



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 more so with your natural aptitude in nen. You were born with a high capacity for nen such that you could battle with powerful nen users and develop your own Hatsu after just weeks of life. As with all chimera ants you've also inherited several useful biological abilities of your choice, like flight or echolocation. Chimera ants are notable for being able to mate and reproduce with nearly anything, be it dogs, cows, sheep or even humans. This will spawn more queen ants.

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

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

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

Age

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

Location

Select where your journey begins

Whale Island

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

Zaban City

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

Heavens Arena

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

Yorknew City

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

Meteor City

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

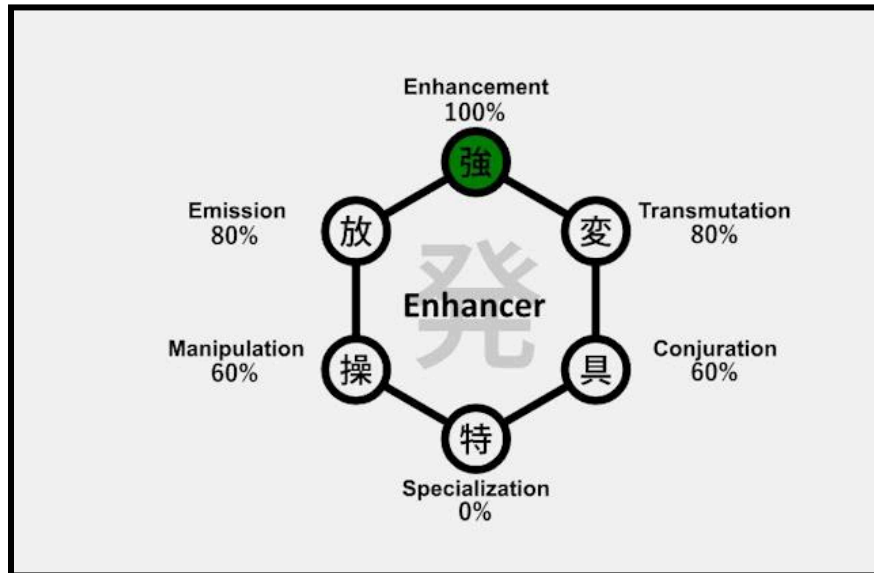
Once the aura nodes have been opened, the next step is learning the absolute basic skills of Ten, Zetsu, Ren and Hatsu. After gaining a solid grasp on those they can learn more advanced techniques like Gyo, Ko, Ken, Ryu, In and En. All this will be explained in further detail later on.

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

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

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

Nen Mechanics



Affinity

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

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

Ten/Shu

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

Zetsu

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

Ren

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

Hatsu

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

Gyo

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

Ko

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

Ken

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

Ryu

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

In

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

En

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

Example Nen Abilities

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

Gamble Coin (Enhancement)

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

Meteor (Emission)

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

Null Friction (Transmutation)

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

Phantom Weapons (Conjuration)

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

Subliminal Messaging (Manipulation)

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

Skill Store (Specialist)

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

Perks

100 - Scarlet Eyes

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

100 - Nen Genius

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

300 - Nen Prodigy

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

300/600 - Nen Master/Nen Monster

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

For 600CP you are instead on the level of Isaac Netero himself, with an amount of experience and understanding of nen not even matched by the ant king Meruem, who you could likely hold off in a fight for a while. You're closer to Netero at his peak than his current state.

Newcomer

100 - Forest King

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

100 - Feel No Pain

Torture. Very few words instill as much dread and terror into a person's heart as that one, but for you it's incredibly mundane. You've been subjected to countless brutal torture methods since childhood and it's made you more or less immune to pain. Whether it's being burned, stabbed, whipped, electrocuted and so on you can tell it's happening but it's not even at a level of discomfort to make you acknowledge it. This has the added bonus of helping with developing electricity-based Hatus as normally the electric shocks would make you drop the technique.

200 - Freec of Nature

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

200 - Assassin Training

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

400 - You Are My Special

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

400 - Iron Will

M

600 - Vengeance

Nen is inherently linked to the user's emotions. Fluctuations in their mental and emotional state can affect their growth wildly and there is no emotion more potent than hate. When you are motivated by a strong desire for vengeance your growth will be astonishing. You could go from being completely ignorant of nen to being able to hold your own physically against the physically strongest member of the Phantom Troupe in just a few months. This effect is only more pronounced the deeper your hatred runs, with your progress in not just nen but all forms of combat mundane or supernatural skyrocketing the more you despise those you seek to destroy. You should not fear death, but that your hatred should one day fade.

600 -

Power.

Veteran

100 - Hunting

100 -

200 - Beastly Body

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

200 -

400 -

400 -

600 - Bitter Work

600 - Copycat

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

Villain

100 - Killing Intent

100 - Live and Learn

200 -

200 -

400 - Charisma

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

100 - Kitty Guard

600 - Cursed Queen

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

Drawbacks

+0 - Kurapika Is a Girl

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

+100 - Rubber and Gum

+100 - Battle Maniac

+100 -

+200 - Killer Clown

+200 - Grandpa

+200 -

+300 -

+300 -

+300 -

The End

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Notes