

Monster Hunter Stories 3 Twisted Reflection

By saiman010



Introduction:

Welcome, Jumper, to the world of Monster Hunter... but not as you know it.

This is a world where Riders exist. Unlike Hunters—who dominate the wilds through strength and steel—Riders walk a different path. They hatch monster eggs, raise them, bond with them, and ride alongside them as partners. Their lives are built on harmony, trust, and a deep connection with nature itself.

But... that harmony was broken. Two hundred years ago, something happened. Something so severe that Riders were branded as Transgressors.

Under the authority of the Covenant, and enforced by the Wyverians, Riders were exiled beyond the Meridian Wall. Whatever truth lies behind this judgment has long since been lost to time... buried beneath fear, silence, and history rewritten by the victors.

Beyond that wall lies a fractured world. Within the Meridian, two great nations stand Azuria and Vermeil.

And now... they stand on the brink of war. A strange and devastating phenomenon known as the Encroachment is consuming Vermeil. Their lands are withering, their people starving, their homes turning to ruin. Desperation grips the nation like a tightening claw.

Vermeil believes the answer lies across the Meridian—in a sacred land known as the Sacrocentum, the ancestral homeland they were once torn from. They claim it holds the key to stopping this creeping destruction.

And so, they prepare for war.

You are given 1000 CP to shape your journey.

Starting Location:

Here, you will decide where and when you begin in this world. Roll 1d6 to determine your starting point

1. Azuria

You are now in the country of Azuria—a land where Riders serve as guardians of nature. Here, there is an organization called rangers, carefully maintaining the balance between humans and monsters. Some even seek to restore what was lost, reviving extinct species to heal the ecosystem. Azuria is stable... but tensions are rising as war looms closer.

2. Vermeil

You are now in Vermeil, a nation on the edge of collapse. The Encroachment has turned vast stretches of land into lifeless crystal, leaving people starving and desperate. In response, the queen has begun creating honed monsties—monsters stripped of free will and turned into living weapons.

3. Sheparden

A small village that reveres Canynes, led by Kol. After losing their homeland to the Encroachment, they fled and settled near the Meridian within the Canalta Timberland.

4. Galyad

A bustling desert town in the Tarkuan Desert, built around opportunity and survival. Egg quartz mining has turned this place into an economic center, attracting hunters, and merchants alike. It's also home to the Scriveners, making it a hub for monster research... and secrets waiting to be uncovered.

5. Serathis

The ruined Sacrocentum, once a thriving homeland, now reduced to a desolate wasteland. Few dare to enter, as a powerful Elder Dragon resides here—believed to be the cause of the Encroachment.

6. Free Choice

You may begin anywhere within the wider Monster Hunter world.

Race:

You may freely choose your gender, and your age depends on your selected race. Choose one race.

Humans

Versatile and adaptable, humans excel in a wide range of skills and professions. They are known for their ingenuity, resilience, and ability to thrive in nearly any environment. Whether as Riders, researchers, or warriors, humans can carve their path anywhere.

Age: 20 + 1d12 years

Palicoes

Small, cat-like companions often seen alongside Hunters and Riders. Despite their size, Palicoes are agile, perceptive, and surprisingly capable in both combat and support roles. They excel at gathering, assisting allies, and adapting quickly in the field.

Age: 20 + 1d12 years

Wyverians

An ancient, dragon-like race with long lifespans and deep wisdom. Wyverians possess enhanced strength, natural affinity for elemental forces, and a strong connection to ancient traditions. Their presence alone often commands respect... or fear.

Age: 20 + 1d12 decades

Troverians

A rare and elusive people, known for their stealth and deep bond with nature. Troverians excel at surviving in harsh environments, navigating difficult terrain, and remaining unseen when needed. Perfect scouts... or something far harder to track.

Age: 12 + 1d10 years

Origin:

Any origin you choose may be taken as a Drop-In if you wish.

Rider

You are a Rider Instead of hunting monsters, you bond with them—raising them from eggs into trusted partners known as Monsties. You believe monsters are part of the natural balance, not problems to be erased, and you ride alongside them into the field as allies.

Hunter [Forbidden for Palicoes]

You walk the path opposite to Riders. Hunters track and eliminate dangerous monsters that threaten the ecosystem or human settlements. Armed with specialized weapons, wirebugs, traps, and a vast arsenal of tools, you are a master of the hunt—and survival against overwhelming odds.

Scriveners

You are a researcher of the natural world, studying monsters and their ecosystems. From harmless herbivores to terrifying Elder Dragons, your role is to observe, document, and uncover the many mysteries surrounding them. Your work helps shape the understanding—and future—of this world.

Support Role

Not all heroes fight on the front lines. You are one of the many who keep the world running—an egg hunter, blacksmith, merchant, or Cooks. Your skills fuel the economy and support both Hunters and Riders alike.

Guide Felyne [Palico Only]

You are an elite among Palicoes—a highly trained Guide Felyne. Skilled in combat, reconnaissance, or support, you are a vital asset in any expedition. With sharp instincts and refined abilities, you guide others through danger while holding your own in the field.

Perks:

Perks that belong to your chosen Origin are discounted. Any 100 CP Perk from your Origin is free.

General

Beautiful Rider [Free]

Have you noticed how most people in the world tend to be strikingly attractive? Whether handsome or beautiful, their physiques reflect their combat training and enhanced biology. Because of this Perk, you may freely adjust your appearance within species limits. At minimum, you are a solid 9/10 in attractiveness.

Universal Language [Free/100CP]

In this world, there is a universal language that all four races speak and understand effortlessly. You are naturally fluent in this gibberish-like tongue, both in speaking and writing. This ability is granted for free while you are in this world. However, for 100 CP, you can take this universal language with you to future worlds, allowing you to communicate with others seamlessly across different realms.

No Fall Damage[Free/100CP]

In this world, there's a peculiar quirk where no matter how high you fall from, you won't take any falling damage, even if you plummet from above the clouds. This ability is granted for free while you're in this world, but if you wish to bring this perk to future worlds, it will cost you 100 CP.

Great Gacha Luck [600 CP]

It seems Lady Luck has taken a special interest in you. Whenever you search for Monstie eggs or gather materials, fortune tilts heavily in your favor. You are far more likely to find the exact egg you're looking for—complete with the right species and desirable abilities.

Monsters you defeat or interact with tend to yield better and more plentiful materials, often dropping rare components with surprising frequency. Even in the most barren areas, you somehow walk away with something valuable.

