

Reaper Hunter

Oftentimes, progress is talked about as though it is constant. Everyone progresses in the same way and any deviations from that path are flaws. It becomes a constraint rather than a motivation. And whenever something completely and utterly breaks that mold, no one is quite sure what to do about it. This feeling of sheer bewilderment was what ran through Admiral Sectus's mind as he beheld the alien ships attempting to activate Relay 314. These ships had no insignias or markings ever seen before in Citadel space, the designs seemingly tessellated with small plates, and even the material seemed rough and course as opposed to the smooth alloys standard to ships of the Citadel races. As he was inspecting the ships, the scans the crew had been running came back the dire news that this new race was close to activating Relay 314. Panic threatened to overtake him as he realized how close they were to another potential Rachni War. As he had no way of knowing their language, Sectus was forced to do the only thing that may be able to save his ships and perhaps all of Citadel space. "Fire."

This is a world where things took a turn from what took place in the canon mass effect series. In this universe humanity and the earth evolved down a much different road and became the world of monster hunter with humans struggling to survive against the world and the savage beasts thereing. Fighting the environment and the deadly Elder Dragons humanity eventually spread to the stars where they found mars and a trove of knowledge left there by the protheans. First contact has been initiated by the turians in a brutal display of violence though the Council has intervened in an attempt to broker peace between Humanity and the Turians.

You may find yourself hunting massive beasts, creating great machines from their bones, or you may simply enjoy your time breeding bugs. Alternatively you may decide to be a scientist studying the secrets of the universe in all its glory. But know that no matter what you choose to do the Reapers are real. They will come eventually and it is up to you to decide whether you will meet them with Bullet, blade, and the blunt weapons using nothing more than the hides of fallen titans to preserve you or if you will run and seek safe haven elsewhere on your own whatever you choose to do be aware that this galaxy is not ready.

You will spend your next 10 years here. I wish you a Good Hunt. Please check the Mission Chest, inside you will find 1000 CP. Use it as you wish.

Backgrounds

Drop in- Races of Council space in all their varying shapes and sizes. You drop in with no memories and no background to help you but you do have enough of a generic identity to get by. You wake up on the citadel. Good luck and try to take care of yourself.

Hunter- Resident special forces of Earth and the Systems Alliance. Hunters wear a large amount of colorful and disturbing armor which is created using parts of monsters they hunt and kill themselves. You are a G rank hunter, an elite among elites and you have the physique to prove it. You Start on Earth.

Engineer- One of the many makers from the System Alliance you have a history and training in the creation of many of the weapons, armor, and technology of the systems alliance and a special place in human society as hunters will come to you asking for you to make many odd and amazing tools. You Start on Earth.

Tamer- A relatively recent addition to the Systems alliance forces the Tamers breed and train wyverns for use in ground fights, Though they may not be as tough individually as others their trained wyverns are often more than enough to turn the tide in any battle. You Start on Earth.

Your age and gender may be chosen at will for whatever is appropriate for your race to make you an adult.

Drop in Races drop in (free drop in)

You may choose any council race present in the mass effect setting as well as geth, yahg, or vorchas should you choose though how you explain that is up to you. You will not be arrested for just being in council space if you choose to be a race they normally would not allow.

Hunters and engineers and Tamers Races (free hunter, engineer, and tamer) may choose any sapient race except monsters normally present in the monster hunter setting such as wyvernians, sea folk, or humans. Races can include felines and shakalaka. Meaning no you may not use this to become a reaper.

Perks

Perks ranked 100 cp are free to their background each other perk is half price to its background.

Drop in

100 They Won't Hate Us!- Somehow you have probably made enemies in the past and those enemies talk. Now maybe other people don't normally like you for whatever reason maybe you have had rumors spread that you are a thief or that you are a danger to others. Then you will love this, people no longer preemptively judge you. From now on everyone you meet will withhold their judgement of you until you prove yourself one way or the other to be trustworthy or not. Children will not run unless you cause them too and merchants will deal with you in a neutral manner when they probably wouldn't usually unless you give them cause not too.

200 biotics- You have internal nodes in your brain that allow you to create and control mass effect fields of varying degrees of power. Able to lift objects with your mind and create force fields as well as create small projectiles of force and alter gravity in a set area. This starts out small with you barely being able to move a cup though with time and practice you will be able to do much more. As a plus you don't need to worry about headaches that normally can come from this.

