

Monster Hunter World: Iceborne Jump - Monster Creator Supplement ~ Version 3.0 ~

This supplement can also be used if you purchased the Monster origin from the Iceborne jump and wish to create your own custom monster form. The amount of CP you spent on your origin determines the starting budget in this document. You can choose to become a unique individual or one of a new species.

You can also use this supplement whenever you wish to create a custom megafauna creature.



Image credit to RJ Palmer

*Ecological Tier

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

Where do you envision your monster within the ecosystem? Humbly grazing on vast fields, prowling the reeds in search of fat prey, or perhaps soaring through the skies, surveying the land below? The individual specimen in each of these cases has a distinct niche based on its ability to impact the world around it.

This is their "ecological tier." The pricing for the Monster origin is determined on your desired ecological tier. Some purchases on this document have tier prerequisites. Your EP budget is given from this as well.

You can add EP to your budget by accepting drawbacks or by reducing elemental resistances, as stated later in the document. This will not let a member of your species enter a higher ecological tier.

Ecological Tier CP EP (Ecological Points) Base 0 5
Advanced 100 10
Apex 200 15
Conqueror 300 20
Disaster 400 25
Continental 600 35

*Ecological Tier Explanations

"This section is where I explain the parameters of the ecological tiers."

Base-tier monsters are fully capable of injuring and killing careless hunters… but they hold a relatively low niche in each locale and frequently possess evasive or disruptive mechanisms to escape or avoid the larger, scarier beasts they share their biome with. These creatures might just be an especially large version of a real life animal.

- Examples: Tzitzi-Ya-Ku, Kulu-Ya-Ku, Great Jagras, Pukei-Pukei, Dodogama, Great Girros, Seltas

Advanced-tier monsters are far more powerful than any animal that existed in real life, which shows how crazy this world is that they're only the middle of the food chain. While they are still, for the most part, animals with monstrous traits, they can bust small trees and often have strange powers like pressurized air blasts or fire breath.

- Examples: Tobi-Kadachi, Anjanath, Barroth, Radobaan, Paolumu, Jyuratodus, Banbaro

Apex-tier monsters represent the top of the food chain, absolute top dogs of their own ecosystem that could knock over trees, peel apart houses, or crush a tank like a tin can. Less "animals" and more like true "monsters" at this point, they frequently have a potent power woven into their fighting strategies, such as explosive slime mold or an electric aura.

- Examples: Rathalos, Uragaan, Diablos, Zinogre, Brachydios, Nargacuga, Lagiacrus

Conqueror-tier monsters are defined by their tendency to overturn the natural order by beating down and

preying on anything, even Apex-tiers, with their raw strength and brutality, making ragdolls of forty-ton wyverns and smashing through solid rock or massive trees with a single blow… and that's before you actually piss them off. The strongest of their kind can even tangle with Disaster-tiers if they can get close enough.

- Examples: Deviljho, Rajang, Bazelgeuse, Magnamalo, Gore Magala

Disaster-tier monsters are not animals so much as natural disasters, able to produce drastic effects on the ecosystem akin to wildfires or storms, that might nurture, kill, or relocate dozens to hundreds of monsters at once. Such beings are extremely dangerous, with individuals able to threaten whole villages or cities by their presence alone. The natural predators of such beings are here as well. ● Examples: Namielle, Teostra, Velkhana, Vaal Hazak, Nergigante, Shagaru Magala

Continental-tier monsters fall into two categories: those who can twist and break the fundamental systems by which whole continents function, and those who are unrivaled in absolute destructive capacity. These elusive, yet enormously powerful, beings are often considered more of a myth than reality. Manifesting weather befitting the apocalypse, flames that can obliterate a castle in moments, or forces that can crumble mountains to dust - these are but some of their capabilities.

- Examples: Shara Ishvalda, Dalamadur, Oltura, Safi'jiiva, Alatreon, Fatalis, Disufiroa





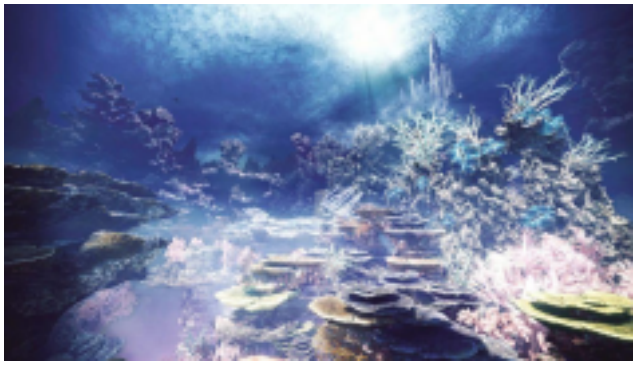




Image credit to CAPCOM

*Environment

"This section is where you choose the place your species calls home."

A typical species is adapted for one, maybe two biomes. For example, Rathalos claims vast swathes of land beneath its wings, but its lairs are only found in the heights of the Ancient Forest and Elder's Recess. Unless you intend to create a roaming monster (also known as an 'invader' in some circles), pick your monster's typical habitat(s) now. If it doesn't exist in the New World already, a new region will be created with these specifications to allow your species to exist comfortably on at least some of the continent.

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

Because this is *Monster Hunter*, more exotic regions can also be chosen such as the Coral Highlands, which looks like a coral reef was drained of all its water and scaled up a hundred times, or the Rotten Vale, which is a steaming valley of decaying corpseflesh, effluvial miasma, and vibrant blue acid pools.
I like to use this general framework of environmental categorization:

1. **Humidity**: Water content and precipitation.
    a. Low in deserts and arid mesas, high in swamps and coastline.
2. **Texture**: Ground to mid-level coverage, rockiness of terrain, and variance of topography.
    a. Low in plains and tundra, high in canyons and tropical jungles.
3. **Temperature**: Self-explanatory.
    a. Low in tundra, low-high in deserts, high in tropical jungles and volcanoes.
4. **Altitude**: Self-explanatory.

a. Low in swamps and coastlines, high in mountains and plateaus.