Royal Blood [600 CP]

You are a member of a royal family, akin to Princess Leia of Azuria or Princess Eleanor of Vermeil. You possess authority, status, and influence within your nation, along with ownership of lands divided across multiple counties. These lands provide you with a steady and substantial passive income through taxation, trade, and personal ventures.

Despite your responsibilities, you are not required to micromanage your domain. Your estates can function with minimal direct oversight, allowing you to enjoy the privileges of nobility—attending social events, hosting grand gatherings, and living a life of comfort and prestige.

In future worlds, this status persists. You will hold a position equivalent to the second-highest rank within a nation or organization appropriate to your background. Wealth, influence, and recognition will follow you, ensuring you always stand near the top... with all the luxuries that come with it.



Rider

Rite of Kinship [Free for Rider / 200 CP for other Origins]

You possess the sacred Rite of Kinship, the defining ability of a true Rider. With it, you can hatch any monster egg you find, turning the creature into a Monstie a loyal companion bound to you through trust and connection rather than domination.

Your Monsties grow alongside you, unlocking abilities tied to their species and lineage as your bond deepens. They are completely loyal and will never betray you. If a Monstie dies due to natural causes and not through your direct fault, you will receive a new egg of the same species, allowing you to begin the raising process again.

This ability also carries into future worlds, allowing the Rite of Kinship to work on any compatible “monster egg” equivalent you discover.

Riding Proficiency [100 CP]

Being a Rider means more than bonding—it means riding into danger together. You have perfect instinct and balance when mounted on your Monsties, regardless of their size, shape, or biology.

You move in sync with your Monstie as if you’ve trained together for years, allowing smooth control, quick reactions, and effective coordination even in high-speed or combat situations.

Monster Call [100 CP]

You possess the Rider’s ability known as a Monster Call—a vocal or instinctive signal that communicates your intent to nearby creatures.

When used, it calms surrounding monsters and signals that you are not a threat, greatly reducing the chance of being attacked or targeted. Non-hostile creatures are likely to ignore you, while more aggressive ones may hesitate or disengage unless provoked.

Quest Gaining [200 CP]

Unlike Hunters who rely on Guild-issued quests, you operate on a more personal level. By speaking with people, listening to rumors, and understanding local needs, you can naturally uncover quests wherever you go.

You have an instinctive sense for who has a task to offer and what kind of help they need. Additionally, you gain a rough awareness of the reward value of each quest, allowing you to judge whether it's worth your time.

Den Finder [200 CP]

Finding monster dens and more importantly, viable eggs is second nature to you. You possess a sixth sense that guides you toward nearby dens, even if they are hidden, buried, or otherwise difficult to locate.

More importantly, the eggs you find will always be from species that can become Monsties, ensuring your efforts are never wasted. These eggs will naturally match the ecosystem you're exploring, keeping things consistent and believable within the world.

In future worlds, this ability expands: monster dens you discover may contain eggs from creatures native to other worlds you've visited, as long as they fit the local environment.

Improved Rite of Channeling [400 CP/Requires Rite of Kinship]

You have mastered the ancient Rite of Channeling. This sacred ritual allows you to transfer abilities, traits, and genetic potential from one Monstie to another with precision and control. The transfer abilities are lost from the donor monstie.

You can freely grant abilities across species—such as giving a simple creature powerful elemental attacks, rare passives, or even signature traits from far stronger monsters. For example, you could give a simple Yian Kut-Ku the powerful plasma blade of a Boltreaver Astalos, or grant it a Critical Up-type passive ability taken from one of the Three Lords like Lunagaron.

Each Monstie can hold up to 9 abilities, which you can customize to suit your ideal build. Unlike the original Rite, this improved version removes the requirement of you releasing the monster that donated its genes.

This allows you to safely and reliably create perfectly optimized Monsties without fear of ruining previous work.

Endangered Monstie Breeder [400 CP]

You have a unique talent for locating rare and long-lost monster eggs, preserved within crystallized formations caused by the Encroachment. These eggs will always contain endangered, rare, or even extinct species, allowing you to restore creatures thought lost to time. And don't worry this Encroachment crystals variant will not cause any damage here in future worlds.

Despite their rarity, breeding these creatures will never suffer from genetic issues or inbreeding, ensuring stable population growth even from a small starting pool.

This ability expands into future worlds, applying to any creature species—even those that do not normally reproduce through eggs such as mammals like mammoths. You will always find a viable method to obtain and raise them, allowing you to preserve and propagate rare life wherever you go.

Master Rider [600 CP]

Any Monstie you raise develops at an exceptional rate, growing stronger, faster, and more capable in a fraction of the time it would normally take.

Your Monsties naturally rise to match your own strength, ensuring they remain relevant and effective companions no matter how powerful you become. Training is smoother, progress is faster, and their potential is pushed to its limits with ease.

In battle, you can seamlessly switch between Monsties with a simple whistle or command, allowing you to adapt instantly to changing situations without disrupting the flow of combat.

Environment Restoration [600 CP]

You are now recognized as a Ranger of Azuria, a group devoted to the protection and restoration of nature. You understand that a healthy ecosystem depends on balance, diversity, and the careful reintroduction of life.

By breeding and releasing monsters into suitable environments, you can restore damaged ecosystems over time. This includes not only native species, but also compatible monsters from other regions. Under normal circumstances, introducing outside species would risk ecological collapse, but under your influence this never becomes a problem. Instead, all creatures integrate naturally, strengthening the environment rather than disrupting it.

As your work continues, the land steadily heals. Within a few years, stable populations of monsters will form, existing creatures will grow healthier and more resilient, and the ecosystem itself will become lush and full of life. This renewed vitality makes resources easier to gather, while also encouraging natural mutation and evolution, allowing new subspecies and even entirely new species to emerge within the environment.



Hunter

Weapons Mastery [Free for Hunter / 200 CP for other Origins]

You are a fully fledged Hunter, and have mastered the fundamentals of combat within this world. You possess expert proficiency with Hunter weaponry and the ability to effectively utilize armor in battle.

Choose three weapons from the following: Great Sword, Long Sword, Hammer, Hunting Horn, Bow, or Gunlance. You are now highly skilled in their use, capable of fighting, adapting, and executing techniques as an experienced Hunter would.

In addition, you can wear and move in Hunter armor with complete ease, suffering no discomfort, restriction, or loss of mobility regardless of its size or weight.

