

Hunter x Hunter Jumpchain

By PsychoAnon

“Strange beasts and monsters…”
“Secret treasure hoards, undiscovered wealth…”
“Mystical places, unexplored frontiers…”
“The mysterious unknown…”
…there's magic in such words for those captivated by its spell…
They are called “**Hunters**.”

Welcome to the world of Hunter x Hunter. Here, people called Hunters are formal members of the most respected organization in the world - the Hunter Association. Hunters are explorers, treasure hunters, archaeologists, entomologists, bounty hunters - basically any profession or passion that involves searching for and/or collecting things. Licensed members of the Association are some of the most well paid and revered individuals in the world.

A young boy named Gon Freecss will soon leave his home of Whale Island to take the Hunter exam and become a Hunter, not for money or fame but to find his mysterious absentee father Ging. He will cross paths with three others with the same goal of becoming hunters; Kurapika, the last survivor of the Kurta Clan on a quest for vengeance; Leorio, a young man hoping to get rich and become a doctor; and Killua Zoldyck, a child Gon's age born and trained by the infamous Zoldyck assassin family. Their lives will change forever as they dive into the dangerous world of hunters and their mysterious power known as “nen”. What will you do in this world? What adventures and dangers await? That is for you to decide.

+1000 CP

Origin

Select your origin.
Perks and items are discounted 50% for their matching origin, except 100CP perks and items which are instead free for matching origin.

Newcomer

You're new to the world of hunters (possibly the world in general as you can choose to take this as a drop-in option) and you've got a lot to learn. You haven't even become a hunter yet so if you want to be one you'll have to take the Hunter exam. Maybe you could make some new friends while you're there?

Veteran

You've been around the block as far as hunters go. You've seen things most people wouldn't believe, gone on adventures worthy of mythical heroes and fought some tough opponents along the way. The years likely show on you, but being a licensed hunter certainly has its perks and you're far from done doing great things.

Villain

As is always the case, this world has a dark side. Notorious thieves who make the world quake in fear, monstrous creatures from a mysterious massive continent, selfish royals with dreams of world domination and even lone maniacs who get off on battles to the death. Whether you're any of these things or not you've found yourself on the dark side of society and the dark side of the nen using world.

Species

Free - Human

Humanity are by far the most prominent sapient species in the “known” world and make up the vast majority of nen users as well. Despite how humanity would like to view itself, it is absolutely nothing in the face of the massive landmass that surrounds the world they know - the mysterious and horrific landmass called “the Dark Continent.”

100 - Kiriko

Kiriko are magical beasts, odd creatures which are intelligent and capable of human speech. They are notably larger than humans in their true form with superhuman physical capabilities, able to leap from branch to branch through trees with trivial ease at great speed and shrug off sword swings from competent warriors. Their “true form” must be specified because Kiriko have the ability to shapeshift, including taking the form of humans. Of course, their combat abilities are paltry compared to even the most rookie nen users, but the shapeshifting is very handy.

400/800/1200 - Chimera Ant

A species with the potential to surpass all others. Chimera ants are one of the less frightening creatures which hail from the Dark Continent, but that still makes them a potentially apocalyptic threat to the human world. Chimera ants live in a nest run by the queen, who creates subordinate ants through a process called phagogenesis, where she imparts the characteristics of creatures she's recently eaten onto her next generation of offspring, for example eating a butterfly and a scorpion may give the spawn butterfly wings and a scorpion tail. Chimera ants are ludicrously strong creatures, as their raw physical might can be enough to defeat low level hunters. The real terror starts when chimera ants eat humans - particularly humans who use nen. This is where you come in.

For 400CP you are a squadron leader level chimera ant. These are the strongest ants below the royal guards and the king chimera ant. Your physical abilities are formidable even to mid level hunters, all the more so with your natural aptitude in nen. You were born with a high capacity for nen such that you could battle with powerful nen users and develop your own Hatsu after just weeks of life. As with all chimera ants you've also inherited several useful biological abilities of your choice, like flight or echolocation. Chimera ants are notable for being able to mate and reproduce with nearly anything, be it dogs, cows, sheep or even humans. This will spawn more queen ants.

For 800CP you are either a royal guard ant or a queen ant. Royal guard ants are extremely powerful ants born to protect the king. Your level of aura is astounding, such that it surpasses even Isaac Netero who is likely the strongest hunter alive. Your natural talent with nen is such that freshly born and without a Hatsu you could kill a powerful hunter as if you were swatting a fly. With a Hatsu ability and just a bit more experience under your belt you could only be stopped by the king ant, your fellow royal guards or a nen monster like Netero. If you find a king ant you will feel an incredibly strong emotional response of love and devotion towards them.

Queen ants possess the ability to give birth to new generations of chimera ants, up to 5 at a time though the process of birthing and hatching is extremely fast such that a queen could have a small army of ants ready in weeks with a proper food supply. What you eat determines the traits of your offspring and with nutritious and powerful prey comes powerful offspring. Your children obey you unquestioningly and can be commanded via telepathy, though when eating more willful and individualistic species like humans their loyalty may waiver somewhat. More amazing than the rest of your hive is the ability to create royal guard ants and the king ant, which are astonishingly powerful. When the king is born the royal guards will switch loyalty to him and the king will likely head off to find a mate, though with human DNA it is very likely for the king to love you as a human child loves their mother, though probably not at first. You can continue to birth more royal guards and king ants to spread more and more of your kind.

For 1200CP you are the pinnacle of chimera ants and the pinnacle of life in the human world. You are an ant king and an exceptionally powerful one on par with Meruem. To start with, your intellect is vastly above that of any human. Your rate of learning is such that you can become the world's greatest master of almost any strategy based game just by reading the rules and playing a few rounds with the world's best in those games. You have a near perfect memory and vast analytical skills which can easily allow you to outmaneuver and outplan all those around you. Your physical body without any nen is so powerful that it could be compared to high level nen users. You are near tireless as well, since you can go three days straight marathoning high level strategy games and a week without food all with zero signs of fatigue. When using nen, you are a monster the likes of which this world has never seen. Your aura dwarfs even that of the royal guards, your mastery of nen so natural that after just being born you could kill Isaac Netero himself and make it look like child's play. With your beyond prodigy status and absurd learning rate there's no doubt that you'd effortlessly become a being on par with the divine if you put any effort into training with nen. Somehow most terrifying of all is a nen ability you were born with called Aura Synthesis. By eating the majority of the body of a nen user you'll not only add their aura total to your own, but gain their own nen abilities and skill for yourself, including their experience in the more standardized skills like En. All shall bow to the true king of this world.

Age

Select your age. You can be anywhere from 8 to 120 years old, though if you're a Chimera Ant you can even choose to be a newborn.

Location

Select where your journey begins

Whale Island

A small fishing port and the home of Gon Freecss. Not much is notable about this island except, ironically, that it is so peaceful. It's certainly a nice place for a young boy to grow up so long as they don't run afoul of the mystical beasts within the forest. A ship will soon arrive to take people from the Island to the Hunter Exam.

Zaban City

A prosperous and bustling city located in the Kukan'yu Kingdom. Here shady dealers and scam artists flood the streets attempting to rob suckers and tourists out of their hard earned jenny. A notorious serial killer named Johan the Dissector used to live here before being apprehended. It's secretly the site of the 287th Hunter exam and if taking the exam you can choose to have already gotten past the initial phases of finding the place and begin at the first stage.

Heavens Arena

The world famous battle arena where people duke it out for money, fame and just for the hell of it. This arena is a massive tower with 251 floors, each floor being a combat zone where warriors can prove themselves in battle. The highest floors are run by "floor masters", talented and powerful nen users of the likes of Hisoka the magician. Some people literally live in the tower as it has various apartments to live in for rent and at higher floors they're complimentary.

Yorknew City

Yorknew City serves as perhaps the biggest and most successful metropolis and trade hub in the world, famous for the countless auction houses and the annual Yorknew Auction, which is tied up in the worldwide mafia. The various mobs quietly run Yorknew as they've bought off the police and the government is in their pocket. With its auctions this is a place where a thrifty salesman can turn 20,000 jenny into 200,000,000 jenny in the same day.

Meteor City

The world's junkyard. Meteor City is a place almost no one knows of where the people who live in it don't exist on any official records. The people of the city live in squalor and poverty among trash. This was the home of the Phantom Troupe as children. It was once a place where the most horrible scum of the world like human traffickers would come to take advantage of the citizens who didn't officially exist, but that stopped once they adopted their notorious policy - you can leave what you want here, but never take anything away from us. Anyone who transgresses against the residents of Meteor City now finds themself victim to suicide bombings. Still, the city has an agreement to supply the Mafia with "invisible" people to serve as goons.