Here are the *known* New World locales based on this framework:

1. **Ancient Forest** (High humidity, high texture, temperate-warm temperature, low to high altitude)
   ○ Lush dense forest around a gigantic amalgam tree of plantlife
2. **Wildspire Waste** (Medium-low humidity, medium texture, warm temperature, low altitude & subt.)
   ○ Arid but marshy desert with intricate tunnel systems and plentiful underground spaces 3. **Coral Highlands** (Medium-high humidity, high texture, cool temperature, high altitude) ○ High-altitude windy environment that looks like a giant drained coral reef
4. **Rotten Vale** (High humidity, high texture, warm temperature, low altitude)
   ○ Valley of steaming, decaying corpseflesh whose decay fuels the New World as a whole 5. **Elder's Recess** (Medium-low humidity, medium-high texture, hot temperature, low to high altitude) ○ Crystalline and volcanic mountainous environment, inhospitable to most monsters 6. **Hoarfrost Reach** (High humidity, medium texture, cool temperature, low to high altitude) ○ Snowy forest, frozen caverns, icy mountains and frozen-over lakes… general winterland 7. **The Guiding Lands** (varies)
   ○ A combo platter of all the previous environments on rocky, bioenergy-rich isle to the East ○ Basically all New World species live here in some capacity, so this shouldn't be a monster's "main" territory unless it interacts specifically with bioenergy in some way

Here are some other possibilities that use this framework:

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




Image credit to Lone-Scarab

*Classification

"This section is where you determine the body shape of your monster species."

Now we get to see what your monster will generally look like. Choose one of the following classifications.

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

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

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

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

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

Amphibian [-0] Frog-like monsters that inhabit a wide variety of regions. They possess powerful jaws and hind limbs with compact, bulky bodies like real-world amphibians, as one may expect. Get 1 rank of Muscle and either your 1st purchase of the *Striking Part* body perk OR the *Inflation* body perk for free.
Snake Wyvern [-0.5] Monsters with long, serpentine bodies and very short limbs (if any at all) relative to

size. The only canon large monster who occupies this space is Najarala. Your species' size category is 1 EP cheaper than it normally would be, to a minimum of 0 EP, and you get 1 free rank of Agility.

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

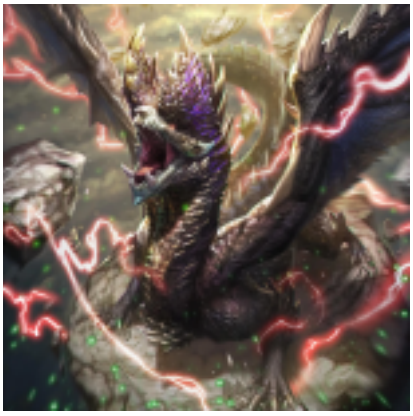
Brute Wyvern [-0.5] Monsters that resemble theropod dinosaurs, with two short arms, two legs, and a tail. Their heads are highly-developed and their legs are extremely muscular, and as such monsters of this class tend to be strong and tough, additionally being able to right themselves much more quickly than any other monster classification when knocked over. Get 1 rank of Muscle and 1 rank of Toughness for free.

Fanged Wyvern [-0.5] Monsters with four legs and a tail. Fanged wyverns are a recently-flourishing class with many new specimens having been discovered in the New World. Fanged Wyverns tend to be nimble and swift (even the bulkier ones like Zinogre), and many of them live in pack structures. Get 1 rank of Agility for free, and then either 1 rank of Speed for free OR the *Pack Attack* ecology perk for free.

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

Elder Dragon [-10] Monsters that defy the natural order, resembling living forces of nature. Their bodies are varied; many take on a winged hexapod form like Kushala Daora or Fatalis, some resemble other classes such as the fanged wyvern-like Inagami and the snake-like Dalamadur, and others take even less common forms like Kirin or Yama Tsukami. Get the *Exotic Immunities* body perk for free, and then 6 free attribute ranks. The first time you purchase an element or a manipulation perk, you get an Environmental range of its corresponding tier for free; alternatively, you can get an additional 1 attribute rank for free.





Image credit to TEPPEN

*Size

"This section is where you choose the size of your monster."

Small [-0; Base-tier only] Yours is a species of small monsters like Jagras or Blango. Thanks to its relatively low nutritional requirements and reduced competition with the massive behemoths of this world, it's quite a resilient species, most likely existing in large numbers and in many environments.

Medium [-0] Roughly the size of real-life theropods, or about twice as long as a fully-grown draft horse on the low end, and as long as a school bus at the high end. Many baseline species are here, as are some advanced species. Your monster is about as big as a Kirin, a Pukei-Pukei, or a Tobi-Kadachi. [5-12 m]

Large [-1; Advanced+] The length of one to two school buses, likely big enough to swallow a person whole. Most flagship monsters and many elder dragons are of this size. Your monster is as big as an Anjanath, a Zinogre, a Kushala Daora, or a Rathalos. [13-20 m]

Huge [-2; Apex+] Large as whales, many brutish or serpentine species fill this category. This category contains the largest fully bipedal monsters you are likely to find in this world, and most above this size are quadrupedal or use another form of mobility. Your monster is as big as a Lagiacrus, Deviljho, Diablos, Akantor, or an Alatreon. [21 to mid-30s m]

Gargantuan [-4; Conqueror+] This size category is very broad, with the largest individuals of this level like Jhen Mohran being almost three times the length of the shortest such as Fatalis. Hunting a beast this big often requires dozens of hunters, trackers, and/or engineers in an extended effort, though some of those on the smaller end can be taken down single-handedly by truly extraordinary hunters. Your monster is as big as a Fatalis, Safi'jiiva, Gogmazios, Lao-Shan Lung, or a Dah'ren Mohran. [high 30s to around 100 m]

Colossal [-8; Disaster+] Your monster is big enough to crush a ship by stepping on it; we're at Dalamadur and Zorah Magdaros levels. The locations of all active specimens of this monster in the Old World are likely known and tracked by the Guild, and the emergence of such a beast in the New World is news on the level of Zorah's arrival to the Commission. Anything significantly larger than 100m long goes here, but for the sake of consistency you probably shouldn't go over 500 meters long.