To Hunt and Track [100 CP]

As a Monster Hunter, you are well-trained in tracking and locating monsters in the wild. You can read footprints, broken foliage, scents, and environmental signs with ease, allowing you to follow even elusive prey across difficult terrain. You instinctively understand a monster's habits, territory, and movement patterns, making it far easier to predict where it will go and how to corner it.

Quick Switch [100 CP]

It seems you've picked up a trick from Riders and adapted it for combat. You can seamlessly switch between any three weapons you have equipped, even in the middle of battle, without interrupting your flow. This allows you to instantly adapt to changing situations and far more versatile and dangerous in a hunt.

Wirebug Arts [200 CP]

It seems you've spent time in the Kamura region and learned to fight using their signature technique: the Wirebug. These creatures produce a powerful silk known as Ironsilk, which can be used for rapid movement, aerial maneuvers, and advanced combat techniques.

You are fully trained in the use of Wirebugs, allowing you to launch yourself through the air, recover instantly from attacks, and reposition with incredible speed. This greatly enhances your mobility both in and out of combat.

In battle, you can perform Wirebug Arts, enabling swift, precise strikes that let you close distance, evade danger, or exploit a monster's weak points with perfect timing. Also you gain 3 wire bugs in your inventory

Swimmer [200CP]

It seems you've gained experience hunting in regions like Moga Village, where underwater combat is just as important as fighting on land. You are an exceptional swimmer, able to move swiftly and precisely through water with ease.

You can draw and use your weapons underwater without issue, remaining highly effective in combat. Your armor does not hinder your movement at all, allowing full mobility and control while submerged. You are also able to use items, drink potions, and handle equipment effortlessly underwater. Ranged attacks such as ammo or arrows suffer no loss of effectiveness from water resistance.

Your lung capacity is greatly enhanced, allowing you to hold your breath for up to 10 minutes. Once you leave the water, any moisture on your body and gear dries off naturally within a few minutes.

Wycademy Hunter [400 CP]

It seems you have trained under the Wycademy, an institution known for refining Hunters into specialists through distinct combat styles. Through this training, you have moved beyond the standard Guild Style and earned the right to wield one advanced hunting style.

Choose one of the following styles. This perk may be purchased multiple times to gain additional styles. If you possess Weapons Mastery, you are considered fully proficient in your chosen style with all mastered weapons.

The **Aerial Style** focuses on mobility and vertical combat, allowing you to leap into the air with ease and strike from above. This makes it far easier to mount monsters and control the flow of battle while maintaining high stamina recovery and constant repositioning.

The **Adept Style** is built around precise evasion and counterattacks. You can avoid incoming attacks with exceptional timing and immediately retaliate with powerful strikes, turning an enemy's offense into your advantage.

The **Valor Style** embraces relentless aggression. By sheathing and building momentum through combat, you unlock increased power, speed, and flexibility, allowing you to unleash devastating attacks once your fighting spirit peaks.

Puzzle Battles [400 CP]

In this world, some monsters are simply too powerful to defeat through strength alone—Elder Dragons, invasive species, and other apex threats that even the most skilled Hunters would struggle against.

When facing such overwhelming foes, you gain the ability to approach the encounter like a puzzle rather than a direct fight. Before engaging, you can gather clues, study behavior, and uncover hidden weaknesses, environmental interactions, or special conditions that will make them flee

By exploiting these discoveries, you can force even vastly superior monsters to retreat without needing to defeat them outright. For example, breaking the claws of an invasive Yian Garuga or reflecting the shard attacks of an invasive Seregios back at it could drive them away.

If you successfully meet these conditions, the monster will flee and avoid the area for a year, giving you and others safety without requiring an impossible victory.

Mind's Eye [600 CP]

You have achieved exceptional focus and control in combat, allowing your attacks to strike true regardless of a monster's natural defenses. Whether using melee weapons or ranged attacks, your strikes will never bounce off hardened body parts.

Even the toughest scales, such as those of a Ruby Basarios, offer no resistance to your blows. Your attacks land cleanly and consistently, maintaining full effectiveness no matter where you strike.

G Rank [600 CP]

Also known as Master Rank, you have reached the level of a true veteran Hunter. The Guild recognizes you as someone who has faced and defeated some of the most dangerous monsters in existence, such as Namielle and Velkhana, and claimed their legendary materials.

Your skill, experience, and combat instincts are refined to the highest level. You can stand toe-to-toe with Elder Dragon–level threats and fight them on equal footing, handling their power, speed, and abilities without being overwhelmed.



Scriveners

Field of Study [Free for Scriveners / 200 CP for other Origins]

You are now an accredited professional with several years of experience in a single academic field from this world. You may choose one field of study, such as a specific classification of monster biology (e.g., Brute Wyverns or Amphibians), botany (e.g., medicinal plants), or endemic life within a particular biome.

The narrower your chosen field, the more in-depth your knowledge will be, enhancing your proficiency and insights within that specialized area.

Notes Taking [100CP]

You now have the capability to take clear and concise notes on any subjects you decide to focus on. These notes are well-organized and easy to read, ensuring that anyone who reads them can understand the content without difficulty.

Quest Giver [100CP]

You now have the authorization to approve and post hunts for hunters once a month. This includes missions to capture or slay monsters, collect specific materials, gather monster eggs, or even simple tasks like repelling monsters. The reasons for these missions can vary widely, from mundane tasks such as retrieving rare berries during a hot summer to addressing critical threats like a Lunastar attacking a small village.

When you post these quests, the monsters and materials will appear in the locations specified in the quest description. Also the rewards are paid by the Scriveners organization. And any organization that you are a part of in future worlds.

Data Crunching [200CP]

Whenever you make a discovery in or outside your field, you are given time to step back, reorganize your notes, and compile a scientific journal that is consistent and thorough. This ensures that your findings are presented in a format acceptable to the scientific community. Whether your work holds up to scientific scrutiny depends on the validity of your testing and observations, but your process provides a solid foundation for review and acceptance.

Surveyor [200CP]

Your observation skills have improved significantly, allowing you to take precise mental notes of key details in any environment you're surveying. You can now easily identify anomalies, such as a plant or animal that seems out of place or a Chameleos lurking in the corner, ready to ambush. This heightened awareness helps you spot potential threats and irregularities, ensuring you're always one step ahead. Just be cautious—if you sense danger, like the Chameleos preparing to strike, act quickly to avoid falling into its trap!