Greed Island

Welcome to the greatest game in the world. Most people think Greed Island is an advanced MMO video game created with nen, since that is how it's normally accessed. In reality, Greed Island is a real island created and run by Ging Freecss and his friends, though Ging isn't here now. The island has been turned into a real world video game with countless conjured NPCs, monsters and items which have various properties and do various incredible things. The objective of the game is to collect one of every type of card and put them in your binder, which will grant the opportunity after a quiz to meet the creators and win the game. The reward for winning is the opportunity to take any three cards out of the game and into the real world. These card items can do anything from making men pregnant to healing all wounds and illnesses, reversing aging and even granting wishes. You've arrived on the island by legitimate means as a participant. The only ways to leave are with the “leave” spell card or going to a specific ferry.

NGL

Neo Green Life, aka NGL, is a neo-luddite nation where all modern technology and synthetic materials are banned. Anyone caught attempting to smuggle such modern amenities as laptops, guns or medicine into the country is dealt with via harsh imprisonment or death sentence. People here wish to respect and live in harmony with nature, leaving much of the area undeveloped and beautiful. Despite how idyllic it all sounds, in reality NGL is run by a drug and weapon smuggling syndicate without most of its citizens even being aware. In around a year, a chimera ant queen will wash up in NGL and begin expanding a nest, devouring its citizens.

Republic of East Gorteau

An isolated dictatorship on the same landmass as NGL. Here in the republic everyone is under the absolute rule of the dictator Ming-Jol-ik, though in reality he abdicated long ago and left the nation with a body double as its figurehead while military Director Bizeff calls the shots. Most of the nation lives in horrible poverty while the ruling class is filthy rich, though thanks to the absolute control over the media most of the nation's 5 million citizens believe lies such as “50% people in other countries starve to death before the age of ten”. Much like NGL, this location will be conquered by the Chimera Ant King in around a year if nothing is done to stop the ants.

Kakin Empire

Kakin is a nation located in the middle of the Azian Continent. 30 years ago the country silently shifted from being a socialist empire to a parliamentary democracy and has grown massively in wealth and political influence to become a superpower. The country has many odd and horrific practices, most of which are linked to the royal family that rules the empire. Beyond Netero (Isaac Netero’s son) and the emperor are colluding to start an expedition to the Dark Continent.

+400 - The Dark Continent

You're a fool to come here. This is a land not meant to be tread. The world humans know is just a few islands in a massive lake called Lake Mobius. Surrounding that lake is the Dark Continent, a landmass where creatures which dwarf the ant king Meruem in power roam freely. Now that you're here you'll likely want to find a way out, but that will be incredibly difficult and dangerous. If you do make it back, you'll bring with you a powerful being capable of ending the world.

Affiliation

You may pick up to two groups to have a prior relationship with (or none if you'd prefer).

Phantom Troupe

The Phantom Troupe are an infamous group of thieving nen users also known as “the spiders” for their tattoo of a spider with 12 legs and the number of the member on said spider. Most of the Troupe were a preexisting group of friends in Meteor City since childhood on a quest for vengeance. After one of their friends was tortured and killed by human traffickers, they decided to become the most infamous criminals in the world to make everyone fear Meteor City. Despite that, some members like Illumi Zoldyck and Hisoka Morrow joined after the fact. Whichever camp you're in you've now found yourself as part of this infamous band of thieves.

Zoldyck Family

Of all the assassins in the world, those of the Zoldyck family are the most respected and feared of all. The Zoldycks train their kids from birth to become the ultimate killing machines, torturing them so that they become immune to pain, poisoning them until they gain a natural immunity, leaving them to fend for themselves in dangerous battle arenas. They expect the most even from the butlers of their mountain estate, who are themselves highly trained warriors. Despite all that, they can be a surprisingly wholesome and loving family at times and everyone in the family has a decent enough relationship with each other. You are either a member of the family or one of their many butlers. Killua is unfortunately already off to gain his hunter license.

Nostrade Mob

The criminal world is mostly run by mundane humans, but they often employ the services of nen users in exchange for large sums of cash. The Nostrade family is an up and coming one in the criminal world, given prominence due to the boss's daughter Neon Nostrade gaining a nen ability to predict the future via poems. You are more than likely one of the nen users hired as security detail by the family, but you could also be a relative to Neon and the boss if you wish.

Chimera Ant Nest (must be a Chimera Ant)

Virtually all chimera ants start off as members of a nest and it seems you're no different. Depending on your type you'll be expected to collect various living creatures to feed the queen and defend the nest, protect the king, sit around giving birth or attempt to mate with females of other species to create more queens. They generally won't care if you wander off.

Kakin Royal Family

The Kakin Empire is ruled by the royal family. The royal family consists of the various wives of the emperor and his legitimate children with those various wives. The 14 princes (who are not all male) range from violent sociopaths like 4th prince Tserriednich to innocent babies like 14th prince Woble. The royal family engage in horrific practices like the Succession ritual where all princes must kill each other until one remains in exchange for Kakin’s prosperity. As a prince you will soon be expected to engage in this succession conflict.

Nen

All beings produce Aura, their natural life energy which flows from their internal aura nodes and leaks off their bodies without most even realizing it. Nen is the ability to see and control this energy, containing it into the body to use for supernatural means. Nen users possess incredible strength, live much longer lives and can even develop their own customized supernatural abilities using their aura. The mere aura of even a novice Nen user can act as an impenetrable wall to non-users and can even strike them dead, though all this can be mitigated if the non-user is comparably physically powerful to the user. Aura and anything made out of it is invisible to those who can't use nen. Anyone can learn to be a nen user with enough time and effort or with certain riskier methods like an experienced user flooding a non-user's body with their own nen to force open their aura nodes.

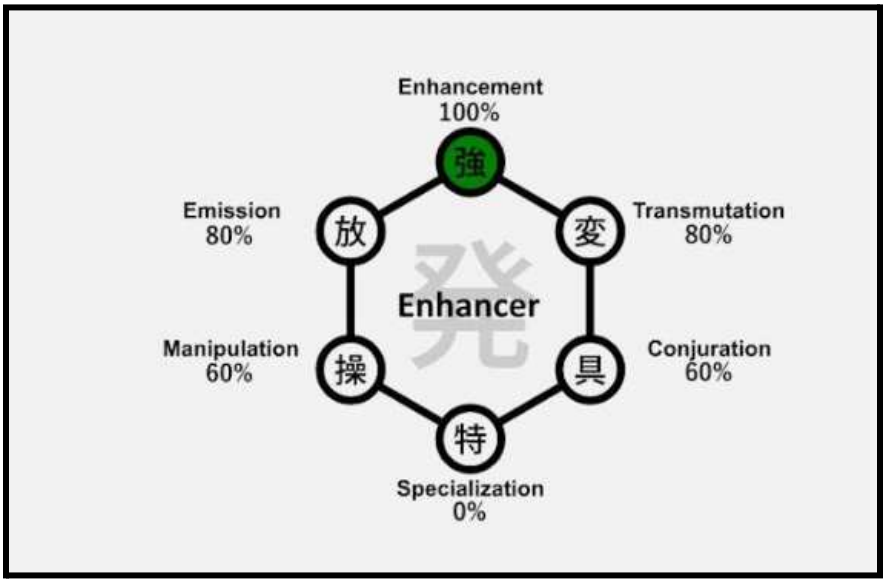
Once the aura nodes have been opened, the next step is learning the absolute basic skills of Ten, Zetsu, Ren and Hatsu. After gaining a solid grasp on those they can learn more advanced techniques like Gyo, Ko, Ken, Ryu, In and En. All this will be explained in further detail later on.

Nen is highly affected by the user's mental state. Their personality, beliefs, motivations, emotions and subconscious can all play a major role in the efficacy of a user's nen and how their skill sets develop. One extreme example is Biscuit Kreuger, a female nen user who was unhappy with her large masculine body and wished to be small and cute. These wishes caused her nen to unconsciously slowly transform her body to that of a little girl's.

The final fundamental aspect of nen is Affinity. Every nen user is most attuned to one of six different nen types - Enhancement, which involves the amplification of the attributes of oneself and objects they're holding; Transmutation, which involves changing the properties of one's nen as well as morphing things in general; Emission, which involves projection of one's own nen at a distance and includes not only projectile attacks but teleportation, portal and barrier abilities; Manipulation, which is used to control not only objects but living creatures and people via means such as mind control; Conjuration, which is the creation of whole objects and beings from one's aura; and Specialization, which can be almost anything not contained to only one of the other five affinities. These are mainly relevant in developing Hatsu as the more attuned you are to a category the more powerful Hatsus you can create with that category relative to the time and work you put in. As with many aspects of nen one's affinity can change entirely based on the user's personality.

You are a nen user and have already gained at least a beginner level proficiency in Ten, Zetsu, Ren and Hatsu. You've even developed a nen ability of your own. It takes the average person a little over a year to reach this level. You'll select your starting affinity below.