400 Peace Talks- You know this galaxy is a dark and rather messy place. People always trying to start a fight. You have been trained to keep some of it tidy. You can negotiate with and calm down multiple parties that would normally kill each other on sight. Not only is your voice soothing to hear but your skill at negotiations is nothing to sniff at either and you can always find anyones bottom line without much trouble with the possibility of pushing that down a small bit as well. Should you wish you would make an excellent merchant.

600 Scientist Salarian- The galaxy is home to many wonders that are present in nature however nature is often ugly. You much prefer the clean and sterile world of technology and because of that you have worked out many ways to recreate strange and often incompatible technology of others to work together in ways that were before impossible. You could for example study a medicine made of rare mushrooms and herbs and recreate its effects with a synthetic concoction created in a lab or study the workings of a weapon powered by rare and exotic elements and create a work around to recreate the same weapon using much more available materials. The large bowgun that hunter showed you made from sinew and bone that

somehow shoots lasers from ammo created of bugs and rare plants could very well be recreated from steel and synthetic polymers with enough study and a minor drop in power. This perk allows you to study technology and recreate it from less esoteric or rare materials at a lower level of power depending on how much study and work you put into it with more work coming closer to the power of the original piece of technology.

Hunter

100 Weapons Prowess- You wouldn't be much of a hunter if you couldn't use a weapon would you? You are proficient in the use of many handheld weapons both melee and ranged. You also find that you are capable of learning how to use a weapon extremely quickly. After all all weapons basically boil down to "hit them with this" in some way.

200 Fast Healer- You would be a poor hunter if something as simple as a lacerated artery could put you out of commission. But since you are a hunter you have gained an ability to heal rather fast, you find that your wounds heal in minutes when they should rightly take days, and in days when they should take months. You do not however regrow lost limbs nor will your bones set themselves. So if you break an arm you had better set that quickly.

400 One Tough Motherfucker- Your body is tough as hell. You could easily take a hit that would kill most people with little more than a shrug. Impact just doesn't seem to affect you as it does most people, getting hit by a rampaging rathalos? Sure you might get flung around but it won't kill you. Jump off a 2000 meter cliff and land on your feet? You may be a bit sore but your bones will not be broken nor your muscles damaged. Cuts, poison, stabs, and other such damage will still harm you and should a monster do something like hold you down and slam your body with its face a couple times you may still break a few bones so be aware of that. On top of that you are also pretty damn strong. Strong enough to swing around the hulking slabs of metal and bone you hunters call weapons at least.

600 Open Genetics- The most special thing about hunter is that hunter genetics are a bit weird. Their cells open in such a way that their bodies attempt to mimic what they are in contact in to some extent. While all beings from earth have this mutation the hunters take this ability to a whole nother level by cladding themselves in armor made from the hides of titanous beasts and in doing so gain the various resistances and powers of the beasts, taking its strength as their own as long as they wear this armor made from beasts they have defeated and you are an exemplar of this power. While the strength and resistances imparted are only a fraction of what the beast would have it is often enough to give you strength equal to a young member of the species would have.

Engineer

100 Custom Job- You are a wonderful craftsman. You can not only measure a person perfectly just by looking at them you can also tell exactly how much material would be needed to complete a job if asked to make something for them and when complete it will be amazingly comfortable for them. Damn you're good!

200 Ingenious Mind- Damn you're smart! Your mind is always buzzing with ideas and coming up with new things to try. You flat out never get bored of tinkering with things or learning, you are also very good at learning new things catching on quickly to new concepts and thinking up new and interesting ways to put those concepts to practical use.

400 Spirited Works- Ever wonder why hunter armor and weapons can do things like spout fire or water or other elements in spite of being an inanimate object? Well the answer lies partially in the crafting of the armor and weapons, the secret known to crafters relies on forging the armor and weapons from the bodies of fallen beasts and in doing so binding some of its spirit to the item. You now know how to do this, as well as how to craft gear in such a way as to house the spirit thereby bringing out the armor or weapons full potential good enough that even non hunters would be able to enjoy the elemental effects and other boosts. This applies to anything crafted in this manner though so if you wished to give for instance a starship a bit more strength and a bit more power in its guns you could make its hull and cannons out of a gravios for example.

600 Learning from nature- Humans have ever sought to learn from nature. It has inspired the greatest minds into creation of wonderful feats of design. Now just as how it was in the past you can learn from nature to create items that replicate the natural world. Studying a gravios biology for example may allow you to learn how to create beam cannons or a fatalis may be able to teach you how to open portals vast distances. These effects will take massive amounts of time and study to replicate however though if you could figure out which part is responsible for that effect you could always take a shortcut by cutting it out and using it as a part in your creation.