*Attributes

"This section is where you determine the typical physical capabilities of your species."

Every monster in this world is defined by their physical attributes: Muscle, Agility, Speed, Toughness, Stamina, and Intelligence, from 1 to 6. All stats begin at "1" before class bonuses and investment (1-to-1).

Muscle		Raw physical power. Not in terms of speed, but raw muscular exertion. **Increases with size.**
	1	Muscle 1 is represented by Mizutsune, who is easily pinned or knocked over in physical confrontations with its peers, relying on its elemental powers and agility to succeed.
	2	At muscle 2, a monster would be similar in strength to Legiana, able to handle and rough up smaller monsters like Paolumu with ease, though their physical blows struggle to straight-up overpower monsters of similar size without other means at their disposal.
	3	A monster with a muscle score of 3 like Rathalos could carry an Aptonoth long distances while flying or break through sequoia-sized logs with a bit of effort. Monsters at this level are able to yank and shove other similarly-sized monsters around with decent effort.
	4	A monster with a muscle score of 4 can flatten treelines while running like Banbaro, or flip a similarly-sized monster over its head like Diablos. A monster of this level will be able to knock over one of its peers in mass with a solid hit, breaking bones with ease.
	5	At muscle 5, you get absurdly strong beasts like Nergigante, who can pulverize huge stone formations by hurtling into them and pin down monsters of equal size with one arm.

6 A monster with muscle 6 is stronger than any MH native. A Large beast of this level would be able to uproot sequoias and hurl them at foes, while a Colossal one could flatten a mountain.

Agility		Flexibility and reflexes. Aerodynamics, turning speed, precise physical moves. **Decreases with size.**
	1	Agility 1 can be seen in Pariapuria, mostly able to frantically flop and thrash around or slowly drag itself around while biting. Anything even remotely graceful is impossible here.
	2	A monster with agility 2 would be Brachydios. It is slow and deliberate, but can turn in place quickly using its pounder and backpedal with surprising haste to dodge and combo into another move.
	3	An example of a monster with agility 3 would be Barioth; capable of twisting into the air with a single flapping motion, clinging to and performing backflips off of walls, and able to leap dozens of meters while simultaneously aiming at a human-sized target.
	4	At agility 4, monsters begin to take a more three-dimensional approach to movement. Nerscylla can swing itself upside-down via its silk to strike its foes using its poisonous back crystals. Zinogre can perform acrobatic stunts like capoeira tail slaps and aerial somersaults.

	5	Seregios is an example of a monster with agility 5, able to dart and dash around so suddenly as to disappear from its prey's sight only to appear right behind it mid-attack, and capable of using its zygodactyl feet to rake its foes in any direction while hovering and even grab hunters mid-strike.

6 A monster with agility 6 is more agile than any MH native. It could fold and bend in any number of ways to a nigh-amorphous degree, and has fully omnidirectional awareness.

Speed		This isn't the speed of a monster's projected attacks, but its body. **Decreases with size.**
	1	The slow, lurching Basarios has a speed of 1, as it struggles to bring its bulk to a faster pace than "walk", and only barely able to outrun a sprinting hunter when it charges.
	2	A monster of average speed at 2 would be Teostra. It can dash across its environment for short bursts and leap over narrow chasms even without its wings, but mostly prefers to move around at no more than twice or thrice the speed of a sprinting hunter.
	3	A monster with speed 3 is Barioth, able to leap and bound across the tundra at dozens of meters per second, able to flee an encounter in moments or be on top of its prey within a split-second.
	4	Legiana is an example of a monster with speed 4, easily capable of traveling hundreds of meters in seconds using its flight and diving like a peregrine falcon to effectively make statues of slower monsters as its swoops in for the kill.
	5	The elder dragons Valstrax and Kirin represent the heights of speed at 5; Valstrax's jet-like wings enable cometary speed as it flies across the upper atmosphere, while Kirin can travel short distances with a bolt of lightning, appearing as if it teleported in this way.
	6	A monster with speed 6 is faster than any MH native. A monster of this calibur would be able to casually surpass lightning in its speed, and even approach the speed of light for brief moments.

Toughness		A monster's durability and its ability to absorb damage and keep on kicking. **Increases with size.**
	1	Toughness 1 can be seen in the fragile-for-its-size Beotodus; while it can tear chunks of flesh from prey with its powerful jaws, as an ambush predator it is not built to withstand consistent retort and relies on its armor of hardened snow and ice to deflect blows.
	2	A monster of average toughness at 2 is Rathian. Built solidly enough to take a ripping and keep on flipping, but not especially durable for its size nor able to fight effectively with a grievous injury.
	3	Duramboros is a monster with above-average toughness at 3, thick and heavyset, with immensely tough muscles and the hilarious ability to spin and throw itself like a sixty-ton boomerang right into its foes and through terrain without injuring itself.

	4	Bazelgeuse is an example of a monster with toughness 4, having the sheer bulk and shock-absorbing body structure to survive point-blank explosions from its explosive scales, with enough vitality to keep fighting with its underbelly and wings being torn at.
	5	Toughness 5 can be seen in Gravios, whose entire body, face to underside to tail, is basically solid rock to the degree where blows that would grievously wound a Rathalos barely register, and it has the tenacity to keep going even with its chest blown wide open.

6 A monster with toughness 6 is tougher than any MH native. Nothing short of early nuclear warheads could do more than wind it. Half its torso could be sheared off and it'd be moving fine until its brain is crushed or its body runs out of energy.