Nen Mechanics



Affinity

As explained above, your affinity represents the category in which you are most skilled with nen in terms of developing Hatsus - unique abilities of your own design that can do practically anything with enough skill and imagination. Affinity is incredibly important as it determines how far you can develop nen abilities relating to a specific category - for example, an enhancer making a purely enhancement based ability has a 100% proficiency rating and thus they're very effective at making Enhancement based abilities, but it would be much harder for them to make an ability based in conjuration or manipulation since those are only 60%. It wouldn't be impossible for them to develop those abilities, it would just take much more effort for much less payoff and thus be a waste of their time and talent. Nen abilities often don't fall into just one category but multiple, for instance an enhancement ability may have heavy aspects of emission or a manipulation ability may have parts of transmutation. As seen on the chart, all affinities have nearby affinities they're more skilled at, with the furthest away being a mere 40% compared to the user's main affinity. The exception is specialization, as that is always 0% for non-specialists.

You may pick any affinity freely except specialization, which you must pay 200CP for. This is because Specialists are exceptionally powerful. They can develop abilities outside the normal bounds of the categories - things that can steal others' powers, grant powers, manipulate time and parallel dimensions - all sorts of things other proficiencies don't generally cover. Often these abilities aren't even trained for, but act as a sort of innate ability such as Neon Nostrade's fortune telling.

Ten/Shu

This is the beginning of nen. Ten is the ability to keep one's aura nodes open while preventing the aura from leaking off the body, inside swirling it around the user's body and containing it as a thin shroud that envelops the user's body. Ten provides the basic defense against malicious nen attacks and enhances the body to a minor degree. You've already attained the level in Ten to be able to maintain it unconsciously at all times, even in sleep. A more advanced application is Shu, which allows the user to envelop an object with their nen to enhance it.

Zetsu

Zetsu is the ability to close the aura nodes, making the user practically invisible to other nen users while enhancing their own sensitivity for nen. This is an essential skill for stealth missions for just that reason - enemies won't see you coming and you'll have an easy time tracking them.

Ren

Ren is the ability to draw out more aura from within, flooding the user with it in order to amplify their strength, speed and durability as well as allow them to use more advanced nen techniques. Ren is beyond essential for any nen combat. If one imbues their Ren with hostility, they can project “bloodlust” towards their enemies, terrifying normal people and freezing weaker nen users in their tracks. Experience practicing with Ren as well as the other three basic skills improves the overall amount of aura the user possesses.

Hatsu

Hatsu is where nen truly gets interesting. This is the user's personal expression of nen, allowing the user to create their own nen abilities with time and training. These abilities are like magic spells the user can make to do almost anything. They can enhance the user's physical strength, project energy attacks, transmute their nen to an elemental variant, conjure weapons and summons to assist in battle and manipulate someone's mind to mind control them just as the absolute basic definitions of what the five basic categories are capable of. Keep in mind almost no Nen abilities use just one affinity, but generally incorporate multiple into their functions. Nen abilities go much further than this, especially if Specialization is involved. The strongest nen abilities are developed by focusing on your main affinity and reflect the user's own personality.

Gyo

Gyo is mainly used for perception enhancement. If instead of spreading nen evenly around one's body they instead concentrate it in one body part then that body part will be stronger at the expense of the rest of the body. This is most useful for enhancing the user's eyes in order to see nen purposefully hidden by advanced applications of Zetsu.

Ko
Ko is like Gyo on steroids. It involves concentrating all of a nen user's nen into one part of their body to enhance it to absurd levels. Basic Ren would leave one's whole body at 10%, but Ko makes just the one body part 100%. While this can be used for attack or to Parry to great effect it is incredibly risky as the rest of your body is virtually defenseless.

Ken
This is an advanced application of Ten and Ren. Ken pulls out an absurd amount of aura, making the amount of aura surrounding the user's body about ten times more than it was previously. This technique is primarily defensive, as the larger aura translates to a massive boost in defense. Ken is difficult to maintain for this very reason and it takes a lot of training to use for extended periods.

Ryu
Ryu is a combination of Gyo and Ken. It allows the user to adjust in real time how much aura they're dedicating to any one area. For instance, say you need to block a particularly powerful punch. You may want to put 80% of your aura in your arm, but 20% still in the rest of your body in case of a feint or sneak attack. Learning to quickly disperse the nen around is essential for nen combat.

In
In is the advanced form of Zetsu used to conceal one's nen from other nen users. Instead of stopping one's aura flow altogether, In hides it, making it impossible to perceive with the five senses or extrasensory perception. It's often used to launch sneak attacks or lay traps and hides things made from the user's aura such as conjured weapons or creatures. In can be countered by Gyo.

En
Perhaps the rarest of the advanced abilities. En allows you to extend your aura further than just your body, creating an area in which you're aware of the movement and shape of everything inside that area and can have greater and more detailed info depending on your skill level. While beginners may only be able to make this area a few meters, advanced users can use it to maintain perfect surveillance on whole buildings. It can be very draining to maintain as it costs a lot of nen to keep En active.

Example Nen Abilities

These are examples of Hatsu abilities to give an idea of what they can do. You are by no means limited to these nor do you have to use them.

Gamble Coin (Enhancement)

This ability is incredibly simple. The user flips a conjured coin and verbally calls the result. If they call it successfully their nen will double overall, making them twice as powerful. If the call is unsuccessful their nen will be cut in half and half as powerful. The user can use this ability multiple times, which may either skyrocket them to absurd heights or sink them to abysmal lows, but they must wait 30 seconds between tosses. The user must truly believe that the result of the flip is not influenced by anything other than their natural luck. Furthermore, they cannot know the result ahead of time as If the user knows the result ahead of time the effect will not activate. Any purposeful interference from the user invalidates the toss. A secret aspect of this ability is that an enemy can also call the result once the coin has begun to be flipped. Whoever calls the flip first gets the effect, whether good or bad. This ability must be used in combat and the effects will last for ten minutes, though each new application of the effect refreshes the timer for whoever was affected. It can be used once per day outside of combat but the user will be stuck with the result for the rest of the day, making that their new “baseline” for that day.

Meteor (Emission)

The user forms a ball of nen in their hands which then flies into the air. The user decides how high the ball flies and the higher it goes up the more aura is expended. This nen ball will grow in size and power as it falls down towards the original location where it was thrown upwards, creating an explosion whose size and force is proportional to the amount of time spent falling. A ball sent only 50 feet in the air might be equivalent to a regular missile explosion, one sent 500 feet in the air could be able to destroy an entire large building and one sent all the way from orbit could be even stronger than a Poor Man's Rose bomb, though this would take a ludicrous amount of aura. A major downside is that the nen balls will not fall particularly fast, at max the speed of sound, meaning most enemies wouldn't have much trouble dodging should they know the attack is coming. This issue only gets more pronounced the higher the ball was sent, and the user could be waiting up to minutes for the attack to land if sent to ludicrous heights. The user is protected from the damage of their own meteors and can toss up as many meteors at a time at as many different elevations as they want provided they have the aura (and talent to expend that much aura at once). This ability can be difficult to use indoors and in tight spaces, though in a pinch the nen balls can be used as basic projectiles.

Null Friction (Transmutation)

You can imbue your nen with the property of being “frictionless” (or perhaps removing and ignoring the property of friction would be more accurate). You can then coat things in this frictionless nen for a variety of purposes. By coating a surface such as the ground in your nen enemies will inevitably slip and fall over and over, unable to stand unless they figure out some sort of counter using their own abilities. This same effect can be achieved by coating the enemy themselves in the nen though they may be able to expel the nen off their bodies. The frictionless nen surrounding you can deflect enemy attacks by making them slide off. Unlike your enemies you can “skate” around using the nen, building more and more speed as you move due to the resistance of friction not slowing you down.

Phantom Weapons (Conjuration)

You can create phantom melee weapons of countless types out of your aura. This includes swords, knives, axes, hammers and so on. These weapons are overtly aura constructs as they're both translucent and consist of one solid color of your choice, giving them a spectral appearance. The phantom weapons will hover around you and move at your will, allowing you to decide when to launch them at your target, though a phantom weapon will disappear ten seconds after creation. You can spawn phantom weapons rapidly and with no physical movement, allowing you to attack with them while simultaneously defending, attacking or even holding still. Phantom weapons can be used defensively as well, such as summoning them in a ring around yourself and having them rotate rapidly. Phantom weapons are relatively fragile and it doesn't take much for an enemy to break them, but being hit by multiple phantom weapons can cause serious damage.

Subliminal Messaging (Manipulation)

You can imbue subliminal messages into your words. When talking, you can utilize this Hatsu and speak simultaneously with a second voice only perceptible to the enemy's subconscious mind. You can implant suggestions into them with this second voice to compel them to a certain behavior or thought process, for instance you could say “I should go get something to eat” and they'll then feel compelled to get food. The more minor and agreeable the suggestion, the less reinforcement is needed to get it to work. Something like making someone go to bed early could be done in one go, but making them love you, kill someone or kill themselves would take weeks or months of daily reinforcement and missing just one day could undo all progress made. This ability is generally less suited for combat, but could be used in a fight to make enemies make suboptimal decisions like dodging in the wrong direction or focusing on staying at range when it would be better to close in.

