



Jumpchain

(0.9 Jumpable)

Fakemon: a term for fan made pokemon and a whole community has been built around it with fan made regions, professors, trainers, legendaries, pokeballs, and mega evolutions. So you jumper shall enter this world that is probably familiar to you but with a whole group of new things. After all it might have fan-built things but you can still find the canon aspects residing here.

Take 1000Cp

Basic Info:

“First off, are you a Boy, Girl or Other?”

You can choose your gender for free, your age as a human can be 10 or more, while your age, if a pokemon/fakemon, doesn't really matter.

Location:

“Now, where are you from exactly?”

Location is tricky in a fakemon world since the canon regions do exist but so do a multitude of other regions, so you can choose freely.

Setting:

It would seem the nature of this world has provided you with some unique options.

Time Period:

Regiaqua - Islands And Ocean: It would seem Groudon and Kyogre have only recently got to work most of the world is water with a few islands here and there the pokemon of this world are very different than what you have seen and the conflict between Groudon and Kyogre has yet to bloom, both understanding their goal at this point.

Regiground - Devastation: Well that didn't last long once the planet was in a good place one Groudon wanted a little more land and Kyogre wanted a little less land, the end result was disastrous luckily Rayquaza showed up when they did, primal tantrums not a joke, most of the pokemon here are those that took underground during the fighting or could survive the devastating fumes of this world.

Regiroot - Nature's Grace: Those shaymin really did a fine job cleaning things up, the life that's beginning to spring up is really brightening the place up. Rayquaza must like seeing his color covering up so much of the planet.

Regihive - Why Did It Have To Bugs?: The bug life really grew and not just in number but size they're There you can't do anything without hitting one of their many legs so many legs and eyes.

Regidraco - Prehistoric: The dragon types really took care of that infestation, and they're so cool looking I'm sure nothing could go wrong from here. Just feel bad for those squishy pokemon that seem to not know how to attack properly.

Rigice - Ice Age: I was wrong, A large rock hit the planet there was fire some red and blue thing flying around then it just got real cold luckily the devastation from the rock wasn't too bad and some of the locals learned to adapt to the cold, I've heard a few places didn't even have to deal with the change, and those squishy guys I mentioned real resilient.

Regirock - Stone Age: The Stone Age of mankind you know what that looks like.

Registeel - Iron Age: The Iron Age of mankind you know what that looks like.

Regidark - Dark Age “Middle Age”: The Middle Age of mankind you know what that looks like.

Regifae - The Renaissance: The Renaissance of mankind you know what that looks like, Meloetta is loving it.

Regifight - Age of Revolution: The Age of Revolution everyone's fighting, some for good things some for bad.

Regiflame - Industrial Age: Industrial Age of mankind.

Regitox - Nuclear Age: Nuclear Age of mankind, may or may not exist in the canon pokemon world.

Regieleki - Modern Day: Modern Day, pocket phones, computers, robots, you know what to expect.

Regimind - Space Age: Not sure how Rayquaza feels about this or Palkia for that matter. Maybe humans can find new pokemon out there Arceus must have gotten bored at some point right?

Regiboo - Apocalyptic Age: Man those humans really messed this place up, so much destruction. Possible Note: Those humans may have also learned the ghost typing again! Or are they just zombies? Can pokemon be affected?

Regisky - Up In The Air: Go ahead and choose multiple Time Periods, your choice how they mesh together.

Regigigas - Supplement Mode: You can use this doc as a supplement for another jump. Can be taken with another Time Period, changing that world to its closest version of the Time Period of your choice or changing the canon setting to that Time Period with the same locals.

World Type:

Note: If you go to a world that has a story such as a Canon version or written fanfiction you may choose to replace a character that exists in there, but you won't gain any abilities they possess.

Canon: The canon version of Pokemon.

-Game: Enter the pokemon world as it is shown in the games.

-Anime: Enter one of the Pokemon Anime.

-Manga: Enter one of the Pokemon Manga.

Fanon: Enter a fan created version of the pokemon world or a fanfiction.

Generic: A generic pokemon world.

Mixed: Mix as much as you want.

World State:

Trainers And Pokemon: This is a world of pokemon and humans.