Stamina		How long your monster can keep kicking without starting to slow down or fall prey to exhaustion. This is also tied to their elements and exotic abilities. **Increases somewhat with size.**
	1	Gets tired frequently in battle; Azure Rathalos and Yian Garuga, for example, might be fast and unleash a flurry of fireballs and poison-tipped slashing attacks, but after the honeymoon period ends they become grounded and slow for crucial moments.
	2	Stamina 2 is average among the monster world; enough energy to roam large territories and get into a few fights along the way, given ample down time. Note that having wings allows one to expand one's range without using as much energy as one who walked that whole distance. Rathalos is an example of one such monster.
	3	A monster with stamina 3 has above average stamina. They can easily get into several fights in a day or cross multiple regions of the New World in a single trip like Bazelgeuse. They'd still get tired in a drawn-out encounter or multiple in short succession.
	4	Monsters at stamina 4 hold extremely efficient energy conservation adaptations or massive internal energy allowing them to fight and use their extraordinary abilities effectively until their body nears death, like Teostra or Kushala Daora.
	5	A monster with a truly ludicrous stamina of 5 can keep fighting for ages without ever slowing down and outlasting a group of hunters trying to put down or capture it across an extended multi-day effort, just like Kulve Taroth.
	6	A monster with stamina 6 is more enduring than any MH native. It has little need for sleep, naturally holding so much innate energy as to never require sustenance for its decades-long adult life.

Intelligence		How intelligent it is. Ability to consciously optimize its own body movements, identify and recall information, or form social structures. **Does NOT change with size.**
	0	The bare minimum required to function, comparable to that of a jellyfish or starfish. Intelligence of this level can only be attained with a drawback.

	1	Has the ability to process and behave like a relatively simple animal in simple conditions, like a shark or horse. Operates primarily on instinct rather than planning or intuition.
	2	Around or slightly above the typical animal, many predators are here as well as those with enough intelligence to create basic social structures or to optimize its body functions such as leveraging weight over its legs to swing a bladed tail efficiently.
	3	High intelligence, but still animalistic. Can apply some strategy beyond its own body. Can manipulate digits finely (for its size). Most elder dragons and fanged beasts are here.
	4	Very high intelligence, though not quite sentient. Capable of emotions, or something similar, in the sense that humans do. Can easily recall, contemplate, and learn from specific events in the past. Includes particularly intelligent elders or fanged beasts.
	5	Approximately human intelligence and concept-handling, emotions and logic. No monsters, by default, occupy this tier except for *maybe* Fatalis.
	6	Intelligence beyond that of most humans, like a D&D true dragon.

*Core Perks

"Every monster's essential perks."

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

A single upgrade for 0.5 EP grants your species auxiliary bonuses to its rage states beyond just stat improvements, such as the Deviljho inflating its muscles with dragon element or the Brachydios's saliva becoming far more volatile with its slime mold. Basically, anything that can overdrive its elements or grant it access to an entirely new set of abilities. If you choose to withhold some purchases to only its rage state (for example, its elemental abilities), then they are boosted to one-and-a-half times the potency.

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

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

Upgrade it for 0.5 EP to gain a truly stately roar that carries for miles and freezes smaller creatures in

their place. Most head-honcho monsters possess a roar at this level, and such a cry is a message to potential interlopers that they're in the wrong neighborhood… or an open challenge for those who desire bloodshed.

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

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

*Body Perks

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

Striking Part [-0.5] Choose one body part; the head, the claws, the tail, the wings, etc. That part now has a powerful physical adaptation. Perhaps it has hands with opposable thumbs, or giant dextrous claw-feet, or razor-blades on its wings, or a giant hammer-like horn on its head, or an extremely long, tough tongue, or just has really really jacked up muscles in its head and neck region.

This can be purchased any number of times.

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

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

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

Buying the second level will cover the majority of your monster's body in a very hard exterior carapace. Hunter weapons and monster teeth will have a hard time finding purchase on such a tough shell, such as those seen on many Carapaceans, the elder dragon Kushala Daora, and the brute wyvern Brachydios.

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

Even if you grant your monster traits indicative of a different class, the discounts and freebies remain the same. Your monster has a good chance of being classified as an elder dragon if it's got an unusual

shape. This doesn't give you (functional) wings, read the next section for that.

This can be purchased multiple times.

Immune System [-0.5/-1/-1.5] Resistant to common diseases and slightly resistant to poisons (-0.5); somewhat resistant to most diseases and to natural poisons such as a Rathian's tail venom or to natural narcoleptics and paralytics (-1), immune to nearly all natural diseases and greatly resists ailments (-2). This bonus stacks with status-specific resistances granted by owning that ailment from a status perk.

Exotic Immunities [-0.5] Exotic ailments and illnesses such as the madness and death of the Frenzy Virus do not affect your monster as a result of its strange, little-understood internal biology. Your species also has a degree of natural resistance to out-of-setting supernatural effects such as magic or psionics. This doesn't give any resistance to natural harmful products like venom or paralytics, just exotic strange stuff. Most elder dragons have these resistances, perhaps a property of their blood.

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

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

This can be purchased multiple times.

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

This can be purchased multiple times.

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

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

Altitude Adjustment [-0.5] Your monster is adapted to live in extreme altitudes. It might have an improved respiratory system or efficient blood cell processes able to wrest precious oxygen from the thinnest of atmospheres without suffering from Hypoxia, for example. It can also move between the depths and surface of the ocean without any pressure-related issues, should it not normally dwell in the water.

Healing Factor [-1/-2/-3] Your species heals much more effectively than the average monster.

At the first level, your species' natural healing occurs five times more quickly, turning months to weeks and years to months for recovery time. Lost limbs and lost eyes will not grow back.

At the second level, your species gets one of two options:
(1) It can recover from lost eyes or limbs slowly, but surely, over the course of a year or so, depending on the severity of the injuries. This makes it likely to thrive in more places than it otherwise could. (2) It can heal from gashes and sprains within minutes, though not severed limbs. This means its healing is fast enough to matter within combat, able to regain consciousness within minutes.