Skill Store (Specialization)

Your ability allows you to summon a laptop which is always open to a website selling random newly created Hatsu skills. These skills range from decent to absurdly powerful, with the most powerful skills being abilities normally too powerful to be a hatsu ability without many dangerous, possibly suicidal conditions. These skills can be purchased, but rather than money the skills’ costs are far more personal. A mediocre skill might cost a very happy memory or your positive luck for the next month, a high tier skill could cost your arm or your hearing, maybe even some of your intelligence. The truly powerful skills take things that are incredibly precious. You may have to trade your ability to feel anything both physical and emotional, your family, your soul, or even your entire personality (aka everything that makes you “you”). The greater the cost, the greater the skill. The things that are sold don't normally come back, but should you get them back the skills you gained will disappear. The list of skills is different every day, but you can “wishlist”’ one skill at a time so that the skill won't be gone until you either buy it or un-list it.

Perks

Free - Endless Search

There are countless treasures and things to be sought after in this world, but what about future worlds? Will you have to hang up your badge and move to a life of mundanity? Nonsense! From now on, every world you visit will have just as many things to discover and adventures to be had! You'll never run out of things to hunt!

100 - Scarlet Eyes

There once was a small tribe of people known as the Kurta clan. They were renowned for the scarlet color of their eyes and for that reason they were all killed by the Phantom Troupe, leaving only one survivor who was absent from the village at that time. Well, two survivors it seems. You are a member of the Kurta clan and as such you possess the Scarlet Eyes. Normally your eyes are brown, but when emotionally agitated your eyes turn a beautiful Scarlet and you gain impressive physical power as you enter a near berserk state. With training it's possible to control when your eyes turn Scarlet and not go into a frenzy. Much like Kurapika, your scarlet eyes will make you a Specialist while active but this state is hard to maintain.

100 - Nen Genius

There are some people who are so good at something that they gain the ability to unconsciously apply nen to it without being a nen user. You are such a person, hailed as a true genius at whatever your hobby, be it making knives, music or a board game. You are superhumanly good at whatever your passion is, such that even a being far beyond humans such as the ant king Meruem couldn't surpass you in your chosen hobby. In fact, having a truly worthy opponent challenge you will only make you better and better indefinitely, reaching levels of mastery which seems entirely impossible and boggle the human mind. This only applies to some skill not directly useful for combat, like smithing knives or a board game. You can take this perk multiple times, with each purchase giving you another thing you're a nen genius in.

100 - Hunter of X

You may or may not be an official hunter, but you have the experience and accolades of one. You're an expert in hunting down a particular type of thing, be that music, food ingredients or what have you. This has amplified your very body itself to better adapt to that hunting. You could have absurd lung capacity to such an extent you can hold your breath for an hour or more or hearing so minute you could hear a pin drop in the middle of a busy city sidewalk.

Free - Nen Awakening

There are two ways to awaken nen - slow meditation and practice, or forcefully opening the aura nodes on someone's body. The latter is more risky, but far quicker. You happen to be very skilled at the second method, making it as safe as possible so that the odds of a fatal outcome are extremely low. You have a good feel for when someone can handle having their aura forcefully awakened and when it would be dangerous. You can perform this method on people and living beings even in future worlds to awaken their nen and allow them to become nen users.

100 - Nen Expertise

When it comes to nen, everyone has an area they're particularly exceptional at but there's at least one field of nen you're truly masterful with. In one particular area of nen such as Zetsu or En, you have abilities baffling even by the standards of geniuses. You could hide your nen with In so well that even expert Gyo users couldn't see it or keep up En for hours over an entire palace when even a very good En user could only keep it over a whole normal sized apartment for 10 minutes tops. You can purchase this multiple times, each time getting a new expertise. If you purchase this for Hatsu it will less amplify your unique abilities and more amplify the raw amount of aura you can push out of your body and into others.

300 - Nen Prodigy

Everyone is born with a different aptitude for nen even if anyone is capable of using it. In your case, you are an absolute genius at it, with a potential only found in 1 in 10 million people. If you had no experience with nen whatsoever it would only take you a week if that to open your aura nodes where it could take others months or even a year. You can get the hang of the four basic skills in just a few weeks to a month where it would take others several months. Your growth in general would exceed even the expectations of your mentors as you could reach the level of world famous nen users like the Phantom Troupe in just a bit over a year of one-off training. In a decade of dedicated training, perhaps you could even rival the likes of Isaac Netero.

300/600 - Nen Master/Nen Monster

You may or may not be a particularly prodigious nen user, but you've got something far more valuable under your belt - experience. You're a nen user on the level of masters like Zeno Zoldyck. From basic to advanced applications of nen you're flawless in all of them and you've likely developed multiple powerful Hatsus, not to mention your immense amount of aura. You can even think on your feet quickly to adapt to nearly any situation and ability, which is the most valuable skill a nen user can possess. There are few people in the world who can match you.

For 600CP you are instead on the level of Isaac Netero himself, with an amount of experience and understanding of nen not even matched by the ant king Meruem, who you could likely hold off in a fight for a while. You should not only have multiple powerful nen abilities, but one so overwhelmingly strong it would be near impossible for all but the craftiest nen users to overcome. You're closer to Netero at his peak than his current state.

Newcomer

100 - Forest King
They say all great hunters are good with animals and you seem to be no exception. No matter the type of animal, even incredibly dangerous magical ones, you naturally become their friend and gain their affection. The one exception is animals trained to be killers or guards as their natural training and loyalty supersedes your charisma.

100 - Feel No Pain
Torture. Very few words instill as much dread and terror into a person's heart as that one, but for you it's incredibly mundane. You've been subjected to countless brutal torture methods since childhood and it's made you more or less immune to pain. Whether it's being burned, stabbed, whipped, electrocuted and so on you can tell it's happening but it's not even at a level of discomfort to make you acknowledge it. This has the added bonus of helping with developing electricity-based Hatsus as normally the electric shocks would make you drop the technique.

200 - Freec of Nature
You are truly built different. You have the physical capabilities of a magical beast like the Kirko in terms of strength, speed and durability, absurd levels of stamina that could allow you to run a marathon up a flight of stairs and only work up a light sweat, the nose of a bloodhound, the ears of an elephant and so on with your senses. Finally, you naturally heal about 4 times faster than a normal person. Why you're such a monster even at 12 is anyone's guess.

200 - Assassin Training
Your childhood was far from what anyone would consider normal. You were trained from birth to be a world class killer, giving you many useful skills. You have the ability to suppress your presence and move completely undetected by mundane means to the point you can walk and run without making even the most imperceptible sound. Conversely, you're so alert you couldn't be caught off guard even in your sleep. You've had practically every different type of poison slowly given to your body to the point you have a near immunity to mundane poisons and a very strong resistance otherwise. You were trained to the level of an expert in combat and you can utilize many different types of weapons to deadly effect, though most terrifying is your ability to sharpen your fingernails like claws and cleanly rip a man's heart out of his chest. Finally, you were taught the skill “rhythm echo” which allows you to make afterimages of yourself appear to confuse and blindside enemies, which seems almost supernatural though it has nothing to do with nen. You are the ultimate killing machine.

400 - You Are My Special

You sure seem to have an easy time making friends, Jumper. It seems like no matter where you go you end up encountering people who end up being valuable allies, whether friends, mentors or perhaps even romantic partners. People are just drawn to you, seeing something special in you that makes them want to be close to you or at least help you develop. Your natural charisma also has a way of affecting people differently, swaying their mindset and growing their personality in a more positive (hopefully) direction. There's nothing like a good friend.

400 - Iron Will

You've got impossible odds to overcome if you want to achieve your goals. That's not gonna stop you, though, is it? You have an incredible determination that can push you on through any hardship. If you were tortured brutally for hours you couldn't be made to surrender. Even in the face of an aura so powerful and terrifying a more powerful hunter lost their will to fight just from feeling it for a second you could walk right into the lion's den as stoic as ever. When you have something you've truly set your heart on there's nothing that can make you quit.

600 - Need More Power

Nen is inherently linked to the user's emotions. Fluctuations in their mental and emotional state can affect their growth wildly and there is no emotion more potent than hate. When you are motivated by a strong desire for vengeance your growth will be astonishing. You could go from being completely ignorant of nen to being able to hold your own physically against the physically strongest member of the Phantom Troupe in just a few months. This effect is only more pronounced the deeper your hatred runs, with your progress in not just nen but all forms of combat mundane or supernatural skyrocketing the more you despise those you seek to destroy. The more and more you hate, the faster and faster you'll develop without any limit to the growth besides how much you despise those you believe wronged you. You should not fear death, but that your hatred should one day fade.

