

HUNTIK

Secrets & Seekers

In ancient times, well before History began, the world was invaded by immense monsters called Nullifiers from the spirit world, also known as Huntik. Lord Casterwill, a mortal man and the most powerful mage to ever exist, forged a magical amulet that allowed him to summon and bind spirits from Huntik to material vessels called Amulets. He armed his followers with Titans and led the war effort against the Nullifiers for 500 years, sustaining his life with sheer willpower. After sealing the Nullifiers behind an arcane seal of his own blood, he gave legendary Titans to each of his children before finally passing on, knowing the world was secure. After millennia of history and legend, the world is full of legends and myths that were inspired by the actions of the Titans of Huntik and their bonded Seekers.

Soon Lok Lambert, student at the Venice preparatory academy will find a journal and amulet belonging to his long lost father, and a grand adventure to discover lost titans and artifacts will begin. I leave your part of this tale to you, Jumper.

Have +1000 Casterwill Points (CP) to determine what you will take with you.

[Everybody, Huntik Go!](#)

Locations (Roll 1d8)

- 1) Venice, Italy: Home to a prestigious preparatory school and soon to be the start of the adventure for Lok Lambert and Sophie Casterwill. Also houses a Huntik Safehouse if you know where to look.
- 2) Manhattan Island, New York: Home to the HQ for the Huntik Foundation, This area will likely be a place to regroup and recover if you're in the

- 3) Rotterdam, Netherlands: A hotspot of Organization activity, but also hiding a Huntik Foundation Headquarters
- 4) Prague, Czech Republic : This old city abounds with legends of a Golem hidden in an attic, and is an incredibly dangerous region for Huntik agents as it is the current headquarters for the Organization.
- 5) Atlantis, Greece: While it has sunken beneath the waves, large pockets of the city have been preserved in a massive bubble of air. It remains one of the last Casterwill bastions and is hiding a secret that will certainly shape the coming conflicts.
- 6) The Blood Spiral, Russia. This temple, headquarters, and training center of the Blood Spiral Cult is built around the location where Lord Casterwill sealed away the Nullifiers. They wait eagerly to free their masters, and are sent forth to cull the remaining Casterwills.
- 7) Free Choice: You may appear anywhere on the planet that you wish! Try to avoid being too far from civilization

Origins

Which side in this world do you pledge your loyalty to? Any origin may be taken as drop in.



Huntik Agent (Free): You are part of the Huntik Foundation, a loose confederation of Seekers, largely focused on research, exploration and combating the exploitation of titans from those who would misuse their potential.



Organization Suit (Free): You joined the Organization for the prestige and the promises of easy power. Now you're a faceless snake among serpents but you might distinguish yourself along the way, rising up the ranks to command the forces of the Organization



Blood Spiral Member (Free): You oppose both the Organization and the Huntik Foundation, for you serve greater masters than both. As a member of the Blood spiral, you have been seeking to end the line of Casterwills and bring back the Nullifiers under your control.

Wandering Titan (200 CP): You seek not the power of legends but to become one yourself? I see no reason why I'd deny you this choice, but keep in mind, that you will not have an amulet to bind you, nor the bond with a seeker to empower your abilities.

Perks

Perks are discounted for and 100-cp perks are free for matching origins while General perks are undiscounted.

General Perks

Seeker Basics (Free for All origins except for Wandering Titan): You have been inducted into the world of the Seekers, and this means a few things. The most basic gift is your magic. You can use your willpower to cast spells or summon titans from their amulets (provided you have bonded with them). You'll start with a few basic spells known, specifically, Augerfrost, Hyperstride, Touchram and Armorbrand. It'll be up to you to find more spells and amulets to expand your arsenal, while I'll also grant you some additional skill in acrobatics, parkour and martial arts, as Seekers often fight alongside their titan rather than simply sitting on the sidelines unlike most summoners in fiction.