Pokemon Mystery Dungeon Style: Humans what are those? Only pokemon walk this world.

Note: If taken in supplement mode you may choose if a character becomes a pokemon version of themselves or a fakemon version of themselves.

Pokemon Modifiers:

Gijinka: The pokemon of this world will look like humans in cosplay. Note: If a human cosplayed as a pokemon people would still be able to tell who was human and who was pokemon.

Anthropomorphic: Pokemon now look like more humanoid shaped versions of themselves.

Monster Boy/Girls: The pokemon of this world will look like monster boys and girls. Rapidash and Ponyta are now centaur-like in nature, Tauros might be a minotaur or centaur, Magikarp is a merperson, etc.

Sliders: Pokemon will be able to shift between their normal form to another the other forms chosen here.

Titans (+200cp): Some pokemon grow to obscene sizes and are more violent and dangerous unlike with Gigantimax, these pokemon often resemble what you would expect of them just bigger no form modifications a meowth would be a large version of itself not a stretched version.

Fusion (+200cp): The pokemon of this world will be able to naturally fuse with one another changing their typings, appearance, and strength this will allow them to become stronger and more difficult to capture.

Origin:

This world is based off OC and your own creations so have fun with your origin, or you know be a ~~boring~~ TACTICAL drop-in I won't judge. If you'd like, you may also choose to take the place of a canon person if you fit their origin or as close to it as you can get. The Protagonists of the Pokemon Games would be easy.

Human: They say that humans and pokemon/fakemon evolved from the same thing but at some point humans forgot how to use abilities and attacks.

- A. **Trainer:** Happy Birthday Jumper! Or not, you may choose for it to be your 10th birthday, your single parent has just woken you up and informed you that the professor of your region has requested your presence at their lab where you will receive your first pokemon/fakemon or maybe you're an older person starting your training late or have been training for some time. Or if you're a boring drop-in you run into the professor who will happily give you a free starter.
- B. **Ranger:** A ranger's main duties are to protect the relations between people, pokemon/fakemon and the environments they inhabit. You can choose to start in a ranger base at your chosen location or in a natural environment surrounded by pokemon/fakemon.
- C. **Researcher:** You are a pokemon/fakemon researcher you might be training to become a professor, or working on becoming a nurse (though becoming a nurse seems to be a family business thing). You can choose to start in the professor of your region's lab, or in one of the local healing centers.
- D. **Shady Team Member:** You are the member of some shady group whose main goal is most likely to take over the world and have everyone in it bow to their whim.

Pokemon/Fakemon: There are a few rules when choosing this option and the reason will become clear farther down.

- A. **Wild:** You are wild and free moving through the tall grass, swimming in bodies of water, or roaming in caves. No one controls you.
- B. **Tamed:** You have been caught by a human, they are a friend and you both may have been through a lot with one another keeping each other safe and being the best of friends, or you just met and can build a friendship.

Choosing Your Form:

- Pokemon/Fakemon that are Pre-evolutions (Baby) gain +100cp.
- Pokemon/Fakemon in their first state of evolution (Basic) are free.
- Pokemon/Fakemon with no evolution or in their 2nd evolution (Stage 1) cost 100cp.
- Pokemon/Fakemon in their 3rd evolution (Stage 2) cost 200cp.
- Can't choose any legendary.
- These have to be base forms of a pokemon; they can not be fusions or type shifts.

Note: You can also create your own Pokemon/Fakemon as long as you pay the appropriate price and follow the rules above.

Perks:

Human Perks:

Trainer:

Ho-Oh's Blessing (100cp): Some theories about how Ash has stayed young and hasn't seemed to age is that when he saw Ho-Oh it granted him a form of eternal youth and now that same blessing is granted to you, jumper, you will age at a far slower rate and always be able to have exciting moments that remind you that you are young or appear young and will make it so no moment is ever truly dull or hopeless.

The Very Best (200cp): In the world of Pokemon, you'll definitely come across many different challenges. Whether it be, aggressive pokemon, flamboyant evildoers, or just another Trainer, you now gain a slight bonus to all your abilities when facing any physical adversary. Go get 'em, Jumper!