No Sleep Needed [400CP]

As a scholar, you now possess the ability to endure sleepless nights without suffering from the effects of sleep deprivation. This means that you can continue your research and work tirelessly without experiencing fatigue or exhaustion. Additionally, your mind is shielded from any negative side effects that might arise from extended periods of wakefulness and is also protected from any form of mind control, ensuring that you maintain clarity and focus even under the most demanding circumstances.

Efficient Sample Collection [400CP]

You've honed your skills in gathering samples from monsters and the environment. When collecting materials, whether from a monster carcass, rare plants, or minerals, you gather twice as much as a normal researcher would. Additionally, your tools are more durable and precise, reducing the chances of damaging or losing valuable samples during collection.

Field Researcher's Boon[600CP]

While conducting fieldwork, you gain a significant boost to your physical endurance, agility, and stealth, allowing you to navigate dangerous terrains, avoid hostile creatures, and endure the harsh conditions of various environments.

Additionally, any samples you collect in the field, whether they be monster parts, plants, or minerals, have an increased chance of being of higher quality or rarity. This perk also enhances your ability to set up research outposts or camps in the field, providing safe havens and supply stations for extended expeditions.

Scrivener Captain [600 CP]

You have risen to the rank of Scrivener Captain, placing you among the foremost leaders in research and field operations. You are trusted to lead teams into dangerous environments, coordinate investigations, and oversee large-scale expeditions.

Your expertise allows your team to efficiently gather, analyze, and apply information about monsters, ecosystems, and unusual phenomena. Under your leadership, research teams operate at peak effectiveness, making discoveries faster and with greater accuracy.

You also possess strong leadership and organizational skills, enabling you to manage personnel, allocate resources, and adapt plans in the field with confidence—even in high-risk situations.



Support Role

Master Cook [Free for Support Role / 200 CP for other Origins]

You are a master chef on par with Princess Eleanor, capable of creating truly exceptional dishes so long as you have the proper ingredients and recipes. Your cooking skill allows you to turn even simple materials into delicious, high-quality meals with ease.

Any dish you prepare can grant beneficial effects to those who eat it, with the exact bonuses depending on what you cook. These effects can range from increased luck and experience gain to improved rewards, such as more materials or money from quests, or even a higher chance of encountering rare monsters.

The effects are always helpful and scale with the quality of your cooking, making your meals a valuable asset before any hunt or expedition.

Points System [100 CP]

You gain the ability to convert any form of currency regardless of origin or type into a universal point system. These points can be used to buy, sell, or trade items and services in a standardized way, ensuring that your wealth always retains value no matter the world you are in.

This system guarantees that you are never limited by incompatible currencies, allowing you to seamlessly interact with different economies and always make use of what you earn.

Combine Specialty [100 CP]

You are highly skilled at combining items in the field, with a zero chance of failure as long as you have the correct materials and know the recipe. Additionally, you have a small chance to produce extra results when crafting—about a 5% chance to create double the output from the same materials.

Living Farming [200 CP]

You have the ability to cultivate and farm a wide variety of natural resources, including herbs, honey, mushrooms, and insects. With time and care, you can grow and harvest these materials reliably for future use.

This ability extends to future worlds, allowing you to farm equivalent resources found there. No matter where you go, you can establish a steady supply of useful crafting and consumable materials.

To Dig Minerals [200 CP]

You have the ability to easily locate and extract rare minerals from known gathering points, such as Dragonite Ore or Firecell Stones. You instinctively know where these resources can be found and can mine them efficiently without unnecessary effort.

Resource nodes replenish reliably over time, ensuring a steady supply of valuable materials for crafting and trade.

This ability extends into future worlds, allowing you to locate and gather equivalent rare minerals and resources within their natural environments

Simple Merchant [400 CP]

You are a capable merchant with access to basic supply chains and trade networks in any world you visit. This allows you to reliably acquire common materials, items, and goods without excessive difficulty.

Additionally, you can import and sell products from worlds you have previously visited. While these goods may be sold at a premium, they remain valuable and desirable, allowing you to profit and provide unique items—such as powerful potions or rare materials—to others, even in future settings.

Hidden Spy [400 CP]

You are a highly skilled infiltrator, capable of entering and operating within enemy organizations for years at a time without being discovered. Your ability to blend in, assume roles, and maintain cover is exceptional, ensuring that even those you work alongside will not suspect your true allegiance.

You can gather sensitive information with ease and reliably transmit it to your allies through secure and subtle means, even over long periods.

Battle-Bond Monsters [600 CP]

You have acquired a piece of forbidden technology, the very methods that led to the exile of the Riders centuries ago. With it, you can create specialized devices capable of capturing and subjugating monsters.

These devices completely override a monster's will, forcing absolute obedience to you and anyone you designate. Monsters bound in this way will follow commands without hesitation, fear, or resistance, acting as perfectly obedient weapons as their abilities have been enhanced significantly. This allows you to command creatures that would otherwise be impossible to tame or cooperate with.



Master Blacksmith [600 CP]

You have mastered the art of blacksmithing, allowing you to forge powerful weapons and armor using materials harvested from monsters. Your craftsmanship lets you fully utilize the unique properties of each creature, imbuing your creations with traits that reflect their natural abilities.

For example, equipment forged from Rathalos parts would grant strong resistance to fire and enhance fire-based attacks, mirroring the monster's elemental nature.

Because of your exceptional skill, you can go beyond standard craftsmanship and create peak-tier gear. At this level, Rathalos armor could grant complete immunity to fire, greatly boost fire elemental power, reduce stamina consumption, and provide full resistance to poison.

However, your creations remain true to their origins. Equipment will also inherit the inherent weaknesses of the monster it is made from—for instance, Rathalos-based gear would carry vulnerabilities to lightning and dragon elements.



Guide Felyne

Adorable [Free for Guide Felyne / 200 CP for other Origins]

As a Palico, you are irresistibly cute. You possess soft fur, expressive features, pleasant scents, and an endearing voice that naturally draws affection from those around you.

People are far more likely to see you as harmless, lowering suspicion and making social interactions easier. Even in tense situations, your presence tends to soften reactions, making others less likely to treat you as a threat.

Status Ailments [100 CP]

You can inflict debilitating status effects on enemies through your attacks, tools, or crafted items. Choose one status effect from the following list when purchasing this perk: Paralysis, Poison, Sleep, Blast Blight, Attack Down, Defense Down, or Evasion Down.

You can apply your chosen effect consistently in combat, making you a valuable support or disruption fighter. This perk may be purchased multiple times to gain additional status effects.