Tamer

100 Conservation Expert- Hunters need something to hunt, makers need materials, and everyone needs a way to get food. You can't do that if you yank an important part of the food chain out and it all comes tumbling down. You know what will and will not harm an environment and what would actually encourage growth in such an environment. When a rathian slaying quest is posted you are probably the person they come to in order to make sure slaying it won't upset the fragile ecosystem. You can learn to do this in any environment so long as you spend some time there.

200 habitat maker- It is one thing to protect the delicate ecosystem that exists in nature and quite another to create a slice of it artificially for yourself. You have the skills and knowhow to create artificial habitats that meet and exceed all the needs of a specific creature in such a way that it will live a long healthy happy life if it were inside your habitat without the worry of it

attempting to escape. So perfect are the habs you make that they seem to be tiny slices of wilderness taken from the world itself.

400 monster breeder- Wyverns of all kinds are a proud bunch and even the smallest of them is loath to breed in captivity making raising them difficult as an egg must be stolen this is not a problem for you though as you have figured out how get creatures of all kinds to breed in captivity without much fuss. This could allow you to have a steady supply of eggs for a variety of uses or study. However the value of this perk comes not just in that but in how you go about breeding the creatures. You have also learned how to breed your own subtypes of monsters by taking an egg and hatching it in an environment it normally would not exist in. Want to create a fire aligned plesioth? Well try long enough and raise enough of them in an environment mimicking a fire rich location and eventually you may just breed such a subspecies though it will take a long time and a lot of work.

600 Eco Warrior- From the lowly Kinsect up to the mighty Rathalos many different creatures have been tamed for use in daily life and all of them started as wild beasts. You have the skills to tame even the most savage of creatures. Making them docile to their owners and vicious when set upon someone or something else. Any creature you train will follow orders perfectly as well as allow you to ride it. Acting almost as if it could read the owners intentions the creature will be a lifelong friend to its owner. This can also be used upon sapient creatures to a much lesser extent by allowing the tamer to help others learn to work together though that is not its focus.

On top of that wild animals no longer attack you on sight but be wary as though they may tolerate you they will not necessarily like you nor will they put up with you if you attempt to harm them.

Companions

50 Hunting Companion!- You may create or import 1 person into the background of your choice. They receive 600 cp to spend as they wish. Alternately if there is anyone in the story you wish to join you then they may come with you if you wish.

200 Hunting Companions+!- You may create or import up to 8 people into the backgrounds of your choice. They receive 600 cp to spend as they wish. Alternately if there is anyone in the story you wish to join you then they may come with you if you wish.

Items

Items priced 100 cp are free to their background

General

50 Biotic rig (Free with biotics)- An implant specifically created to enhance and harness ones biotic powers. This model carries a high power threshold and a very low risk factor for installation into the users brain. Should you wish it can come already installed into you or you can have it in a box ready for later use.

100 A Gun and a Box of Ammunition- A footlocker size crate and a gun of your choice from the mass effect setting. The crate will refill once a month with ammunition or spare parts for your weapon should it be damaged.

100 Drone of Peace- An unmanned pod that can pilot itself then broadcast on multiple frequencies. When picked up by another race it will not only play and display a breakdown of common languages and writing it will also play a video of your choice for those who retrieve it in order to help with decoding and understanding the message within. No matter how much your enemy may hate you they will not destroy the drone of peace without first attempting to see what information it contains.

200 Common Tech Blueprints- Common blueprints for much of your background races technology, for drop ins this defaults to council technology while for other backgrounds this will be hunter technology. Doesn't help you build any of it though as it is just blueprints and none of them is for anything especially secret, you may find blueprints for a space ship here but nothing for prototype guns for example. May be bought a second time for the twin blueprints from the other backgrounds. Second purchase discounted.

300 A Once Living Ship- A starship based on the designs of the Systems Alliance. Though not technically a warship it does boast the standard contingency of dragonators and ship class heavy bowguns using an element zero engine to reach faster than light speeds. The hull is made of Gravios shell and a combination of minerals generally consisting of a mediastinum and cosmicite alloy which gives it immense strength but without any form of kinetic shielding.