Archaeologist (Free): You have trained in some basics of tomb delving, trap disarming, lockpicking and how to explore ancient locations without smashing through them like a bull in a china shop. You have a solid grounding in each of the histories and mythologies of the major ancient civilizations, and how to carefully excavate without ruining the ancient wonders you take from.

Huntik World (100 CP): In future worlds, wouldn't it be great if you could find Titans based on those worlds? Well, take this Perk and you get them! In future worlds you will find more Titan Amulets, both ones you know from here and ones based on the mythologies and tales of that other world. You may find analogues to the Huntik Foundation and Organization and the like, groups of Seekers in other words, if you wish to work with some.

Worldly Adventure (100 CP): The Huntik Series has adventures spanning the entire globe, and so will you along your chain. This perk grants you the skills to be a competent traveler, able to navigate, survive, and thrive in the most foreign

environments and granting a natural proficiency for languages and understanding different cultures.

Casterwill Bloodline (200 CP): You belong to the bloodline of the first seeker, Lord Casterwill. Behind the ancient legacy, this means you were trained in the ways of the Seekers from an early age and have a natural ease to working magic and summoning titans. This knack for conjuration will remain with you as you travel to different worlds and encounter different forms of magic, but always shining in traditions that summon other entities.

Powerbond (200 CP): Normally Titans have a set amount of power, meaning that no matter how hard they work, there will be a limit to how much they can do. This is no longer an issue for you however. As your bonded titans defeat other titans, they will absorb some of the energy binding said titans to Earth in physical form, until the titan in question will “Evolve”, becoming stronger and permanently assuming a new, improved form. It will take a lot of this, sure, but you’re not going to be avoiding your enemies, aren’t you? Applies to yourself if you’re a Wandering Titan as well. In future jumps this Perk applies to any type of foe, though preferably of the supernatural kind. Despite the exponentially increasing requirements, there is no technical ceiling for your bonded titans, allowing them to keep evolving the more you use them.

Legendary Curse (400 CP): Thieves are just the worst, aren’t they? Leave some treasure behind you don’t want in the wrong hands and BOOM! Some Graverobber or Indiana Jones Wannabe comes along and isn’t worthy of said treasure, but manages to grab it after desecrating a temple or bypassing your best laid traps! No longer! By buying this perk, You can now place a degenerative curse on your belongings and artifacts which works similar to the one found on the Legendary Titans. And to be safe, yourself and any people you designate will be safe from this.

Huntik Agent

Titan Friend (100 CP): You have a natural affinity with Titans, and summons in general. You can easily bond with titans you have recently acquired and if you work with them long enough, they will even gain not only a greater sense of self but will freely come to your aid, sometimes outright jumping from their amulets and ignoring orders to retreat if you're in danger, such will be their loyalty. This will carry over to summons from other magical systems.

Mr. Vale, I presume? (200 CP): You have made quite a name for yourself as a Huntik operative. Not only does this perk boost the combat and magical skills you were given at the start by a fair bit, but your exploits have a habit of becoming spread and exaggerated amongst both your enemies and allies, always casting you in the best light and causing you to become a legend in this hidden world of titans and magic.

Curse Immunity (400 CP): For obvious reasons, more powerful Titans are often protected by curses, puzzles, and tests of character as seen with the Legendary Titans. Well, you don't have to worry about that, with this Perk you can no longer be affected by curses and almost any titan would find you an ideal wielder to bond with.

CopyKind Master (600 CP): You have learned and mastered the rare spell CopyKind, which allows a seeker to borrow and use the innate magic of their bonded titans just as well as the original spirit could. Maintaining even a single power will be difficult at first, but with practice and a strong bond with your titan, imitating their powers will become easier and easier. With time and experimentation, it may be possible to extend this effect to other summons from other magic systems.

Organization Suit

Dark Bonding (100 CP): Titans bond with Seekers to grant them power. In turn, Titans take on some of the personality traits of their bonded Seekers. Often, Titans will be unable to bond with a Seeker whose personality differs too greatly from the personality of the past Seekers. The Organization takes advantage of this fact, their operative's dark natures often means their titans cannot be bonded with by the Seekers of Huntik. You now have a similar ability to render your possessions impossible to use for those you oppose and to also render Item based individuals impossible to turn against you.