Good Companion [100 CP]

As a Palico, you are a loyal and dependable partner. Choose one companion or allies now and in future jumps and you will naturally form a strong bond with them. In each new world you can switch who you bond with.

You act as a reliable support, always there when needed, whether in battle or daily life. Your presence provides comfort, trust, and stability, making you someone they can always count on.

Stress Foods [200 CP]

Choose your favorite food. Whenever you eat this dish, any stress, gloom, or negative emotions you are experiencing will quickly fade, leaving you calm, refreshed, and in a better state of mind. You can switch food in each world.

If you share this food with others, it has the same effect on them, soothing their worries and lifting negative feelings. This makes your chosen comfort food a reliable way to maintain morale for yourself and your companions.

Egg Grading [200 CP]

You have the ability to assess and grade any monster egg you or your allies collect. At a glance and smell, you can determine the egg's overall potential, including the number and quality of abilities it may develop and how suitable those traits are for transfer through the Rite of Channeling.

You can also evaluate how viable the creature will be for captive breeding programs, understanding its genetic strength, compatibility, and long-term potential. This allows you to efficiently guide breeding efforts, making it far easier to enhance or refine traits within a species over just a few generations.

Friend Shield [400 CP]

Once per jump, when you see an ally about to be struck down by a fatal attack, you can intervene instantly and take the hit in their place. By acting as their shield, you completely negate the damage they would have suffered.

Instead, you receive the full force of the attack—but the damage is greatly reduced to ensure you survive, even if you lack strong defenses or are in a weaker form such as a Palico..

Palico Travel [400 CP]

As a member of the Palico Travel Caravan, you are part of a vast support network that specializes in logistics, supply, and movement across the world.

Any campsites you and your companions establish can function as travel hubs. These locations act as fast travel points, allowing you and your party to move between them efficiently. In addition, they serve as supply checkpoints, where equipment, items, and materials can be accessed or delivered from the nearest settlements.

Your network is maintained by fellow Palicoes, ensuring that these locations remain functional and supplied over time. Once established, your checkpoints can be used for fast travel across any region you've explored, allowing you and your companions to reach any connected location within a day.

Nine Lives [600CP]

As a Pelico, you embody the myth of having nine lives, making you exceptionally difficult to defeat. You can now faint a total of nine times before a fight is considered a failure. In future worlds, this assistance is limited to nine revives every ten years or at the end of your jumps, whichever comes first.

Also each time you faint, your total health pool increases significantly, and you gain a substantial resistance to the type of damage that caused the faint. This resistance stacks until the end of a fight or every ten years, or at the end of your jumps.

Special Lineage [600 CP]

It seems your Palico lineage is... unusual. Somewhere in your ancestry, traits of powerful monsters have been passed down, granting you abilities that mirror those creatures. Though the origin of this bloodline has been lost to time, its effects are undeniable.

Your fur takes on a distinct cerulean-accented coloration, marking you as something special among Palicoes. Choose one of the following lineage traits:

With **black and red fur**, reminiscent of Rathalos, you gain the ability to breathe fire, unleashing flames as a natural attack and produce poison from your claws

With **blue fur**, similar to Zamtrios, you gain cryokinetic abilities, allowing you to breathe ice and form protective ice armor around your body.

With **yellow fur**, soft like Lagombi, your appearance becomes exceptionally cute and appealing. You are irresistibly attractive, easily drawing positive attention and affection from others, regardless of culture or background.

With **green fur**, inspired by Kecha Wacha, your intelligence and dexterity greatly increase. You become far more agile, able to move with ease through complex terrain such as trees, while also possessing superior problem-solving abilities compared to other Palicoes.

With ***brown fur***, echoing Zinogre, you gain the ability to generate and control electricity. You can enter a powered-up state, enhancing your physical abilities while discharging lightning in combat.

With ***pink fur***, similar to Ruby Basarios, your body becomes extremely durable. Your defenses are massively increased, allowing you to deflect or resist most attacks, and you can release sleep-inducing gas from your body to disable enemies.

If you are not a Palioco the changes than this perk will only affect your hair.



Monstie[+1000CP]:

Here, regardless of your chosen Origin, you are granted an additional 1000 CP dedicated entirely to acquiring Monsties within this world. This pool may only be used for Monsties and their related upgrades, allowing you to build your personal roster of companions, weapons, or... perhaps something in between.

As a Rider with the Master Rider Perk, you receive a special advantage. You are granted three Monsties for free, representing your natural affinity with the Rite of Kinship. These consist of one Rarity 5, one Rarity 3, and one Rarity 1 Monstie.

Monstie Rarity [100CP for each Rarity level]

In this world, a Monstie's rarity represents the overall power and potential of the species you choose. All Monsties fall within a scale of Rarity 1 to 7.

At the lower end, Rarity 1 includes weaker monsters such as Velocidrome-type creatures and their "Great" variants. As rarity increases, so does the strength, adaptability, and growth potential of the Monstie.

Mid to high rarities include stronger species, and their subspecies, which are exceptionally powerful like Ratahlos which is rarity 5 and Pink Rathian which is Rarity 6.

At the highest end, Rarity 7 includes some of the most powerful species available under normal conditions, including all 6 rare Species, 18 Deviants, and even low to mid-tier Elder Dragons, ranging from Kirin to the Ice Dragon King, Velkhana.

All Monster species from across all monster hunter games are available for selection this includes Frontier, including their known variants. Except the Black dragons and elder dragons above Velkhana size and power level.

But If you want...

Monstie Alatreon [1500 CP]

Somehow whether through luck, fate, or something far more questionable you have obtained and hatched an egg of Alatreon. Known as a living embodiment of elemental chaos, this Black Dragon wields multiple elements within a single body, seamlessly shifting between fire, ice, lightning, and dragon.

As a Monstie, Alatreon is extraordinarily versatile and devastating in combat, capable of adapting to nearly any situation. However, its presence alone is enough to instill fear and suspicion in others. Even among Riders, controlling such a creature is seen as unnatural... or outright dangerous.

Monstie Fatalis[2000 CP]

...No, seriously. Where did you even get this egg?

You now possess a Monstie version of Fatalis, the legendary Black Dragon feared as a living calamity. This creature is said to possess immense intelligence, deep-seated hatred, and overwhelming destructive power far beyond that of normal monsters. Entire nations have fallen to its flames, and even the strongest Hunters are nothing more than fuel for its fire.