300 A Ship of Cold Metal- A gleaming metal starship of turian design incorporating light rail cannons and boasting an element zero engine for faster than light travel. Though the hull is thinner than system alliance ship hulls it instead boasts a powerful kinetic shield that stops or redirects many if not all kinetic based projectiles harmlessly.

Drop In

100 A Crate of Eezo- A sealed and locked container the size of a footlocker filled with specially contained element zero in its solid state. Once a month the container will refill to replace what is

lost when you aren't looking at it. Be aware that Element Zero, or Eezo, is a dangerous and often hazardous substance. Please take precautions when opening.

200 A Bleeding Edge Omnitoool- A top of the line omnitoool including many combat and scientific features, a built in blade, multiple sensors and a built in V.I. virtual intelligence advisor to aid you in situations where you may require them. Though not sapient they are rather clever for a non thinking machine and can sometimes do a good job of faking it. Able to connect wirelessly to technology around it within ten feet.

400 A Cutting Edge Lab- A large lab filled with tools and equipment for studying various biological and chemical sciences as well as many medium glass partitioned cells for biological samples to be kept in stasis for study, a multitude of sensors and synthesizing tools, and gallons upon gallons of common chemicals in storage. Can either choose to have it insinuate itself into the setting or become a warehouse attachment or you may import a property you already own to attach it too.

600 A Badge- A simple badge with digital encryption. This badge designates you as a spectre of the council, as such laws which would normally be illegal and land you in jail or worse are overlooked. So long as your actions do not result in the mass deaths of civilians legal charges will be dropped simply by waving your badge. Note that this only protects you from legal repercussions of your actions, someone may still seek their own form of vengeance if you give them reason to.

Hunter

100 A Box of Weapons- A large red chest filled with a plethora of weapons from bowguns to bugstuffs. It seems to hold more than its size should allow however none of the weapons currently inside are of anything more than beginner rank iron or bone weapons seemingly donated by previous hunters to the next generation. Can be used to store up to a large garage worth amount of weapons, armor, or items.

200 Box of Curatives- A box of commonly used hunter medicines. Inside here are bundles of everything from antidotes which cure many extremely toxic poisons all the way up to a single ancient potion which when imbibed will cure the drinker of any illness or damage making them even healthier than before they drank it. These medicines restock themselves once a week. Ancient potion cannot heal magical diseases nor regrow lost limbs but can repair damaged limbs or bodily damage so long as the parts still remain.

400 A Savage Armor- A full suit of armor made from any beast in the monster hunter series complete with weapon. Its eyes glow and it seems to give off a feral demonic aura of ruthlessness. If they didn't know better they would believe you were some kind of monster yourself. Comes complete with life support for any situation you may find yourself in including being in space or low atmosphere. The spirit bound within this armor is unusually savage, granting you boosts much greater than you would commonly achieve from an armor of its type while at the same time being bound to your will. You may import weapons or armor into this slot if you wish to also give them a reskin as well as an alternate form based on the weapons and armor you choose.

600 Your Own Personal Hunting Ground- A small island filled with various flora and fauna from your past jumps has been found and you are the new owner. Roughly 20 square miles large this island is home to many deadly beasts which have formed themselves into a somehow working ecosystem. Though you have no control of what beasts appear there will always be something to give you a good hunt. Who knows, one day you may be hunting rathalos and the next day maybe a thresher maw might show up? Good hunting. This may either insert itself into the setting each jump unknown and hidden from others without your help finding it or instead it may be a warehouse attachment if you wish.

Engineer

100 A well used Set of Tools- A large toolbox filled with various hammers, tongs, picks, and other various tools used for building or creating stuff. It seemingly always contains the tool you need to complete your current project no matter if the tool is a large hammer or a set of dragonbone calipers just reaching inside will let you pull out what you need. Can only pull out tools and once used they must be returned once the project is done.

200 Rocks Monthly- A Catalogue with pictures and descriptions of various rocks and ores you have come across in the past. Updates each time you find some new mineral. Simply by filling out the provided form and placing it in a mailbox you will receive a 30 pound sample of your desired mineral. Works once a month for materials from past jumps or ten times a month for materials from your current jump.

400 A forge to be Proud of- A massive forge able to reach temperatures hotter than that of molten magma if you so choose to really crank it up. Humming power hammers and large steel crane claws hang from the ceiling to assist you in moving your projects. This forge is more than just a forge, it is a workshop for making dreams happen. This workshop is the size of a large multi car garage in the front, though the actual work space and tools more than triples that size. You may choose to have this as a warehouse attachment, place itself into a place of your

choosing in a jump, or alternatively you may import a property you own to have it attach itself too.