Tail Between our Legs (200 CP): Despite having overwhelming resources, titans, and manpower; somehow your best agents just keep losing to two Huntik agents and a couple of children! But now you don't need to worry when you see the tide of battle turning against you, you may flee and your enemies will never chase you down or seek to capture you, despite the clear tactical advantage that would give them.

Deep Cover Infiltration (400 CP): You were trained how to lie, cheat and sabotage with the best of the Organization. You are skilled enough at crafting personas that can fake such genuine remorse, innocence, and fear that no magic can see the truth that rests behind your mask. It's in this manor that the Organization has managed to worm their way into so many governments and

Sorrowbond (600 CP): Sorrowbond is a powerful spell which allows the caster to temporarily sever the Bond between a Seeker and a Titan to form a Bond for themselves with said Titan by gaining their Amulet. This spell can be reversed when the original Seeker bonded to the titan touches the Amulet, thus reversing the effect of the spell. However, for buying this Perk you gain a bit of a Premium version, namely bonds you sever are cut forevermore, and nothing can be done to restore them. In future jumps this will work on any form of magical or otherwise supernatural contract or bond.

Blood Spiral Member

Murder 101 (100 CP): As a secret cult of assassins, it's very important to know how to kill someone and even more important to do it stealthily. You know the human body inside and out, the best ways to strike and how to deal with the clean-up without arousing suspicion.

Darkest Magic (200 CP): The Blood Spiral is notorious for their use of ancient and, most importantly, darker magics. You now have both the knowledge necessary and plenty of power to put into the most common spells used by members of the Blood Spiral Cult, several of which are powerful enough to seriously injure even mid-tier Titans.

Dark Messiah (400 CP): You're a Master of Manipulation, you can talk disparate people into doing real crazy stuff, such as dedicating their lives to bring forth creatures which would destroy all life on the planet. Which would include themselves. How the Hell did The Betrayer ever get a following with this premise anyway?

The Betrayer (600 CP): Oh this is worrying. You now possess the magical power and skill of The Betrayer, once closest friend of The First Seeker, Lord Casterwill, and founder of the Blood Spiral Cult. You can effortlessly slay Titans so thoroughly that their amulets crumble to dust when they fall by your hand.. Additionally you have the knowledge necessary to create tools to control Apocalyptic entities such as The Nullifiers. You even know the ancient method of summoning Titans and binding them to Amulets, which has been lost for a millennium. like which will allow you to do the same in future worlds to creatures similar to Titans based on that world's history and legends.

Wandering Titan

Separated Essence (Free and mandatory for Wandering Titan): In ages past, your amulet broke and you became unbound from your amulet. This means you can't bond with a seeker, but it means you are free from their influence. You can no longer be magically dominated, compelled or made to serve, but this doesn't mean you can't lend your aid when you see fit.

Titanic Nature (100 CP): The Titans of Huntik are split between seven different groups as the Amulets traveled and were brought throughout the world. Pick the theme that your Titan form will take:

- Draco-Titans featured prominently in European legends, particularly those of Medieval England. The fighting style and noble, chivalrous nature that most of them possess, inspired people to act the same and developed into the code of chivalry followed by knights.
- Gaia-Titans tend to be protective and helpful. Gaia-Titans are strongly tied to nature, particularly wood or plants, and strongly influenced the myths of the Celtic peoples.
- Hecto-Titans influenced the legends of ancient Egypt. Their terrible nature and taking enjoyment from chaos and destruction means that bonding Seekers often need to possess a similar attitude.
- Krono-Titans tend to be warriors, a fitting position considering the war-like nature of the Greeks they worked alongside during ancient history. There are also
- Litho-Titans usually carve themselves a place in history, with many regions having tales of moving statues or protective carvings inspired by these titans of animate stone, ice, or
- Meso-Titans often resemble creatures of Native American and Central American stories, with many appearing as fierce warriors and totem-like monsters. They tend to be aggressive and may cause collateral damage if not commanded carefully.