As your Monstie, Fatalis is an entity of absolute devastation. Its flames burn with terrifying intensity, its presence alone inspires fear, and its very existence warps how others perceive you. Riding it does not simply make you powerful—it marks you as a walking disaster, something people will flee from rather than face.

Its “rarity” cannot be measured within the normal system. If forced into a scale... it would exist far beyond even the highest tier. If you wish, you may instead choose Dire Miralis as your Monstie at no additional cost, exchanging one world-ending force for another.

If you desire something even more extreme, you may upgrade your Fatalis:

- Crimson Fatalis can be chosen for an additional +500 CP, granting greater destructive power and volatility.
- White Fatalis can be chosen for an additional +1000 CP, representing one of the most ancient and powerful beings in existence.

Monstie Rank

Every Monstie you acquire begins at C Rank, representing the average specimen of its species. From there, you may invest in improving its quality, pushing it toward its absolute potential.

Progression follows a structured path. Moving from C Rank to B Rank requires 100 CP, as does advancing from B to A Rank. Reaching S Rank, however, is a greater leap, costing 200 CP. An S Rank Monstie represents the pinnacle of its species—the strongest possible natural form it could achieve.

Secondary Element [100CP]

Each Monstie you possess may be enhanced with a secondary element, embedding an additional affinity into its genetic structure.

This secondary element changes its normal physical attacks to that element, allowing your Monstie to cover weaknesses it may have. Despite this enhancement, the creature's physical appearance remains unchanged, preserving its original identity.

Available elements include Normal (Grey), Fire (Red), Water (Light Blue), Ice (Deep Blue), Thunder (Yellow/Green), and Dragon (Purple).

Gene Slots [50 CP]

You gain the ability to customize your Monsties through gene transfer, allowing you to add up to 6 additional genes to any one Monstie. These genes can be selected from the full pool of abilities available within the game system, including both active skills and passive traits. Each gene will cost 50CP. All Monsties naturally begin with 3 base abilities tied to their species.

[https://monsterhunter.fandom.com/wiki/MHST3: Monstie Gene List](https://monsterhunter.fandom.com/wiki/MHST3:_Monstie_Gene_List)

Items:

Items that belong to your chosen Origin are discounted. Any 100 CP Items from your Origin is free. And you can import Items of the same form for free.

General

Kinship Stone [Free]

You possess a high-quality Kinship Stone, typically mounted on your wrist. This artifact enhances your ability to bond with Monsties and is required to perform the Rite of Kinship.

Through it, your connection with your Monsties becomes stronger and more stable, allowing you to fully utilize Rider techniques and deepen your bond with each companion.

Monster Stables [Varies]

You own a dedicated stable space within your warehouse, large enough to house up to 12 Monsties, in addition to the 6 Monsties you may keep in your active party.

This facility is fully maintained by skilled Palicoes who handle feeding, care, and overall well-being, ensuring that all your Monsties remain healthy without requiring constant attention from you.

For every 100 CP invested, the stable's capacity increases by 100 additional Monsties, allowing you to manage a truly massive collection if desired.

For an additional 200 CP, you unlock the ability to send your Monsties on expeditions. They can travel to regions within this world or previously visited worlds to gather materials, resources, and occasionally rare relics. These relics may include ancient or unique weapons that can be restored and upgraded, potentially becoming powerful tools for future use.

Rider

Rider's Saddle [100 CP]

A specially crafted saddle that automatically adjusts to fit any Monstie you place it on. Regardless of size, shape, or anatomy, it ensures a secure and comfortable ride, allowing you to mount and control your Monsties with ease.

Monster Food [200 CP]

You possess a container that is always stocked with food tailored to your Monsties' preferences. These meals are rich in nutrients and energy, ensuring your companions remain healthy, well-fed, and in peak condition at all times.

No matter where you are, your Monsties will never suffer from hunger or malnourishment.

Monster Den [400 CP]

You own a personal Monster Den that produces 6 random eggs each day, all drawn from creatures within the Monster Hunter universe.

This provides a constant and reliable source of new Monsties, making it ideal for expanding your collection, experimenting with breeding, or gathering rare species over time. This function continues in future worlds, adapting to include compatible creatures.

Tent [600 CP]

You have a highly portable tent that can be set up or packed away in under 30 seconds. Despite its compact exterior, the interior is much larger on the inside, providing ample space for you and your Monsties to rest comfortably.

It serves as a mobile base of operations, allowing you to travel without sacrificing comfort or capacity.

Hunter

Starting Equipment[100CP]

No matter who you are, being naked in this world is not a good idea. That's why you are now given a full set of leather armor plus one of every weapon type that hunters may use it. These weapons are at their lowest level.

Advance Equipment [200CP]

As a hunter, your equipment becomes significantly stronger based on your rank, ensuring that you are always prepared for the challenges ahead. Currently you will start with one weapon and a full armor set made from an early monster that most hunters begin with. These monsters are typically at the power level of a Great Jagras or a Khezu. This equipment provides a solid foundation, offering decent protection and offensive capabilities suitable for the early stages of your journey.

But if you have the **G Rank perk**, the rewards are even greater. You will gain some of the most powerful armor and weapons available, typically made from monsters such as Kushala Daora or Teostra. This high-end equipment offers exceptional defense and offensive power, allowing you to take on the toughest monsters in the world with confidence.

Hunters Room[400CP]

You now have a small hut given to you by the hunter guild. This cozy room is yours to decorate in any way you please, allowing you to create a personal space that reflects your style and preferences. In one corner of the hut, there is a chest with an extraordinary feature—it can hold an infinite amount of materials and equipment, perfect for storing all the items you'll undoubtedly collect throughout your adventures.

Your hut also comes equipped with a comfortable bed. When you sleep in it, all of your fatigue will disappear after a good night's rest, and you'll wake up fully energized, ready to take on whatever challenges the day brings. Additionally, you can rest easy knowing that no monsters or hostile creatures can enter your hut, ensuring your safety and peace of mind while you sleep. This hut serves as a perfect sanctuary for you to relax, recover, and prepare for the next phase of your journey.

Monster Arena [600CP]

You now have been granted a massive colosseum, a vast and formidable structure designed to house and manage all the monsters you capture in the wild. Whether you need to keep them alive for future relocation, to be studied by your fellow hunter, or to engage in intense battles for training purposes, this colosseum is equipped for all these tasks.