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

Camouflage [-0.5] Your monster possesses color-shifting traits, able to totally recolor its body in different ways, as well as being enough to blend into its surroundings when motionless or moving slowly. This breaks up its outline, working especially well in cramped, thick environments like jungles or swamps.

Gone Grr-I [-1.5, requires *Camouflage*] Your monster has the extraordinary ability to disappear completely from sight for short durations, and though this isn't necessarily perfect (it can be scoped out by a highly observant hunter or a monster with any other of its senses), it's enough to briefly confuse its predators or prey. This works especially well in misty, dark, or otherwise obscured environments.

Not Even My Final Form [-2] Your species is only a juvenile or larval version of its adult form, but it's already been given a formal Guild classification - meaning that adult specimens are rare, reclusive, or otherwise hard to find. They definitely do exist, however, and are almost certainly bigger, scarier, and meaner than Junior. Some monsters gain entirely different abilities or forms as they grow, like seen with Oltura who transitions from a huge subterranean worm into a shining six-winged dragon of smaller size.

*Mobility Perks

"Perks for seeing more than plain-old flat ground."

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

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

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

The third upgrade grants the ability to survive in the tremendous pressure of deep-sea environments,

though purchasing a non-visual sense is highly recommended to be able to navigate such conditions.

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

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

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

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

Sky Drifter [-1] This perk grants your species the ability to drift through the air in similar fashion to Wind Serpent Ibushi, Shantien, and Yama Tsukami. Specifically, it grants a method of non-wing-based flotation and propulsion for your monster, be it air sacs that give buoyancy, electromagnetic resonance with atmospheric particles to ensure flotation, torrents of elemental power bursting from its body (assuming the requisite Personal element was purchased), or something else.

This does not need to be purchased with wings, though wings would improve mobility.

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

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

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

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

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

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

*Synergy Perks

"Perks that allow your species to exert its natural strengths in new ways."

You can link any status, manipulation, or elemental abilities (called powers here) to these perks, and each synergy perk your species owns grants a slight boost to them even without synergy perk-specific benefits.

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

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

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

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

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

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

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

Natural Projectiles [-0.5] Your monster has some kind of biological propulsion function that can be used to very effectively throw or spit natural materials at its foes, such as razor-sharp scales or spikes shed from itself, or globs of water, mud, or other non-living materials it takes from the environment. This can be

as simple as hitting things really hard to send their own spikes flying or storing sand in its throat pouch to spit at foes, or as complex as flinging metal-like feathers from its wings when it flaps them.

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

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

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

You could apply elements and statuses through this sludge to make them harder to get out and therefore last longer on your opponents.

*Status Perks

"Perks that unlock ailment defense mechanisms."

All status perks grant your species moderate natural resistance to the accompanying status, and immunity to its own inflicted status. Having at least the second level of a status perk gives near-immunity to that status on the level that hunters use and greater resistance to monster payloads.

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

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

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

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

Explosive [-1/-2/-3] Your monster produces chemicals or powders that give explosive results in combat.

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

At the second level, your monster's biological production of blast products is greatly improved, allowing for cleaner, stronger explosions as well as more kinds of triggers beyond the above - perhaps a particular vocal cry can trigger an explosion, or only the monster's saliva can prime it, or its elemental abilities simply cause explosions on the side. *This level can only be purchased by Apex-tier monsters or higher.*

At the third level, your monster could be described as a walking explosion with how powerful its explosion generation has become, enough to be able to reshape a chasm from the sheer shockwaves of its blasts, as seen from Raging Brachydios. *This level can only be purchased by Conqueror-tier monsters or higher.*
Soporific [-1/-2/-3] Your monster produces sedative products to knock out its prey or predators.

At the first level, your species can apply sedatives, albeit infrequently. For example, it can have sleep poison drip from its fangs but only its fangs, or something like Uragaan and Radobaan - the brute wyverns fight with their bodies most of the time, but on occasion can emit a gaseous cloud of soporific mist that surprises their foes. This includes using sleep mushrooms in the wild on foes when combined with the *Environmental Symbiosis* perk, since it only happens on occasion. This sleep-inducing business also has the side-effect of making the target slightly more sluggish until they fall asleep, though it's quickly worked out of the system once they do lose consciousness and has no lasting effects beyond that.

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

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

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

At the first level, you know the drill: the amount of paralysis is small or highly limited, either distributed over its body at a very low level (such as numbing feathers that drip small amounts of paralytic poison) or concentrated in a single obvious body part (such as the paralyzing saliva of the Viper Tobi-Kadachi).

At the second level, the paralysis becomes more potent and frequent, with your monster able to emit large

amounts of paralyzing fluids or gasses from its body, and paralysis will likely be one of the first survival tools your monster will use when going up against fast prey or large predators. It could leave paralytic fluids on the ground in puddles or store paralytic gas in glands across its body to burst on physical contact, for example. *This level can only be purchased by Advanced-tier monsters or higher.*

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

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

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

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

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

At the second level, your monster enters a symbiotic relationship with the miasma. The microbial bioenergy vampirism of effluvium can be manipulated by the elder dragon Vaal Hazak, who is a living host for the miasma and can drain small monsters infested with the gaseous microbes of their bioenergy to add to its own vitality. Your monster gains similar abilities, also able to vomit great clouds of miasma to choke and blind their foes or shroud itself in grayish mist to eat away at nearby monsters. However, the effluvia dies out quickly outside of places where decomposing matter is common and where the air is cold, so your species will likely favor places where death is frequent. *This level can only be purchased by*

Apex-tier monsters or higher.

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

Nauseum [-2/-4] Your monster plays host to a potent, rapidly-spreading disease like the Frenzy Virus. This perk comes with an innate Environmental range, given that it's a disease.