- Swara-Titans often share features with insects, reptiles, and serpents; which makes sense because these cruel and sadistic spirits seem to resemble the most hated creatures of many mythologies.
- Yama-Titans are clever and often overly independent. Common in ancient Asia, many Yama-titans became the basis for different yokai and the tales of mystical Shinobi.

In addition, You will have 1-2 special abilities. Maybe you have powerful blasts of the element? Can make you can create illusory clones

Human Illusion (200 CP): It's inconvenient to have to live your life in the form of whatever your titan form is. Like the titan Medea, you are capable of putting up a human form to cover your natural body, no matter its true shape and pass as a human. Spells that detect titans might point in your general area, but will not point to you specifically in a crowd. In future worlds, this applies to any other form of divination or high-tech scanning to distinguish you from the normal population.

Sands of Time (400 CP): You have lived before Atlantis sunk beneath the waves and were on the frontlines when the Nullifiers waged war against the world. You gain 60 thousand years of life experience, spent practicing, learning or experiencing as you pleased. Each jump you gain another 60 thousand years to decide what to do with.

Legendary Titan (600 CP): You are no mere shard of power from Huntik but a legendary titan, one that inspired myths and legends the world over. You gain some form of Domain, some attribute or power that you are famed for beyond all other titans. We've seen Legendary Titans of Strength, Spirit, and Mind, as well as more esoteric domains of Champions, Dimensions and Summoning. This also boosts your special abilities to make them truly matter

Items

You Gain a +400 CP Stipend for items.

General

Huntik Remastered (Free): You get a free Huntik: Secrets and Seekers box set, with all the animation and voice acting remastered for the best possible viewing experience. Of course, we do include the original version for authenticity.

Starting Amulet (Free for all origins except Wandering Titan/ 50+ CP): You hold in your hand a slumbering legend.

- Huntik Agents have the option of bonding with a Springer, Kipperin, or a Freelancer Titans for free.
- Organization have the option of a Redcap, Mindrone or Kreutalk
- Blood Spiral origins have the option of a Harlekin, Gareon, or Thornment Titan for free.

You may purchase additional starting amulets, even those from other factions for 50 cp each.

Magic Book (Free): It seems every Seeker society has some version of this magitech tome, differentiated by their color and name. The Huntik Holotome (Green), Casterwill Cypherdex (Blue), Organization Teknonomicon (black) and Blood Spiral Loreslave (Red) all share basic functionality. Your tome will act like a magic-based computer to store and recall information based on vocal commands. They have the ability to connect to email and internet browsing. They can scan Amulets to reveal the Titans within and their abilities without having to bond them, and can perform holographic video calls if you allow them access. You may import both a computer and/or a spell book into this item for free.

Titan Collection (100 CP) will be spending your time here searching, and finding, various Titan Amulets and bonding with their titans. Would suck if you couldn't use

them anymore because they lose Fiat Backing as soon as you leave. Well, no more. Any Amulet you obtain in this jump and with whose Titan you bond, will gain Fiat Backing as long as you retain ownership until the end of this jump.

Jumper Foundation (400 CP): Do you seek aid in your goals? Very well, you have access to something like the International Huntik Foundation, a group of seekers turned to your purposes. You also gain the funding and political connections needed to keep such an organization going. Regardless of what your group is, any member of the Jumper Foundation can later on be imported as a Companion at your discretion, but otherwise they are treated as Followers.

Legendary Weapon (400 CP): This is a powerful, mythical weapon. Maybe it is the Blade of Will, or perhaps something like Excalibur, Mjolnir, Gae Bolg or any other such weapon. It is a masterwork weapon, one that easily channels your power and any magics you cast upon it to boost its performance. It also contains an Amulet in its construction and can summon a Titan on the level of Pendragon from said Amulet.