600 - Sacrifice

Life is the most precious, most valuable treasure of all. Thus, the power one could gain from being willing to throw it all away is truly terrifying. It's possible for you to make a powerful nen contract, actualizing all the potential of your entire lifetime in a couple of minutes. Due to the immense potential you already possess, this would make you truly terrifying, capable of rivaling even the ant king Meruem for the duration of this power. This boost applies not only to your nen but any other abilities that could improve with training. This power comes with a great cost, however. After you've used this power you'll be left in a coma, needing someone to exorcise the cursed nen in order to save your life. Even afterwards you'll be left unable to use your nen for an indeterminate amount of time. The amount of power gained is relative to your potential, such that a being like the ant king using this would be as a god and seem even stronger relative to his original self than a regular talented nen user would be to their original self. One final note is that this ability will age up children to appear as their adult self while active..

Veteran

100 - Hunting

This may come as a shock to you, but hunters hunt. Whether it's rare items, undiscovered animals, even criminals on the run, a hunter has to be able to track down what they're looking for. You're quite experienced and skilled at this, having been doing it for so long. You're not only highly skilled in the basic level tracking of hunters looking for animals, but in information gathering dealing via negotiating with informants, information networks, interrogation, espionage and any manner one could think of to extract info on something's location. It's then that your honed mind can put together all the pieces and find whatever it is you're looking for. If you can't find it, it doesn't exist.

100 - Beautiful Body

Most people aren't fully satisfied with their appearance. Some even hate the way they look altogether. Normally this would just be something you'd have to accept, but thanks to the power of nen that's not the case. Your nen transmutes your body unconsciously over time in accordance with your desires. If you want to be smaller you'll become smaller, if you want to be bigger you'll be bigger, if you want a different hair color it will change and so on. These changes are small and gradual, occurring over months and years (though more minor changes are much faster), but the end result can be almost anything you'd want and it will continue to shift as your desires change. You can shift to your original/normal appearance at will and vice versa which can be convenient in circumstances where your ideal body image wouldn't fit the situation.

200 - Beastly Body

People can become monstrously physically strong even without the use of nen and you are the prime example. You are practically at the peak of what someone can achieve with their natural body. Your entire body is like hardened steel, making it difficult for even low level nen users to do meaningful damage to you. Conversely, your physical strikes could kill a low level nen user in one or two hits. Your speed is of course also on par with that level. All these physical abilities only become much more frightening when you do use nen. A full power Ko punch from you would be something truly terrifying. On top of that, you've mastered hand to hand combat.

200 - Networking

It's not what you know that matters most, but who you know. It's a lot easier to find things when you've got friends all over the world. You're exceptionally good at setting up entire networks of informants, spy rings and generally acquiring allies in whatever field you need. If you need a guy to manage a giant video game island you can find the guy for the job. If you need someone to infiltrate the superhuman monster nest you should be able to find someone for that too. You don't usually have to look for these people, funnily enough,as you often stumble into them.

400 - Mentor

So many fresh young nen users roam about like diamonds in the rough, their innate potential untapped. Doesn't it just tick you off? You can do something about that, as you are an amazing teacher. You have an incredible eye for talent, being able to tell just how far someone could go after being trained to their peak. Once you've picked out your students you're then great at finding methods to train them that suit their unique needs and idiosyncrasies. Should they follow your unique (and probably highly dangerous) training methods they could advance several times faster and even the dullest dunce could be made into something great. This doesn't just apply to nen, but anything you train others in. It's so enriching to see your students shine!

400 - Cooperative Nen

The things individuals can accomplish with nen are truly impressive, but mankind has always been at its best when working together. You are an expert with cooperative nen, nen users working together to create effects far greater than any individual nen user could muster alone. Ten experienced nen users making some sort of basic nen fireball could make a fireball 50 or even 100 times more powerful than they could individually instead of the 10x one would expect. The most impressive existing feat of cooperative nen is Greed Island, a real world "game" created by Ging Freecs and his friends on an actual island which has countless NPCs, hostile mobs, areas and spells and items some of which are more powerful than most nen abilities. All that just for a game he wanted to make. Imagine what's possible when working for real. The principles of cooperative nen can be applied to other power systems in the future.

600 - Bitter Work

Everyone in this world is born with a certain level of potential. From the lowest wretch to the greatest hero, they've all got a ceiling to their power that they cannot break through. You know that's not true. Through absurdly dedicated, single-minded training it is possible for you to exceed your limits, reaching beyond what anyone thought was possible. You have the mental fortitude and ability to do something as monotonous as practicing the same punch over and over again all day for years on end. Not only in nen but in all similar martial and supernatural fields you can continue to break your limits via this method over and over again. Get to work and let a legend be born.

600 - Copycat

You have something of a "special ability". Just a neat little trick, really. If you've directly experienced a simple ability of an enemy's then you can instantly copy it, for instance if someone's Hatsu ability involved punching and you were punched with it you'd immediately be able to replicate the ability. Your intuitive understanding of nen is so great that not only can you copy the ability, you can reverse engineer it to figure out what other uses the ability likely has and reproduce those too. Abilities more mechanically or conceptually complex, such as something involving multiple contracts or that manipulates time, may not be replicated via this method but you would still gain a deep understanding of them in terms of how they work from firsthand experience. This applies not only to nen, but any sort of power or combat system.

Villain

100 - Killing Intent

There's something just off about you, Jumper. Even when you're not doing anything wrong, acting as normal as possible, you're capable of giving off the energy of a coldblooded killer. Nen users are capable of emitting their killing intent towards others through their aura, paralyzing them with fear, but you can do it without even using nen. If you do it when using nen it's all the more effective. You can choose when to direct your killing intent, so you can hide your true nature when it would be appropriate. Spooking people is certainly fun.

100 - Live and Learn

We aren't defined entirely by our natures. Even the best person can fall into evil and the worst person can change for the better. You know this all too well, as you have a very open heart and mind. You don't get locked into one path foolishly, but always consider whether what you're doing is right and question yourself and your motivations. This mindset allows you to be flexible in finding whatever the best path in life is for you, whether it's good or evil, and see through the flaws in your own current beliefs. Maybe you don't need to conquer the world to be happy and all you need is to spend some quality time with friends, or vice versa. It's all up to interpretation, but so long as you follow your heart you won't regret the path you've chosen.

200 - Misdirection

It's always the clever ones that live the longest. You've become well practiced in using deception and trickery in combat; laying traps for the enemy, sneak attacks, lowering their guard and leaving them guessing how your ability works are all old hat for you by now. This doesn't just apply to combat, though, as you're quite the trickster in general. People can never tell quite what you're thinking and you can lie your way out of potentially deadly situations easily. You're even talented at magic tricks!

200 - Perception

People are a lot like books to you - very easily read. You can get a lock on someone's personality, intentions and level of strength from a few interactions or in some cases as little as a glance. You can profile people so well that you could successfully draw a direct map of personality types to nen affinities. This perceptive nature of yours also contributes to you having a very strong sixth sense which always tells you when someone is watching you.

400 - Charisma
Some people just have a special spark, a magnetism that pulls other people towards them. You are one such person, drawing people to you without even meaning to. People naturally want to listen to you to the point you could easily start a gang or even a cult built entirely around worshipping you. It helps that you're amazing at giving speeches and nearly hypnotic in one on one conversations, so fascinating without even trying to be. Don't underestimate how much your followers love you or you may just lose them.

400 - Mastermind
It's oh so fun to toy with others, isn't it? You've always been able to keep many steps ahead of just about anyone mentally and create highly complex, multilayered schemes where no matter the outcome you end up on top. You can even predict and plan around events you should barely be able to infer like someone's miraculous medical recovery as part of your predictive ability relies on instinct rather than intellect. You could effortlessly climb to the top of society and maybe even take over the world, but where's the fun in that? It's so much more interesting to play cat and mouse with a worthy opponent.

600 - Precognition
All conflict is about knowing what your opponent will do next. Your level at this is astounding, as you have the ability to feel the “rhythm” of your opponents and then disrupt it. Just after a short bit of interaction in a conflict you can use hyper advanced pattern recognition to predict their moves to such a level your prediction of their actions is perfect. You could dodge hundreds of attacks faster than you are while charging directly into them because you already know exactly the angles from which they'll approach and the exact path to avoid them based on that. This incredibly potent precognition can only fail when fighting an opponent equally as skilled with the same sort of pattern recognition or when dealing with factors out of left field like a secret ability you had no way to know about. You are a genius if ever there was one.

600 - Savant
The word “prodigy” is thrown around a lot, especially in the nen world. “1 in 10 million talents”. How laughable. Compared to you they're nothing. You've always been able to pick up in a day what took others weeks, months or even years and nen is no exception. While it could take so-called nen prodigies several days of training to open their aura nodes, you could do it on your very first try and then manipulate the nen, tossing it around in your hand in an exercise that could take most months to get a grip on. This is how much of a freak of nature you are, achieving months of progress in a day with even the most basic and simple training routines. Your mind is also advanced enough to maintain multiple streams of thought at once, being able to run, practice nen, hold a conversation and play a video game all at the same time without missing a beat. It wouldn't be surprising to see you surpass even the greatest nen users of all time in just a year of dedicated training. This same growth rate applies to practically any endeavor you apply yourself to, though not always to the same extreme as your progress with nen. The world is a much scarier place now that you're in it.