The monsters stored here will have their strength preserved, ensuring they remain in peak condition. They won't fall ill or suffer any decline in their abilities, thanks to the diligent care provided by your fellow scholars. The colosseum also features a well-maintained arena above, where you can challenge these monsters to combat, either to harvest their materials after a victorious battle or to hone your skills against them. This arena offers a safe yet intense environment where you can push your limits without risking your life in the wild.

In addition to its primary function, the colosseum can be transformed into a training ground filled with various dummies, targets, and other tools designed to help you master new fighting styles or learn how to wield different weapons effectively. Training in this environment will significantly accelerate your learning process, allowing you to improve your combat skills and strategies at a much faster pace. This colosseum stands as a critical asset in your journey, providing a controlled and efficient space for both research and personal growth.



Scriveners

Notebook [100CP]

A reliable and durable notebook that never runs out of pages. This notebook is perfect for documenting your research, discoveries, and observations. It's resistant to weather and damage, ensuring that your notes are safe even in the most hazardous environments. It also has the ability to sort and organize your notes automatically, making it easy to reference past work.

Cloak of Invisibility [200CP]

A special cloak that renders the wearer invisible to most creatures and monsters. This cloak is ideal for sneaking past dangerous monsters, conducting stealthy research, or observing wildlife without disturbing it. The cloak's invisibility lasts as long as you remain non-hostile, ensuring you can explore and gather data without fear of being attacked.

Green and Specimens House [400CP]

A large, well-maintained greenhouse with a spacious pond designed for studying all the endemic small life forms you discover in the world's ecosystems. This specimen house is divided into distinct sections, each replicating a different environment—savannah, ice, rainforest, and swamp—allowing you to house and observe a variety of insects, fish, and other small, adorable fauna. Whether you're keeping them as pets or using them for study, this facility provides the perfect conditions for your research, offering a controlled environment where these creatures can thrive and be closely monitored.

Scriveners Branch [600CP]

A fully equipped branch of the Scriveners organization, complete with research labs, living quarters, a library, and a small team of researchers and assistants. This branch allows you to conduct extensive research and experiments in a dedicated facility. It also provides access to advanced tools and equipment, making your work more efficient and effective. The branch can be located in a region of your choice and is self-sustaining, allowing for long-term research projects without the need to frequently resupply.

Support Role

Hammer[100CP]

You now possess a very powerful and finely crafted hammer. This hammer is not just any tool—it's imbued with the ability to forge weapons and armor that resist the wear and tear of time. Any weapon or armor you craft using this hammer will be exceptionally durable, maintaining its strength and sharpness far longer than ordinary gear. The materials you work with will be perfectly bonded, ensuring that the items you create are not only powerful but also long-lasting. This hammer will become an invaluable asset in your craft, enabling you to produce gear that stands the test of time, whether in battle or in the harshest environments.

Quality Fuel[200CP]

You now possess the perfect fuel source, which burns at a constant temperature, ideal for crafting the finest weapons and armor. This fuel ensures that the forging process is precise, allowing you to create items that are more durable and resilient than any weapons or armor made without this secret resource.

Battle Bond Rig [400 CP]

You now possess a specialized rig designed to be fitted onto any Monstie. Once equipped, the rig allows you to fully control the Monstie, overriding its will and ensuring complete obedience, even if the creature initially resists. Monsties wearing this rig gain 120% of their normal combat power, making them stronger, faster, and deadlier in battle. They will never tire, eat, or drink, and are capable of fighting continuously for days without pause. This rig is completely secure, meaning it cannot be removed, destroyed, or bypassed by anyone except you.

Mobile Forge [600 CP]

You are now equipped with a state-of-the-art mobile forge, allowing you to craft, repair, and upgrade your weapons and armor on the go. This forge is mounted on a sturdy, mobile platform that can be easily transported to any location, whether in the heart of a dense forest or on the edge of a fiery volcano. It includes all the tools and equipment necessary to work with a wide range of materials, from simple ores to the most exotic monster parts. The forge is powered by a reliable and powerful energy source, ensuring consistent heat and power wherever you are. This mobile forge allows you to maintain peak performance in the field, adapting to any situation with the right equipment at your fingertips.

Guide Felyne

Fridge of Snacks [100 CP]

You own a personal fridge that is always stocked with snacks you truly love. No matter how much you eat, it will refill daily with your favorite treats.

Expedition Routes[200CP]

You now possess an ancient map once used by Palicoes of old, detailing secret expedition routes that you and your allies can embark upon. These routes are treacherous, filled with perilous challenges and formidable dangers, and will take weeks to complete.

However, the rewards for successfully navigating these paths are immense. You'll uncover rare materials and items, perfect for crafting unique gear or selling for a significant amount of Zenny. The map is comprehensive, covering routes in all biomes, not only in this world but in future worlds as well, ensuring that wherever you go, there are always valuable treasures waiting to be discovered.

Palico Farm[400CP]

You have now been granted a vast and thriving farm, entirely run by your loyal Palicoes. This farm is a haven of productivity, where you can cultivate a wide variety of herbs and mushrooms essential for creating potions and other useful concoctions. Honey production is in full swing, providing both a valuable food source and a commodity to sell. Your farm also features several insect cages, allowing you to collect and breed various insect species found throughout the World.

In addition, there is a mining shaft where you can extract different types of ores, crucial for crafting weapons and armor. Adjacent to the farm is a dock by the river, where you can easily capture fish or hunt down aquatic monsters like Plesioth, providing you with delicious fish or valuable monster parts. This farm is a self-sustaining resource hub, ensuring you always have access to the materials you need for your adventures.

Palico Clan[600CP]

You are now the leader of a group of Palicoes who view you as their boss and will follow your commands to the best of their abilities. The number of Palicoes that follow you depends on your lineage. At base, you will have 20 Palicoes who are eager to assist you in your endeavors. They are small in number but highly enthusiastic, ready to take on any task you set for them.

If you have a ***Special Lineage Perk***, your clan expands to a formidable force of around 100 Palicoes. This large and devoted group is fully equipped and prepared to handle the most dangerous challenges in the world. Whether it's building fortifications, assisting in hunts, or maintaining your base, your Palicoes are always by your side, ready to follow your orders without hesitation. Their loyalty and dedication are unmatched, making your leadership both powerful and respected among all who know of your clan.



Companions

My Old Team 50

You may create or import companions this jump, for 50 CP each, or 8 for 300CP. you can only import 8 companions here. Each one gains a free background. and 600 CP to spend. They may not take drawbacks, but you may give them CP, spending 100 each time to give them each an additional 200

My New Team 50

Sometimes having friends would be nice. Buying this once will allow you to add any ally you've made here as companions. You may buy this multiple times.