The effects of the disease are up to you, but I'll explain the canon example - the Frenzy Virus. On infection, its victims will act normal at first, but will become increasingly sluggish and weak for several days before losing consciousness. Shortly after, it will awaken into a state of perpetual encephalitic aggression, spreading the disease to as many others in its area before eventually succumbing to the virus and dying.
At the first level, this grants your monster the ability to sustain a single virus which it can offload via physical contact. With synergy perks, your monster can infect at range or coat itself in its virus-carrying substance like armor. The range at which the virus spreads from your monster passively is several miles.

The larger the target, the greater the quantity necessary to take root - small monsters will become infected very quickly, but anything larger than a Great Jagras will only be infected after prolonged combat or exposure, and a beast the size of a Diablos will simply shrug it off. Environmental exposure takes longer to work than physical exposure. *This can only be purchased by monsters of Apex-tier or higher.*

At the second level, your monster's disease rises to the potency of Shagaru Magala's, with the ability to project its virus-carrying substances seemingly by its own will, able to cover an entire mountain and infect dozens or hundreds of monsters, large and small, over the course of mere hours. Even a beast as large as a Deviljho would fall prey to the infection on this level unless it were to flee or overcome the virus through abnormal constitution. *This can only be purchased by monsters of Disaster-tier or higher.*

This manipulation perk can be purchased multiple times, one for each virus or disease.

*Manipulation Perks

"Perks that grant extraordinary, though explicitly non-elemental, powers for your species."

Note 1: All of these perks work only by your monster's exertion, not as a passive effect that changes the world around them (i.e. drumming up storms or causing mist to veil an entire valley), unless you purchase an Environmental range for them (costing 0.5 EP per tier, including the first).

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

Wind Pressure [-1/-2/-4] By default, a big enough monster will exert minor amounts of localized wind pressure when it makes large, sweeping attacks such as an Anjanath swiping its tail back and forth. This

perk gives your monster more control over air than just by physical motion.

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

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

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

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

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

The second level grants your species the ability to manipulate, generate, and shatter natural crystalline or mineral structures nearby, for the purposes of sustenance, combat, stealth, or for another survival strategy. This can be possible due to the particular frequency it roars at, manipulating the bioenergy within particular types of crystals, or something else. Crystalline growths can cover much of its body as a shiny or protective shell of sorts.
The final level greatly expands these crystal manipulation powers to the point of generating massive or intricate crystal structures and assaults in combat and can optionally have an entirely crystalline body. Such a form is extremely tough, though also can impart various dependencies and weaknesses, such as vulnerability to particular sound frequencies or hyperconducting electricity.

Flashy [-1/-2] Your monster can emit bright lights.

The first level grants light projection akin to Tzitzi-Ya-Ku, able to conjure a blinding flash of light every so often to stun and disorient would-be-captors momentarily.

The second level allows for frequent and varied use of light to allure prey, confuse predators, and burn hunters; for example, creating beautiful patterns in the sky like the Aurora Borealis or condensing it all into a concentrated beam to scorch opponents. This also comes with the ability to capture light, plunging areas into darkness even in the middle of the day.

Mist Mastery [-1/-2] Your monster is one with misty lands, either environmental or self-generated. The

first level grants sight through mist and other obscuring particulates as well as extra intuition in using mist to hide or conceal itself, simple enough.

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

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

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

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

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

The second level grants much finer control and *heft* to mud manipulation, skills like those of the immense Almudron. Your monster can fling huge globs of mud at high speeds and start up a churning current within muddy or watery environments, trapping and injuring its opponents, as well as spring up gigantic mounds of mud and rock that last for a few seconds before collapsing. If it has any synergy perks, status, or elemental affinities, then your monster can weave its created energies or chemicals into the mud it forms for extra utility, like with all manipulation perks.

Metalmancy [-1/-2] Your monster can manipulate metals and minerals.

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

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

Vibration Manipulation [-1/-3/-6] Your monster can vibrate ground or air particles.

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

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

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

Monster Magnet [-1/-3/-6] The ability to attract or repel monsters through allomones or bioenergy.

At Tier 1, your species can leave offensive or attractive scented markings and fluids in its territory that repel or draw in specific monsters, though only by coming across them will offending monsters respond.

At Tier 2, the effect expands for dozens of miles beyond your monster's range, to whole locales. *This level can be purchased by monsters of Disaster-tier or higher.*

At Tier 3, the effect expands to planetary. *This level can only be purchased by monsters of Continental-tier.*

Bioenergy Core [-1/-4/-8] Your species is adept at perceiving, absorbing, and even refining bioenergy.

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

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

species more vulnerable to attack, however, as its coursing internal energy bursts at the seams. All this power comes at another cost as well - a large amount of bioenergy must be consistently burned to activate and maintain such otherworldly powers. *This level can be purchased by monsters of Disaster-tier or higher.*

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

*Behavior Perks

"Perks that define interspecies interaction that don't go elsewhere."

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

Dominator [-1] Your species is top dog in its land, and the other monsters know it. Any creature below your species' ecological niche will be greatly intimidated by its presence and your species will be adapted to shrug off and overcome the natural defenses of average such specimens. Even those of similar levels of power will be hesitant to confront yours unless starving or desperate.

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

Pack Attack [-1] Your monster is adapted to hunt and survive in packs, with instincts for a social structure of some sort. It may be a pack member or a pack leader, but regardless, it is able to coordinate its efforts with at least one other member of its species or a similar species. This perk also ensures that, while

intra-species conflicts crop up, such competitions are part of its social structure and nearly never lethal.

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

*Monster Elements

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

Your monster might be able to manipulate the natural elements: Fire, Water, Thunder, Ice, and Dragon. You can unlock access to a single element by spending 1 EP. Unlock access to extra elements for 0.5 EP each. Once a given element is unlocked, *choose your first range for that element for free*. Ranges, or ranges, come in three flavors: **Personal**, **Projected**, or **Environmental**.