Items

Free - Chimera Ant Farm

The chimera ants soon to attack NGL are rather rare examples. Normal chimera ants are generally just regular ant-sized with ant level intelligence. You have an ant farm of these little creatures you can watch as they move about their little habitat. More bugs for them to eat mysteriously appear each day so they don't run out of food.

100 - Personal Collection

In a world that's full of collectors of rare goods it's no surprise you'd want your own collection. You have a massive collection of some extremely rare and valuable items. These could be anything from jewels, to ancient artifacts and even preserved body parts like Scarlet Eyes. Whatever kind of collection it is, yours will be the biggest and best in the world. Perhaps you'll keep adding to it even in future worlds?

600 - Chimera Ant Army

This is a threat unlike any the world has seen before. You have somehow acquired an army of 5,000 nen using Chimera ants all brainwashed to be obedient and loyal to you. The power of each of them can vary, but with some training all of them can become very powerful nen users. They easily outnumber the number of nen users in the world (the Hunter Association only has around 700 members) and as a military force they would be completely unstoppable. The only concern is that some of them may show a bit more independence and disobedience. Just what are you planning with this?

Newcomer

100 - Strange Weapon

Many, if not most, nen users prefer to battle with their body and nen alone. Some use conventional weapons like swords and firearms. Then there's whatever you've got. You have a highly unconventional weapon like a fishing rod, yo-yos or even spinning tops. These have, of course, been modified to allow them to be useful as weapons. While difficult to get used to, these weapons can be highly effective once you get the hang of them as enemies will have a hard time adapting to such an odd fighting style. Your particular unconventional weapon can be almost anything you can imagine within reason.

200 - Jumper Arena

Have you ever wanted to go to a violent blood sports arena? Now you can! Much like the Heavens Arena, this is a 251 floor tower which hosts battles viewed in-person by over a billion people annually, coming from all over to watch people duke it out. Getting all the way up to floor 199 will net you a couple hundred million Jenny, which is a small fortune. You can just keep running the lower arena to farm it for money or you can go to the higher floors. On the higher floors are the nen users battling for honor alone rather than money. Here you can fight powerful nen users who only get stronger as you go higher, with more and more strong nen users and fighters naturally being drawn to the arena even in future worlds.

400 - Clan Estate

The home of you and your clan. This is a massive and opulent estate on a closed off mountain. It is guarded not only by a ferocious magical beast which has been trained to be an obedient guard dog, but by your clan’s team of nen user butlers who are as skilled at killing as they are at house work, which is to say: very. Of course, few people would be stupid enough to break in at all considering it is home to your family of assassins as skilled and infamous as the Zoldycks themselves. You are considered the head of the family and the other members will generally do what you say. What a happy little home you've got.

600 - Jump Island

Welcome, Jumper, to your very own “game” - a game designed by you and your buddies which takes place on a real island, but works like a video game. This island is like an MMORPG with multiple towns, monsters, quests, biomes and spells. The objective is to collect all the “specified card slot” cards into a binder. The cards can be almost anything from stones that can make men pregnant, to age reversal pills, to a genie that can grant wishes with heavy conditions. Since you've designed the game you can decide how the Island is set up in all aspects including the cards and what they do. The winner is awarded the ability to take three of these cards and use them in the real world. The island can only be accessed through special video game cartridges which you have many of to distribute to others and let them participate. The game will have many players in it right from the start and you can become a player by forgoing all knowledge of the game to start fresh in it. Once someone wins you can start the game again in a year.

Veteran

100 - Hunter License

The proof of your status as a hunter. This license makes anyone who sees it recognize your status as an official hunter. This gives you many benefits. For one thing, as a hunter you're seen as a world class expert in whatever field you pursue and are virtually guaranteed fantastic employment opportunities in that field. You're given access to nearly all public facilities and first class treatment in said facilities. You can freely travel anywhere, even to most places and countries civilians wouldn't be allowed. You're generally not held accountable for murder unless you murder politicians. Finally, you gain access to the secret hunter information network. Your Hunter status will be acknowledged even in future worlds and acknowledged with the same level of value in those worlds as in this one.

200 - Airships

Signature vehicles of the Hunter Association. These are large blimps with plenty of room for lodgings, general storage and even training areas. They can make very good time getting from point a to point b and are easily capable of global travel. You have whole armadas of these things, allowing you to move hunters all around the globe quickly and efficiently.

400 - Poor Man's Rose

One of the most infamous weapons in history. The poor man's rose is a mini WMD compact enough to be hidden inside a person and powerful enough to kill even a chimera ant king. The roses, so named for their distinctive fallout cloud, gained infamy due to their ease of mass production and compact nature, being used as weapons of terrorism all over the world and officially banned. The bombs not only have a massive explosive yield, but spread a deadly and highly contagious poison to anyone around the blast radius. Even a being powerful enough to survive the explosion would almost certainly succumb to the poison within a day at most. You have one of these terrifying weapons and get a new one a week after the bomb is detonated.

600 - Hunter Association

Your very own Hunter Association. This is the most respected organization in the world, so vital that it has political influence comparable to a country. There are over 600 members, all nen users of varying levels of talent doing their best to advance their fields of interest. Most of them are loyal to you and the organization to the point they could be mobilized like a military force. There's a group of 12 nen users who are particularly skilled and experienced that are very loyal to you and the co-chairman of the Association is a nen user on par with Isaac Netero himself.

Villain

100 - Hideout
What kind of bad guy doesn't have a secret lair? This little refuge of yours could be anything from an abandoned building to a cave, but the important part is that it's very well hidden. It's certainly not impossible to find, but even most hunters would have difficulty without directly tracking you. It also comes with basic amenities like food and electricity.

200 - Black Whale
A massive ship the likes of which has never been seen before. The black Whale is a marvel of engineering, being a vessel designed to carry up to 200,000 passengers across the ocean. There are 5 levels, with the top level being a luxury liner meant for the royal and political class. The ship has everything you'd need for a ship like food and water, as well as entertainment and shopping areas so people don't get bored out of their minds sailing for months. The ship comes with all the personnel needed to run it, including military and police forces under your control. Whole populations could be moved on a vessel this big.

400 - Nen Beast
In the nation of Kakin there is a ritual performed by the royal family amongst the heirs. Each of them gains a parasitic Nen Beast and are expected to kill all the others. Somehow, you've gained this beast without the ritual. This nen beast feeds on a small amount of your aura to manifest. In exchange, it defends you automatically and may even attack your enemies proactively. Its personality is dependent on yours and it has its own unique and powerful nen ability based off your personality, such as mind controlling people to commit suicide or creating a safe pocket dimension for you to hide in. Normally you wouldn't be able to see the nen beast, but for whatever reason you can.

600 - Country
In spite of nen users being very powerful, nations of mundane humans are still the primary force in this world. Now you have your own nation with a population of 5,000,000 people. The government and make-up of the nation can be whatever you want. It could be a locked down absolutist dictatorship with you as the supreme ruler or maybe some weird hippie country without technology. However it's set up, you have a formidable military which is currently working on the development of nuclear weapons and a decent economy for your size. There's no notable presence of nen users in your nation, though that could be changed with effort. Please don't be evil with your country. The world has enough of that already.

Companions

100 - Decennium Troupe

If you've ever looked at groups like the Phantom Troupe and wanted your own crew, that's now possible! For every 100CP spent on this option you can import/create two companions who each gain their own origin, affiliations and 600CP to spend on whatever they like. Alternatively you can import/create one companion per 100CP who gains the same benefits but 1000CP instead of 600.

Free - Friend Hunter

Wanna make new friends to bring along on your adventure? Then you're gonna have to make like a hunter and find them on your own! If you can convince someone to agree to become a companion you can then freely recruit them.

100 - Kitty Guard

Oh dear! It seems you've picked up a stray kitty! To be more precise, although she looks mostly like a normal catgirl she's a catgirl chimera ant! It seems this kitty's nest and king died off and she wandered around lost in life, but when she stumbled onto you she saw in you an incredible resemblance to her king and decided to swear allegiance to you, vowing to defend you no matter what. Your new pet kitty has a playful personality, enjoying roughhousing and especially hunting prey. It's not enough for her to simply capture prey, but to torment and experiment on it just for sport. Despite her rather frightening demeanor, she's incredibly loyal to you and wouldn't dare dream of turning on you. She has an incredible amount of aura and great natural aptitude for nen on top of being a specialist. Her one weakness is being scratched behind the ears, as that can provide her a pacifying level of pleasure. She's very nurturing towards you and has picked up surgery as a hobby to be able to treat you.