Drawbacks

Supplement [+0]:

Not exactly the most in-depth of places, so you can use this jump as a supplement for other jumps. The CP here can only be used in this jump, and vice versa; this includes extra CP from drawbacks.

Time Extender [+100]:

Want to stay longer ? Or just continue your adventure ? Or maybe even fight against elder dragons . No matter the reason, you stay for an extra 10 years each time you choose this. You can stay as long as you like, but are still going to gain a maximum of 800 CP.

Eighth Grade syndrome [+100CP]:

You now have the tendency to speak and act like a chuunibyou, complete with exaggerated poses and long-winded explanations. This often annoys everyone around you, but it also adds a unique flair to your character.

Forgot My Supplies [+100CP]

You tend to be a bit forgetful, and every 10 hunts, you'll realize you left behind key supplies. Maybe you forgot your hot drinks on an icy mountain or your cold drinks in the desert. Whatever it is, you'll be facing the hunt with a significant disadvantage.

Blights [+200CP]

You are now permanently blighted by one element of your choice while in this world. This blight will constantly affect you:

- Fire: Continuously damages you over time.
- Water: Reduces your stamina recovery.
- Ice: Increases your stamina drain.
- Lightning: Makes it easier for you to be stunned.
- Dragon: Negates all your elemental attacks.

You can choose to have multiple blights, gaining up to a maximum of 800CP.

Cat Thieves [+200CP]

During your hunts, rogue Palicoes will always find a way to steal your rewards and supplies. While you can eventually get these items back, it will take you up to 9 years to recover them.

Dull Weapons [+200CP]

Most of the weapons you wield will have their sharpness and effectiveness severely reduced. This makes cutting monster parts and crafting items extra difficult, adding a frustrating layer of challenge to every hunt.

Watch Out for the Pickle [+300CP]

You've caught the attention of one of the Old World's most dangerous monsters—the Savage Deviljho. This beast will relentlessly hunt you across the land, and if you manage to kill it, a new, more powerful Deviljho or a Bazelgeuse will appear the following week to take its place. There's no escape from this nightmare.

No Rare Drops [+300CP]

Say goodbye to crafting the most powerful weapons and armor. For some reason, monsters you hunt will never drop their rarest materials, like plates, gems, or mantles. The Desire Sensor is ruthless during your stay in this world.

Lost [+300CP]

You have an abysmal sense of direction, and now it will take you at least 3 times longer than usual to reach your destination.

I Hate Being Poor [+400CP]

The gods of fortune have turned against you. No matter how much money you earn, you'll lose most of it through scams, careless spending, or sheer bad luck. At best, you'll have enough to rent a shabby apartment and eat one meat bun per day.

I Don't Need My Brains [+400CP]

To put it bluntly, you're an idiot. Using your head for anything other than headbutting is impossible. Even simple math, like division and multiplication, would be considered a college-level skill for you, and that's far beyond your reach.

No Powers [+400CP]

You find yourself in a world where your external powers and warehouse are off-limits. You must rely solely on your own abilities and resources within this world, facing its challenges and trials without the aid of your usual outside assistance.

Weak Monstie [+400 CP]

For some mysterious reason, all the eggs you find in this world are Rank F, producing the weakest versions of their species. These Monsties come with genetic defects, poor immunity, and severely reduced stats, making it extremely challenging to keep them alive and raise them to any useful level. Every battle and expedition becomes a struggle for survival, testing your skills as a Rider to the limit.

Poogies Collector [+400 CP]

Jumper, you are tasked with locating 1,000 Poogies scattered across this world. If you fail to find all 1,000, your Jumpchain fails. These little piggies may look cute, but tracking them will require clever strategy, exploration, and patience—mess up, and the consequences are catastrophic.

Feral Monster Party [+400 CP]

For reasons unknown, feral monsters are unusually attracted to you. These normally wild and dangerous creatures will actively seek you out, attempting to hunt or devour you on sight. They are stronger than typical specimens, making even a single encounter life-threatening. Every step you take in the wild is a gamble, as the natural predators of this world now see you as prime prey.

Deviant Obsession [+1000CP]

You've developed an obsession with hunting the Deviant monsters that inhabit this world. So much so, that you've decided to stay here and hunt down all 18 Deviant variants. Your goal is to fully upgrade every piece of armor and every weapon crafted from their parts to their maximum capabilities. Your outside powers and items are sealed, and you cannot faint more than once when fighting these Deviants. Each Deviant has 15 quests you must complete, increasing in difficulty as you progress, with the final goal of earning the necessary materials to fully upgrade their armor and weapons. Be prepared—this journey may take you decades to complete, but in the end, you'll possess the most powerful collection of gear to take to future worlds.

Fatalis Invasion [+1,000 CP]

Jumper... this world is under siege by Fatalis, one of the most terrifying Black Dragons. Once this option is taken, every year a Fatalis will appear, targeting you and your companions. You must defeat each one to survive—but beware: you cannot collect any of its materials, as they mysteriously rot away after the battle. Until the last Fatalist you slay.

Each successive Fatalis grows stronger than the last, escalating the challenge year after year. After five years, you will be facing white Fatalis, the pinnacle of the Fatalist line. By then, every encounter will test your combat, strategy, and Monstie management to the extreme.

Primal Malzeno [+1000 CP]

You are now being hunted by Primal Malzeno, the silver lord and one of the Three Lords. This creature rivals even the likes of Alatreon raw power, speed, and relentless aggression. From now on, once every month, Primal Malzeno will appear and relentlessly pursue you. You cannot kill it early—instead, you must repel it each time to survive.

However. Each time you repel it, the monster learns and adapts, remembering your tactics and becoming increasingly difficult to fight. Strategies that worked before will become less effective, forcing you to constantly evolve your approach.

You will not be able to kill this Primal Malzeno until the eighth year. Only then can you face it in a final, decisive battle. If you succeed, the rewards are immense—materials capable of creating world-class weapons and armor, among the finest you could ever obtain.

Ten Years Later:

Go Home: What, you finished? Here? Well, we won't ask. Whatever it is you gained here, we hope you enjoy it. You return home with all that you have accrued over your chain, and time resumes in all the worlds you visited.

Stay Here: This world does have a certain... allure, hmm? Don't worry, we won't judge. Add 1000CP as a bonus

Move On: Ah, but of course. The journey never ends, does it? Go forth and have fun. Make some new friends.