- Personal (melee attacks/aura; i.e. wreathing body parts or whole self in element for attacks) ● Projected (ranged attacks; i.e. spit fireball, exhale stream of fire, erupt ground, create pool of fire) ● Environmental (passive effects; i.e. heating and drying the air to increase frequency of wildfires)

Each range begins at Tier 1, but can be upgraded by spending 1 EP per additional tier, up to Tier 4. A tier is an abstract measure of how potent your monster's elemental abilities are. You can buy access to other ranges at Tier 1 for that element by spending 0.5 EP each (both are upgraded separately).

Personal represents a monster wreathing its body, or parts of itself, in a chosen element for certain attacks, cloaking the body as a passive aura, or embodying the element in its biology. ● Tier 1: Anjanath can burn prey it bites with its jaws.

- Tier 2: Ebony Odogaron enhances its speed and power in explosive bursts with dragon element. ● Tier 3: Namielle can charge its entire body with electricity to amplify its attacks and pop puddles. ● Tier 4: Zorah Magdaros is a living volcano that constantly bleeds lava and fire.

Projected represents a monster expelling a chosen element in the form of a ranged attack, generating the element from thin air, or manipulating existing elemental sources in its proximity for offense or defense. ● Tier 1: Bazelgeuse can exhale a short puff of flame.

- Tier 2: Barioth can exhale short-lived ice tornadoes while Rathalos can rapidly spit fireballs. ● Tier 3: Velkhana can condense air into large chunks of ice, Namielle can control water currents in a wide area, Dalamadur can conjure fiery meteors, and Kirin can call down gigantic thunderbolts. ● Tier 4: Fatalis can unleash a huge sea of flame from its maw, easily blasting apart a castle's walls.

Environmental represents the passive effect your species has on their surroundings. These powers are typically too dispersed and imprecise to be used in battle, but have drastic implications on the ecosystem. ● Tier 1: Leave traces of elemental power here and there across your territory. ○ Restriction: No restrictions

- Tier 2: Subtly increase or decrease the air's temperature or humidity; static builds up quicker. ○ Restriction: Must be Apex+ tier
- Tier 3: Wind Serpent Ibushi causes great dark windstorms to swell, forcing hundreds of monsters to stampede across huge swathes of land in order to escape. Velkhana's mere presence causes

temperatures to plummet, even in already frigid landscapes, and hail constantly falls from the sky.
    - Restriction: Must be Disaster+ tier
- Tier 4: Alatreon plunges its surroundings into a constant state of torrid heat or below-freezing temperatures, alternating near-constantly and ensuring that essentially no life can exist nearby.
    - Restriction: Must be Continental+ tier

*Elemental Resistances

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

Your monster begins at +0 in all elemental resistances, and you can purchase upgrades in a single element for 0.5 EP a piece (max 3 in a given element). Possessing an element will grant your monster a base +1 to resisting that element. You can forfeit ranks of resistances or accept ranks of vulnerabilities to gain EP at a two to 0.5 ratio; -2 ranks (split between 1 or 2 elements) for +0.5 EP.

The scale of elemental resistances goes from -3 to +3. Some general effects of the levels are as follows:

- A monster with -3 resistance will be extremely weak to that element, to a potentially disabling degree; water can make it sluggish, fire can take apart its webs or grafted armor, and dragon can temporarily shut its elemental powers down, for example. Forget about fighting an equally-strong monster specializing in that element; they're likely a natural 'check' on your monster's population. ● A monster with -2 resistance will be significantly weak to that element, to the degree where it will try to avoid confrontations with monsters that have it due to the strong disadvantage it faces. ● A monster with -1 resistance is weak to that element, and monsters that can manipulate that element will give yours a harder time than usual. This is not enough to change the typical outcomes of trophic encounters, just that it'll prefer to prey on easier targets if readily available. ● A monster with 0 resistance to an element is affected by that element to a typical degree. It won't resist it, but it won't have any significant disadvantages to attacks from that element, either. ● A monster with +1 or more resistance would shrug off the smaller elemental attacks of monsters and resist natural manifestations of such elements; a monster with Fire resist +1 would be able to walk through a burning field without too much issue, and a monster with Ice resist +1 would be perfectly comfortable wandering around in the Hoarfrost Reach.
- A monster with +2 or more would be considered near-immune to such elements on the scale that hunters use, and highly resistant to the elemental components of their competitors' attacks. ● A monster with +3 resistance is very rare, and indicates something past resistance and broaching nigh-immunity to the elemental effects used by most monsters. They might even be able to absorb such elements to charge themselves up.

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

A monster with 2 or more thunder resistance would shrug off a natural lightning bolt without flinching, and one with 3 might actually be empowered by it. [-0.5/-1 to purchase this w/o resistance]

A monster with 2 or more cold resistance would be able to survive in freezing climates without issue due to their biology; internal heat, an insulating coat of fur, blubber, etc.. A monster with 3 cold resistance

would be able to function normally even in subzero conditions. [-0.5/-1 to purchase this w/o resistance]

*Aesthetic Perks

"Perks to define aesthetic appearance."

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

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

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

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

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

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

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

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

or it can simply change its coloration like how Brachydios's slime mold turns yellow.

*Drawbacks

"This section is where you can gain more EP for your species build."

You can accept drawbacks to gain more EP for your monster build. This is intended to boost versatility and squeeze in some extra abilities, but not to raise ecological tier or "power level" significantly.

Status Weakness [+0.5] Your species is particularly vulnerable to one of the main status effects that hunters (and monsters) can inflict - poison, blast, paralysis, or sleep. This can be purchased up to twice.

Weak Spot [+0.5] When your monster becomes enraged or otherwise activates a higher state of being (i.e. Glavenus stores slag in its throat pouch, Anjanath's back fins fan out when it uses fire, Rajang enters rampage mode), one of its body parts will become more vulnerable to harm, and should it receive enough damage in said body part, it'll get knocked out of that particular state.

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

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

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

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

Elemental Withdrawal (i.e. Deviljho, Alatreon) [+1/+2] Pick an element your monster can emit. Instead of the standard resistance, your monster is now vulnerable to it in some way, either overloading its biology or it just plain lacking resistant parts.