100 - Killer

Who is that person who's been tailing you for the past 5 hours? It's your new best friend! After you finally confronted him and got to talking, the young man explained he was Kira Zoldyck. Kira was born unique among the Zoldyck clan, exemplified by his half black half white hair. Despite his talent in the family trade of assassination being top notch he rebelled against his family, thinking that killing for money was repugnant. He's not opposed to killing, but specifically doing it for "petty things" like money instead of killing for things that really matter. For this reason he became a hunter and took to hunting down and killing people he believed should be taken out to better society like corrupt politicians, gang leaders, greedy CEOs and the like. He's generally a relaxed, cool headed and analytical type of person and he's just a chill dude to hang out with. Unfortunately, he's lived a very isolated life and hasn't had any real friends until he met you. If you build a close bond he'll cherish you more than anything in the world and ruthlessly eliminate anyone who would mean you harm without a second thought. One final note is that he's a very talented nen user that creates conjured illusory copies of himself he can swap positions with. While his current strength is akin to someone like Hisoka, his full potential is limitless.

100 - Oh Deer

Brrrrrr! It suddenly got cold around here. This woman is not a human, but a Chimera Ant which wandered off to enter human society, quickly attaining political power in a city in a large country. She has the appearance of both a busty older woman and a reindeer with blue antlers due to her chimera ant physiology, basically looking like an anthropomorphic character, though she's somewhat able to tone down or up her animal traits as a kiriko was part of her makeup. She's a very stoic and self-serious person, rarely laughing or finding much joy in life aside from her hobbyism for katanas and nen battles. Most of her time is spent working very hard, though she's recently given up her political position seeing no real point in it anymore. Thus she's had to fully occupy herself with Nen practice and finding a mate. As a Nen user she's a very skilled and powerful conjurer/transmuter in-betweener. Her primary Hatsu is a giant conjured samurai-deer avatar with 9 swords, the mere sweep of which coats the entire area in snow and frost, with significant portions of a target being immediately frozen if the blade lands on a target. She has a secondary Hatsu which is a smaller (though still oversized) conjured Katana for her personal use with much the same effect. Her greatest desire in life is to start a family as she's found little satisfaction in her work. Be warned that if you take her up on the offer she's probably gonna try to wear the pants in the relationship.

1000 - Aye!

Awww, it's your cute little sister! And a horrible abomination from the Dark Continent possessing her body (that one's cute too?)! Your little sis seems to have a dark continent beast attached to her with the ability to grant wishes. Virtually any wish, be it instantly transporting to another continent, killing someone from across the world, altering probability, healing all wounds and illnesses of someone or even undoing the consequences of a nen contract are possible. Normally there are heavy consequences for these wishes, but since both your cute little sister and the incomprehensible monster attached love you they just grant your wishes without consequence. There are likely some unspoken limitations, and even one known limit in that to heal someone she must make direct physical contact. As for your sister/the monster, she likes video games and flowers. She also gets jealous when you spend time with other girls.

500 - Blessed Princess

In the island nation of Jappon there is a hidden clan of nen users so secretive and powerful even the Hunter Association is afraid to provoke them. This clan is the Rinne clan and among them there is a nen user hailed as the strongest of the modern era - Satori Rinne. From the moment Satori was born the very balance of nen shifted in Jappon as powerful nen users began to crop up across the nation. Satori was blessed with both the Rinne Eyes, an innate kekkei genkai that rarely shows up in the clan, and the Boundless Nen ability, a Specialist ability also passed down in the bloodline.

The Rinne Eyes allow for absurd perception of nen and the world in general, being able to see all around for miles and perceive nen to such a minute degree she can tell someone's affinity, skill level, energy level and all their me abilities just by looking at them. More importantly, they make her control of nen so precise she can manipulate it at the atomic level, making the aura cost of any ability she uses less than 99.9999% of what it normally would be and allowing her to use the Boundless Nen ability. The Boundless Nen ability allows her to put up a barrier around herself which will make anything that approaches it unable to touch her as the space between it and her becomes infinitely divisible. With a more powerful application of the technique she can create a gravitational vortex which sucks in and crushes anything near to it and by “reversing” her ability she can create a red energy ball which pushes things away, acting like a powerful bomb. By combining the blue and red she can create purple, an absurdly massive and powerful energy attack capable of wrecking a city at full power. She can also fly and teleport for some reason. On top of these natural abilities she had incredible talent for nen, making her shine above all others even as a teenager. She could make the entire Hunter Association look like a joke if they were to fight.

Her strength has always made her feel isolated from others, as if nobody could truly understand her. She has no friends anymore and despite her confident and bratty personality she's hurting and empty on the inside. Somehow although her diet consists mostly of candy, snacks, chicken tenders and burgers she's in perfect health and drop-dead gorgeous. Upon bumping into you she felt some very special spark of connection, reminding her of her old best friend that she lost. She wants to go on adventures with you and make memories since she's currently quite aimless. Given her status as one of the richest people in the world she's more than willing to spoil you and buy you whatever you want, but expect to be teased constantly. Perhaps this newfound friendship could blossom into something more?

500 - Cursed Queen

In the island nation of Jappon there is a legend of a monstrous four armed deity who terrorized the land, slaughtering whole villages on a whim and being hailed as the most powerful being to exist before disappearing over a millenia ago. Upon touching an ancient nen infused indestructible finger in a Japanese temple it reacted and reformed into the queen of Nen. This massive, muscular four armed woman is a merciless and entirely selfish nen master, the strongest nen user in history. She was born a cursed freak with four arms and a giant mouth on her stomach, soon abandoned by her mother after birth. The pain of rejection and scorn everywhere she went led her to want to punish all humanity, tormenting them for her amusement. The “queen” was born a nen user; already at birth her aura was so powerful it killed her father, himself a nen user. As she grew in age it became clear she was destined to be the strongest, so impossibly talented with nen that she was able to copy any nen ability after seeing it once or twice. Though she was born an enhancer she became a specialist in her teen years. Her main technique involves slicing things to pieces with invisible slashes and then burning them, reflecting her passion for cooking human flesh. She’s still attempting to perfect this technique to be able to cut space itself, though she doesn’t know how yet. She has never once known defeat which has reinforced her belief that the strong should be able to do whatever they please with the weak. It’s hard to imagine anyone could defeat her even if the entire Hunter Association were to jump her at once considering even Isaac Netero’s aura is at best a tenth of hers. She wanted to continue doing as she pleased forever and so sealed her essence in her finger, set only to emerge when “a special person” came into contact with it. Now that you’ve awakened her she’s aimless in the modern day and needs a guide around, thus combined with the prophecy she herself doesn’t truly understand she will accompany you on your adventures. Despite her violent demeanor she’s just a very hurt, lonely person deep down. Perhaps you could be the one to teach her about love?

Free?/500 - Goddess of War

You've found a piece of history - or rather, she's found you. In an ancient kingdom so old its very name has been lost to time, this woman was hailed as the greatest genius in all things. No matter what it was, be it a game, skill, occupation or ability she excelled above all else. Naturally, once she acquired Nen she excelled in that as well, being an exceptionally powerful and creative specialist. Once she mastered Nen she quickly gathered a following of many students, none of whom could surpass her. In the prime of her life she used her students to perform a massive cooperative nen ritual to grant her eternal life, a decision she would come to regret. Slowly, she watched every person she loved grow old and die while she remained. Entire kingdoms rose and fell around her and she's trained countless students in the hope that just one of them can surpass and kill her. In thousands of years she's had no success and she's beginning to lose hope.

Her abilities are many, both in Nen and in everything else as her memory is perfect and she's been practicing basically every talent imaginable. In the field of Nen, she's spent most of her time and effort developing her Hatsu - God's Text, which can use the runes of her ancient kingdom's language via Nen paint to achieve countless effects. She has also developed a Hatsu which creates a time dilated pocket dimension in which one day inside equals 100 outside, allowing her to train her students in an optimal environment which boosts their progress significantly by putting them in near constant life threatening danger. Between this and her natural aptitude for teaching, her students grow far beyond their regular potential and at a ridiculous pace. In her desperation to die, she developed a final Hatsu - God killing spear. This Hatsu conjures a spear which can kill even an immortal instantly if it were to pierce the target, but puts it in the hands of her enemy. Should they succeed in killing her, the spear will become a permanent Nen construct the victor can use via post mortem Nen. Even with this, no one has ever once been able to best her in Nen combat as she is far more powerful than even the top 5 Nen users alive today.

As for her personality, she's quite a playful know-it-all, mostly because she does. She loves a bit of lighthearted bullying, especially towards her students and she can't help but form a sort of older sister type bond with those she takes under her wing, which makes it all the more painful knowing she'll one day lose them. She has an incredible poker face but she breaks down once she starts drinking, which she does frequently.

You can pay for this woman to be your mentor and companion, or alternatively become her student and give her what she's always wanted by taking on the task of killing her, which will become a **Scenario.** Her God's Text is perhaps the most powerful and versatile Nen ability to ever exist, but if you manage to finally end her suffering you will acquire the god killing spear as a reward for giving her the peace she's sought for millennia.

Drawbacks

+0 - Kurapika Is a Girl

If you wish, you can arrive in an alternate version of this world to the one displayed in the manga. It could be a fanfiction, non canon movie variants or perhaps just a world where certain characters' genders have been swapped around.