600 A Locker full of Dead Things- A smith cannot be expected to create with no materials. That is why you choose this. This Large Green Box can be opened to produce the corpse of one creature you have either slain or seen dead in your past per month. Defaults to random large wyvern corpses though it can be used to specifically get materials of the creature you desire. Do beware to only use this where you actually have room to fit the creature?

Tamer

100 Bug Box- A large box roughly the size of a car with a group of 4 kinsects inside. These kinsects will breed more loyal kinsects which can be taught to do a myriad amount of jobs. Though these default to the culldrone and mauldrome species any species of insect you place within will quickly reproduce and lay eggs which you can harvest and incubate into cuddly pets.

200 A Catalogue of Desert Cacti- contrary to the name this catalogue is a list of plants you have come upon in your travels. Simply by filling out the attached paperwork you can get a single plant from a past jump once per month or ten plants from your current jump per month.

400 A perfect Habitat- A perfect habitat roughly the size of a large warehouse and suited to match the tastes and requirements of whatever creatures you currently have living within it. This can be either a warehouse attachment or you can import an existing property to have it made a part of.

600 A Breeding Pair- A pair of Wyverns of your choice. These wyverns may be of any kind from the monster hunter setting as long as they are not elder dragons. The one exception to this no elder dragon rule is that you may choose a Kirin if you wish. Alternatively you may instead take a breeding pair of any non wyvern creature so long as they are not elder dragons nor sapient. This is because aside from the various wyverns such as rathalos and diabolos and various herbivorous creatures like aptanoth only the Kirin has ever been tamed and even that has been in amazing small numbers.

Drawbacks

100 Disliked By All- Everyone who meets you will dislike you, merchants will refuse you service, police will give you a hard time, even thieves will take the extra time to give you a bad day. Be prepared for good days to be few and far between.

100 Dead Broke- You have no money at the start of the jump and will never be able to hold on to more money than what it takes to have a decent meal.

200 Sarens Pride- You are an egotistical asshole, You know better than everyone else. Whatever others may say you know you are always right and you can prove it! You see enemies everywhere, any time someone does something that would annoy you in any way you will suspect them of plotting against you. You will be very paranoid your entire time here.

200 Outgunned- The galaxy is a dangerous place, lawless gangs are a sadly common sight even in council space. Now they are gunning for you, watch your back as there is now a target painted on it and a bounty for your head in all lawless zones.

400 Rage of the Deviljho!- The enraged demon known as Deviljho is a sight that many hunters have taken to their grave and now there is an entire pack of them after you! Once a month when you least suspect it you will be attacked by a deviljho provided there is room for one. You won't be running in to one of these monsters in a life pod but if you turn the corridor while on the citadel? You may just find this guy waiting for you on the other side. Authorities are confused as you as to where it came from or how it got there.

400 Broken Ships and Broken Dreams- Space is a very dangerous place which is why a ship must be free of any damage in flight. Around you ships seem to break down an awful lot. Every trip will be dangerous as your engine sputters and your seals have spring leaks. You had better check all your important systems twice before setting off from port and always carry spare parts because it is going to be a long trip.

600 Reaper Hunter- You have a job, a job that is utmost importance. Your job and task is to prepare the people of both council space and the system alliance space for the arrival of the reapers. In your first year here one reaper will show up intent on wiping life from the galaxy, two months later two more will arrive, then four, the number doubling every two months. Should they succeed your jumping will end here. They will not stop coming until either you or they have been destroyed.

600 A War not Averted- The war between the Systems Alliance and the Council races will be averted through no small amount of work by the asari early in your time here normally. However by taking this drawback that will not happen. The war will not be averted. Now embroiled in a war between superhumanly savage soldiers and the Councils Turian armies both sides will be damaged far more than they can afford at this time. You must survive in this war torn galaxy now for your entire trip. If you try hard enough you may broker peace but that would be incredibly difficult.

OUTTRO

Well the time has come and your time here has ended. Now you must make a choice. 3 paths lie before you, which will you take?

Go Home- You leave this place and return home with all your powers and items

Stay Here- The hunt cannot come to an end here. You wish to stay and continue the hunt.

Continue Jumping- You go on to your next jump continuing the chain.

Notes

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The original story can be found here <https://www.fanfiction.net/s/11599577/1/Reaper-Hunter>