



Hunter x Hunter Jumpchain By PsychoAnon

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

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

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

+1000 CP

Origin

Newcomer

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

Veteran

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

Villain

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

Species

Free - Human

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

100 - Kiriko

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

400/800/1200 - Chimera Ant

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

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

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

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

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

Location

Select where your journey begins

Whale Island

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

Zaban City

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

Heavens Arena

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

Yorknew City

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

Meteor City

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

Greed Island

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

NGL

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

Republic of East Gorteau

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

Kakin Empire

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

+300 - The Dark Continent

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

Affiliation

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

Phantom Troupe

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

Zoldyck Family

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

Nostrade Mob

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

Chimera Ant Nest (must be a Chimera Ant)

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

Kakin Royal Family

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

Nen

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

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

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

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

Nen Aptitude

Example Nen Abilities

Perks

100 - Scarlet Eyes

100 - Nen Genius

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

Newcomer

100 -

100 - Feel No Pain

200 - Freec of Nature

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

200 - Assassin Training

400 -

400 -

600 - Vengeance

600 -

Veteran

100 -

100 -

200 -

200 -

400 -

400 -

600 -

600 -

Villain

100 -

100 -

200 -

200 -

400 -

400 -

600 -

600 -

Items

Newcomer

100 -

200 -

400 -

600 -

Veteran

100 -

200 -

400 -

600 -

Villain

100 -

200 -

400 -

600 -

Companions

100 - Decennium Troupe

Free - Hunted Friends

100 - Kurapika but my wife

100 - Shizuka but my side hoe

300 - Kitty Guard

Drawbacks

+0 - Kurapika Is a Girl

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

+100 -

+100 -

+100 -

+200 -

+200 -

+200 -

+300 -

+300 -

+300 -

The End

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