Amulet of Will (600 CP): The Amulet of Will was used by Lord Casterwill and it has several properties. Its primary purpose is to allow one to touch the Legendary Titan amulets without contracting the fatal curse it carries. In future worlds, this necklace can prevent curses from affecting you, and acting as a marker of worthiness for any choosy artifacts in future worlds.

Huntik Agent

Unique Wardrobe (100): This is a full wardrobe with plenty of distinct outfits, not uniforms but a variety of practical and stylish outfits that will let you parkour like the best and also not look out of place at a Fashion Show. For the sake of completeness, you also have a set of every set of clothing seen in the show.

Library (200): Huntik Foundation operations require large amounts of researching ancient grimoires and dusty books, crumbling scrolls and buried tablets. Legends and records can only give you

Safe Houses (400): In every major city in this world, you'll know a safe house where you can set up your operations, to regroup, to hide from Suits or assassins.

Ring of Behemoth (600 CP): This golden Ring with an inset green gem. This is the equivalent of a Titan Amulet holding the Legendary Titan Behemoth within. This unique Titan is beyond the strength of any non-Legendary Titan in existence and is particularly notorious for its physical strength. By default this Ring isn't the same one that can be found inside the Jump, but rather a Ring containing a Behemoth of an alternate timeline. The Ring also may possess the degenerative curse as the original but won't affect you and your companions, or you can choose not to have a curse on it.

Organization Operative

Infinite suits and sunglasses (100 CP): You receive a wardrobe that is full of endless tailored black suits, and endless glasses cases full of the shadiest sunglasses. Look good when skulking about or cosplaying as a Men in Black agent.

Budget Level: Yes (200 CP): The Organization has something the Huntik Foundation wishes they had: Money. Tons and TONS of Money. You now have access to a near bottomless bank account you can access at will, either by pulling a credit card or cash out of your pocket. The money will come out in legal bank notes of high enough value as to make you pull out the lowest quantity of physical banknotes necessary.

Suits (400 CP): This is a troop of 50 Organization members, 40 "Suit" Operatives, aka average Organization Seekers, and 10 elites on par with the top operatives of The Organization and able to take on Elite Huntik Seekers.

Ring of Araknos (600 CP): You have gained a copy of the ring of Araknos, Legendary Titan of Mind. It allows you to control the minds of anyone, even other Legendary Titans as well as altering the minds and memories of others. Only those literally and specifically immune to mind control can resist this. You may choose to make this either a Ring capable of summoning the Araknos from the canon container, basically temporarily robbing it from The Professor, though that would be hilariously fatal for his control of his organization, alternatively you may choose to receive a Ring containing an Alternate Timeline version of Araknos instead. As part of buying this Item you can choose for this Ring to either have the Curse of the Legendary Titans but you and your companions are immune to it, or to leave the curse out.

Blood Spiral Member

Blood Spiral Robes (100 CP): These blood-red robes, tailored to your body, are the ultimate mark of your commitment to the goals of the Blood spirals. In future jumps, other cult-like organizations will see you as a target worthy of recruitment when wearing them.

Dark Cult (200 CP): These are 200 Blood Spiral Cultists which follow your commands. They see you as their prophet and are unquestionably loyal. 20 of them are comparable to the Casterwill Hunters, the elite of the Blood Spiral Cult.

Necklace of Tutankhamun (400 CP): This is an ancient artifact created by The Betrayer. It is the artifact which permits the wielder to control the Nullifiers, the horrific monstrosities from the Spirit World known as Huntik which were sealed so long ago by Lord Casterwill. Normally hidden in the Tomb of the Pharaoh, you now have it in your possession and could help bring about the Apocalypse the Blood Spiral Cult is working toward.