For the +1 version of this drawback, its elemental resistance to that element is set to -1 instead of +1, and extra resistance ranks cannot be purchased. Extra vulnerability ranks in that element *can* be accepted.

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

Exhausted Bull (i.e. Diablos) [+1] Your species notably gets tired easily. It is far more used to short bursts of brutal activity or engaging in frequent threat displays to ward off potential challengers rather than long

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

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

Devourer (i.e. Deviljho) [+1] Your species is ravenous to the point of near-constant starvation for one reason or another; perhaps its metabolism is abnormally fast, or its absurd physical or elemental strength requires vast sustenance to maintain. This alone won't give it any extra power over what you purchased, though it will give your monster a biological imperative against backing down from a fight to eat. Sightings of your species will cause any nearby Guild forces to go into red alert.

*Example Builds

"This section contains a few example builds put together by the document creator."

Chameleos
- Huge Elder Dragon - Mist Dragon
- Attributes: Muscle 2, Agility 2, Speed 2, Toughness 1, Stamina 4, Intelligence 4 ● Perks: Rage 1, Roar 2, Exotic Immunities, Camouflage, Gone Grr-l, Wings 1 ● Powers: Toxic 2, Wind Pressure 2, Mist Mastery 2 (Environmental 2)
- Elemental Resistances: Fire -2, Water +1, Thunder +0, Ice +2, Dragon -2

Kushala Daora
- Large Elder Dragon - Steel Dragon
- Attributes: Muscle 2, Agility 3, Speed 3, Toughness 2, Stamina 4, Intelligence 3 ● Perks: Rage 1, Roar 2, Hard Points 2, Exotic Immunities, Unusual Diet (Ore), Wings 2 ● Powers: Wind Pressure 3 (Environmental 3)
- Elemental Resistances: Fire +0, Water +1, Thunder -2, Ice +2, Dragon +0

Teostra
- Large Elder Dragon - Flame King Dragon
- Attributes: Muscle 3, Agility 2, Speed 2, Toughness 2, Stamina 4, Intelligence 3 ● Perks: Rage 1, Roar 2, Exotic Immunities, Unusual Diet (Gunpowder), Wings 1 ● Powers: Blast 2, Fire (Personal 3, Projected 3, Environmental 3)
- Elemental Resistances: Fire +2, Water -2, Thunder +1, Ice -2, Dragon +1

Nergigante
- Large Elder Dragon - Extinction Dragon
- Attributes: Muscle 5, Agility 2, Speed 3, Toughness 3, Stamina 3, Intelligence 3 ● Perks: Rage 1, Roar 2, Striking Part: Horns & Arms, Hard Points 1, Exotic Immunities, Healing Factor 2: Fast, Wings 1, Natural Projectiles

- Powers: Crystallization 1, Bioenergy Core 1
- Elemental Resistances: Fire +1, Water +0, Thunder -1, Ice +1, Dragon -1

Vaal Hazak
- Huge Elder Dragon - Corpse Coat Dragon
- Attributes: Muscle 1, Agility 2, Speed 3, Toughness 3, Stamina 4, Intelligence 3 ● Perks: Rage 1, Roar 2, Immune System 3, Exotic Immunities, Wings 1, Adapted Armor ● Powers: Wind Pressure 2 [-2], Effluvial 2 (Environmental 3)
- Elemental Resistances: Fire -2, Water +1, Thunder +1, Ice +0, Dragon -2

Velkhana
- Huge Elder Dragon - Ice Dragon
- Attributes: Muscle 1, Agility 4, Speed 4, Toughness 1, Stamina 4, Intelligence 4 ● Perks: Rage 1, Roar 2, Striking Part: Tail, Exotic Immunities, Wings 1, Adapted Armor, Tar Fit ● Powers: Ice (Projected 3, Environmental 3)
- Elemental Resistances: Fire -2, Water +1, Thunder -1, Ice +3, Dragon -1

Namielle
- Huge Elder Dragon - Abyssal Dragon
- Attributes: Muscle 1, Agility 3, Speed 2, Toughness 2, Stamina 4, Intelligence 3 ● Perks: Rage 1, Roar 2, Exotic Immunities, Wings 2, Absorbent Biomass
- Powers: Flashy 2, Water (Projected 3, Environmental 3), Thunder (Personal 3) ● Elemental Resistances: Fire -2, Water +3, Thunder +3, Ice +1, Dragon +0

Malzeno
- Huge Elder Dragon - Silver Duke Dragon
- Attributes: Muscle 2, Agility 3, Speed 5, Toughness 1, Stamina 4, Intelligence 3 ● Perks: Rage 1, Roar 1, Striking Part: Tail, Exotic Immunities, Wings 1, Environmental Symbiosis ● Powers: Blood Baron 2, Wind Pressure 2, Dragon (Projected 2)
- Elemental Resistances: Fire -2, Water +0, Thunder +0, Ice +0, Dragon +1

Acknowledgements

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

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

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

Notes

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

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

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

~Sigilavox

Changelog

Version 1.0

● Document created.

Version 2.0

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

Version 3.0

● It's blue now.
● Added a few images.
● Removed Creative Mode, as I felt the only builds enabled by it could just as easily be done by buying the next tier up, or in the case of Continental, made with the massive EP budget anyways. ○ If you *really* want, I guess you could just spend 1000 CP to get an infinite EP for use here… ● Major overhaul to the Elder Dragon classification; now, it isn't going to be the best choice at every tier among monster classifications at EP parity and rewards ability specialization. ● **Huge** overhaul to the Attributes section. Now you can actually know what you're getting. ● Moved *Camouflage* and *Gone Grr-I* to Body Perks, now Aesthetic Perks are all free and optional. ● Added "Nauseum", the ability to carry diseases for use.

- Removed the “Augmented Perks” section, because I felt it was a bit silly. Sorry. I might put some of its more subdued things into other sections in a future version.
- **Note: Builds that worked with 2.0 are not guaranteed to work in 3.0.**