

-Welcome to the New World: In light of your many contributions, the Hunter's Guild would like to congratulate you for all your hard work. You may go home, but they also leave the open request for you to continue your incredible work.

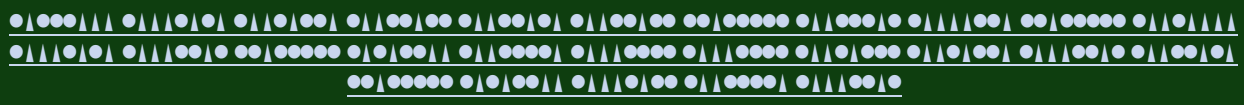
Well, you might not get something so flowery if you're a monster. Either way though, the current world has really charmed you, and something in your heart is telling you to stay. The chain ends, the past worlds unfreeze, and you can now live comfortable in your new home.

-We Can Finally Go Home: That's it boys, job's done. You solved the mystery of the Elder Crossing, you saved the New World possibly several times over, or maybe you just shared a lot of laughs with your friends in the commission. Or you spent ten years eating Kulus, whatever!

You're all worked out though, and after your arrival and work in this Jump, this final expedition, there's something you could really go for. Home. Taking this option ends the chain and allows you to go back to your homeworld, where your heart lies. Time unfreezes in all other worlds.

-New Adventures Await: Where one adventure ends, an entirely new adventure waits. This world in all its magnificent glory was only a single sight on the endless adventures awaiting your wandering soul. There's still mountains left to climb, quarry to bag and tag, friends to make, lovers to love.

By taking this option, your chain will continue, and you will move on to a new Jump filled with new experiences. I wonder what awaits you, and I hope you find as many pleasures there as you did here. We'll see you next time, Jumper.



Notes

-1: This was a collaborative Jump between Valeria and NuBee. If you have any questions and one of us are around, you no know where to direct them.

-2: I realize the cat sounds jammed into everything the Lynians have is painful, that is entirely intentional and thematic to the setting where they do pretty much the same thing. Also, I found it funny, so suck it.

-3: The Jump and supplement in regards to Monsters were designed with very strong, but not the strongest monsters in the world in mind. Stuff like Diablos, Odogaron, Rathalos and so on.
So if you notice Elder Dragon feats found as perks or options despite the supplement giving the capacity for their existence, that's why.