Red Spiral Cloak (600): You now possess the cloak of The Betrayer, which grants him the ability to regenerate through the power of the Red Spiral on his back. As long as you wear this cloak you will regenerate, even if you die. Naturally the noticeable Red Spiral Symbol on the back is the Achilles Heel and if it was stabbed the cloak loses its power, so if you're no longer a truly living being like The Betrayer was, you'll likely die

Companions

Import (Free/100): You may import or create for free up to 8 Companions, they can choose an Origin and get 600 CP to buy Perks and Items. For 100 CP you may choose to either import or create another 8 Companions or grant the imported/created companions another 600 CP.

Export (Free): Any person you can convince to join you on your Chain may be recruited as a Companion.

Drawbacks

Mythology Expansion (+0 CP): Do you want more varieties of Titans? Feeling cheated that your favorite item or legend didn't make the cut? Taking this toggle will let you find amulets or artifacts of those myths. If you have impacted mythologies of previous worlds, you might just find artifacts or titans based on your actions.

Mythology design change (+0 CP): With this toggle, you get to change up the names or forms of the titans in the world. This won't make them any more powerful or alter their abilities much, this is simply aesthetics.

Supplement Toggle (+0 CP): This is quite simple, you may combine this Jump with another Document, keeping the points separate from one another.

Let's Keep Looking (+100 CP): This Drawback is simple, and you can take it up to four times. For every time you take this Drawback you must stay in this world another 10 years. After five purchases, you can keep expanding your time limit but this won't give any more points.

Cherit's best friend (+200/+600): Cherit, the small Yama-titan of the Huntik foundation, really likes hanging around you, even if you're on the opposing side. Whenever he sees you, and *he will see you*, and will always somehow manage to talk your ear off for hours. He will let you sleep but that is your only respite if he catches you.

- For an additional 400 cp, every voice in the world that you hear has been replaced by Cherit's. Have fun with that.

Endless repeated animation (+100 CP): You know how the show has detailed summoning animation for every Titan in every episode? Well, in reality, it takes a flash of light and the titan arrives, but you get the special privilege of watching the complete animation of every titan that you or anyone near you summons. You won't be hurt while this is going on but it will be extremely annoying especially for larger scale battles of seekers.

Treasure Sealed (+300 CP): Simply put, you can neither enter your Warehouse (or analogue) nor access any items you obtained before this Jump.

Sealed Power (+300 CP): This Drawback is simple, you will lose access to your Perks and Powers from before this Jump and be reduced to your Bodymod for the duration of this Jump.

Legendary Titan's Curse (+600 CP): You had the great fortune to find an Amulet belonging to one of the legendary titans. Sadly, you weren't wearing the Amulet of Will when you did (even if you bought it), and you have contracted the curse of the legendary titans. Your skin has been covered in scarified tissue, your body is weak and weary; This state leaves you bedridden, and you can barely muster the willpower to use any magic or amulets. There exist ways of circumventing this curse, but most titans or spells will be of no use to get over this. If you succumb to the curse, you will be forced to move on from this world, taking nothing from it but bitter memories and regrets.

Broken Masquerade (+800 CP): The Huntik Foundation, The Organization, and The Blood Spiral Cult have been too open in their operations and now the entire world knows about the magic hidden in the old places of the world. This has kicked off a race of secular, government-funded Seekers. The reigning powers of the world will not tolerate any group of mages not under their control, and so all three groups are wanted as criminals. Warlords pay top dollars to fit child soldiers with even basic amulets, and mercenaries slaughter uncontacted villages to look for titans. Who knows what horrors will be unleashed with this choice. Were the points worth it?

The Blood Spiral Unwound (+800/1000 CP): Welp, things have officially gone wrong. Shortly upon your insertion into the world, the Bloodspiral will begin to crack open. In 1-3 months, more Devastator scouts like Void will begin to stalk the land. After 3-6, larger creatures from the beyond will rip their way through. After a year, the Gate and Key will be unleashed. Can you

survive in a world gone mad, facing a threat that took nearly 500 years and the greatest mage in human history leading the war effort? For another 200 points, the greatest of the Devastators are scaled to your power-level Jumper.

Notes

- Contributions by [fanficwriter1994](#) and [NeoDraconis](#)