+100 - Rubber and Gum

Your nen has the properties of both jumping and a chain. You feel an uncontrollable need to explain to your enemies how your abilities work, even if you've already fought before. Obviously this is quite the disadvantage by losing the element of surprise, but what's even worse is how annoying it gets for everyone around you as you say it even randomly in casual conversation.

+100 - Battle Maniac

Flying fists. Spilling blood. Flowing nen. You absolutely can't get enough of fighting powerful opponents. You're always seeking out tough fights to test your limits and have a good time. While you won't necessarily take fights that are suicidal, you'd take a fight to the death with even odds any day of the week, and sometimes even fights where you'd be at a slightly higher odds than not of losing and dying. Your battle boner is so strong you'll likely start actively grooming others to be able to match you in combat. Keep it in your pants, why don't you?

+100 - Deformed

That's rough, buddy. You encountered an evil song which has transformed you into a very ugly form. Emotionally and psychologically this bothers you a great deal. It is possible to undo this curse, but you'll need to track down the song. This will be a difficult feat even for you. You could always just stay ugly if you don't wanna bother.

+100 - Traumatic Past

This world is full of darkness and you've experienced it firsthand. You've had at least one life altering horrible experience in your past which has shaped you for the worse. On top of dealing with the inherent negatives of PTSD, you've adopted some sort of negative mindset it would take a lot of therapy to work through.

+100 - Simple

You're not a particularly complex person, Jumper. If you were faced with an enemy and asked how you'll defeat them you'd likely answer "punch." If asked how to beat an even stronger enemy? "Punch harder." You're very straightforward in general. You don't come up with particularly complex plans and you don't tend to lie either. This isn't to say you're stupid or that you can't lie or come up with plans mid-battle, but you don't go for elaborate or "dishonest" methods in pursuit of your goals. Be careful around those who ARE tricksters.

+100 - Family Drama

Family can be rough and yours is REALLY rough. You have a powerful nen using family the likes of the Zoldycks in both power and problematic behavior. It seems your family always ends up getting you into some kind of trouble at least once every couple months. It could be that they refuse to let you go outside for fear of you being hurt or your brother wants to kill your little sister and you have to stop him. While they don't want you dead, maybe that would be easier than dealing with these shenanigans.

+100 - Examinee

Well, I guess you're not licensed yet. You will have to take the Hunter selection exam and pass it at least once successfully in order to continue on with your chain. The exam tests not only your strength, but wits and skills you may not possess such as cooking. It shouldn't pose too much threat to a skilled Nen user, but the other tests can be brutal.

+100 - Low Places

You've got enemies there, apparently. You've pissed off all the big bosses of the underworld and they always repay their debts. You will have mid-range Hunter level assassins like the Shadow Beasts sent after you at least once every few months and they'll be given full information on your abilities and how best to counter them.

+200 - Their Arm

For them, you live. You have someone you are fully dedicated to protecting. Your entire life revolves around ensuring their safety by any means necessary, readily willing to sacrifice yourself if it meant keeping them safe. This is a love in you as great as that of a mother for their child. If taken with other drawbacks that affect your goals like Vengeance or Ambition you'll somehow have to square the circle of dedicating yourself wholly to someone else while pursuing your own goals. Not an easy task.

+200 - Notorious

Hey, you're famous! …kinda. You have the same worldwide infamy as the Phantom Troupe. You won't be welcome anywhere in polite society and multiple governments around the world are hunting you for your supposed crimes. You're very likely to come into contact with some powerful foes merely because of your reputation.

+200 - Devil May Cry

You are the hunted. For one reason or another you have become the target of Chrollo Lucifer, the leader of the Phantom Troupe. His nen ability allows him to use multiple stolen abilities of others and he's gathered the perfect set to be able to threaten even you. You'll have to fight him to the death in a battle where your wits are far more important than your strength. This will be a legendary duel to the death.

+200 - ♦ Fun Toy ♦

Uh oh, how unfortunate! You've become a target of Hisoka, one of the strongest and craftiest nen users around. He gets… excited at the prospect of fighting you to the death and he'll stop at nothing to arrange this fight. Even if you do agree to fight him one on one and kill him, he'll find a way to cheat death and come back stronger and smarter than before. You might be best served ducking him as long as possible.

+200 - Grandpa

You aren't what you used to be. You're old and far from your prime. While your old age hasn't had any real effect on your physical health, you're half as strong as you'd be in your prime - not just with nen, but with all your abilities and your body itself. You can certainly still be very powerful, but it's a shame to see you so diminished.

+200 - Nen Who?

It appears you've come into this world ignorant of nen altogether. Not only are your aura nodes not opened, but you've lost all knowledge of nen. You'll need to naturally discover it as you explore this world, likely through meeting someone who has it. Even then, to grow significantly in nen you'll have to face challenges. Your talent can certainly get you up to a certain point, but you'll then bottleneck until you've undergone some brutal life threatening training or defeated a very powerful and difficult enemy. Work hard and get strong!

+200 - Succession War

Being part of a prestigious family seems to have its disadvantages. You've entered into a Kakin-style Succession War with your family members to decide the “heir” of the family. You'll be locked in a large building/ship/palace etc. with the rest of the heirs, about 13 others in total, and you'll have to stay there until only one remains. This is not a battle of raw might, but primarily intelligence and espionage. If you were to just openly slaughter your brethren you'd be put to death under the legal system. Furthermore, you've been nerfed to a level that at least most of the other heirs could pose a threat to you with the resources at their disposal.

+200 - Dark Heart

You weren't born like everyone else. Other people are happy when those they care about are happy, but you're only happy when the things you care about are hurt. You have a twisted mind that makes you enjoy tormenting others, especially those you care about. You want to ruin and break them physically and psychologically until there's nothing left. This doesn't exactly win you many friends and it regularly brings you into conflict with powerful and clever people. Of course, that just makes it all the more fun for you.

+200 - Needle

What's this weird pain you feel in your head when someone strong is nearby? It's almost like you can hear someone talking to you… Unbeknownst to you, a relative of yours has put a needle in your head for your own safety. The needle causes you to be overwhelmed with fear when faced with an equal or greater opponent. You can fight it, but that just means you'll fight your enemy in a nerfed state. The needle can be removed, but you'll have to notice it first.

+300 - Hail to the King

There is a chimera ant king out there as powerful as Meruem himself and it's your job to stop him. You'll have to battle him to the death in a fair one-on-one match and kill him before your time in this world is done, or else fail your chain. This will be a nearly impossible task as this ant king is the pinnacle of both might and intelligence in this world. Even worse than that, the longer you take to prepare for your battle with them the worse things will get as they only accumulate more and more power, skill and experience as time goes by. If you were to wait nearly the full decade before challenging them then by the time you faced them they would make Meruem look like a terminally ill child by comparison. Get ready for the fight of your life.

+300 - Vengeance

Someone took something from you. Maybe it was your family, maybe your best friend. It doesn't matter now. What matters is getting revenge by any means necessary. You're going to hunt your prey to the ends of the Earth and it won't be easy. You'll come up against many extraordinarily powerful nen users you'll have to kill and beyond that you'll be looking for items they took which have spread all around the world. More dangerous even than the nen users is yourself. Your mindset has become so self-destructive you'd be willing to give up your life if it means accomplishing your revenge. If you fail to accomplish your vengeance in the ten years here you'll stay in this world and forfeit your chain to ensure it gets done.

+300 - Blind

How terrible! You've become completely blind, which sounds about as awful as it is. No amount of supernatural abilities and senses can help overcome the disadvantages of this; it's just as debilitating to you as it would be to a regular person. That doesn't mean you can't accomplish great things, but you're fighting an uphill battle. Combat seems pretty hard; maybe a board game would be more your speed.

+300 - Ambition

Man is a foolish creature which always seeks more. More money, more power, more and more grandiose dreams accomplished through spilling more and more blood. Regardless of your humanity or lack thereof you certainly have the greedy heart of a human. You want to have it all and reshape the world in your image. As time goes on this will inevitably lead to a war between you and all the world with humanity pulling out all the stops. They'll bring hunters, the Poor Man's Rose, nuclear weapons, strange Dark Continent genies and absolutely anything else they have to bear against you. You may think you have a sure victory, but don't underestimate humans. They're literally guaranteed to come up with at least one plot that's capable of killing you for good if the plan works successfully. Should you conquer the world, your boundless ambition will no doubt drive you further. After all, there is the Dark Continent…

The End

Your journey here has reached its end. All that's left is to decide what's next.

Go Home

Stay Here

Next Jump

Notes

- **1 Jenny is worth a little under 1 yen, or about 94 Jenny to $1 in 90's money.**
- **Nen Genius can be taken multiple times for multiple talents.**
- **A list of all Greed Island cards can be found here: https://hunterxhunter.fandom.com/wiki/Greed_Island_Card_Lists**
- **Thanks for using my jump! God bless you!**