That No One Ever Was (400cp): Tsunami generators, walking fire-hazards, ghosts, mind controllers, esoteric level threats, these are just SOME of the threats that Trainers face daily. This perk grants you a +75% damage reduction from all pokemon sourced attacks. In future jumps, this gives you a minor +10% damage reduction against all attacks. Think about how cool you'll look no-selling Hyperbeams.

Ranger/Wild Child:

Child Of The Pokemon (100cp): Were you raised by pokemon? You are able to understand the language of pokemon communicating with them as easily as you would another human, in other worlds this will allow you to speak with all animal like creatures.

Transcend (200cp): It seems an ancestor of yours gained the blessing of a legendary pokemon, allowing those in your bloodline to concentrate and transcend their soul through time and space to connect another being's soul/mind/heart/etc. When you perform this ability you will be able to sense the emotions of the one you are connecting to and talk to them. This can help to calm a raging beast, or help an alien entity understand human emotions and thoughts. If your impact is strong enough you may form a bond with these entities allowing you to contact them from anywhere and potentially call to them for help, and if they can get to you they will. Do be warned some entities will not be easily swayed and can forcibly end the connection with a strong force of their willpower/soul/energy.

Styler Stylist (400cp): As the iconic utility of a pokemon ranger, the Styler has had many redesigns and upgrades, and now, with this perk, you are granted knowledge of Stylers that would put Nema to shame. You can retrofit or create a Styler out of materials that can be commonly found in a basic hardware store and with enough time. You can make unique upgrades to the Styler itself, such as increasing it's range, speed, size, or even enabling it to work on more than just pokemon.

Or

Times Of Old (400cp): Legend say that humans and pokemon evolved from the same origin but humans branched off and lost the ability to evolve and use elemental attacks, well not all humans, some like yourself have a connection to an element much like pokemon allowing you to use moves and passive powers connected to it. Choosing Fighter would allow you to view Auras, Psychic can read surface thoughts and move things with their mind, Water could breathe underwater, Rock and Ground would have a tremor sense, Dark would have Night Vision, etc.

Researcher:

Now Is Not The Time To Use That (100cp): When you tell someone something of importance they will find themselves remembering it at important times, and are more likely to listen and heed your words, such as not riding a bike indoors.

Back to Perfect Health (200cp): Let's be honest some Pokemon have... a weird biology and Fakemon may end up with even weirder biological needs and functions, now other people might have trouble treating the living garbage bag but not you, you went to school for this and have a full knowledge of how best to care for the odd biology of any entity you have studied or come in contact with on multiple occasions.

World's Authority on Pokémon (400cp): As stated above pokemon can be weird, and if no one knows how they work or act they can be dangerous, luckily you exist! You are pretty much a walking, talking, pokedex, having instinctive knowledge of pokemon their types and general knowledge about them, and if there was a pokemon you haven't seen before, simply coming in contact with it multiples times, catching it, studying it from afar, will begin to fill in the missing pieces, this will even make it so that things that people have previously studied might provide you with more knowledge on them including strengths and weaknesses.

Shady Team Member:

Recruitment (100cp): For a shady organization, you sure know have a large number of followers willing to fight for you. Your words are able to rally people with similar views and values as yourself to your cause, and can even help other people begin to see your side and potentially join you if they decide you're not completely crazy wanting to destroy the world and all that. This will also help to infuse those who follow you with a strong sense of loyalty to you.

Blasting Off (200cp): You're really slippery aren't you? Somehow you manage to escape the dangers of being a part of an illegal organization set on stealing pokemon, destroying the world to recreate it in your image, and whatever else crazy ideas some of those teams get up to, this "escape" will mostly come in the form of you being thrown into the sky turning into a star for a few moments and then being plopped down with some aches at a safe location. And should you actually be caught chances are you'll be out the next day, unless someone is really coming for you.

Invention Beyond Belief (400cp): The technology of this world and those like it is pretty advanced when you think about it a pokeball is able to capture and store creatures of various sizes in hand sized balls by transforming them into light, devices capable of teleporting these balls from one place to another, computers capable of storing these entities, devices able to restore the dna of fossils bringing a creature that was once dead back to life, even buildings that have pads that can shoot/teleport/drop people throughout it. Any form of technology in the pokemon world you can recreate, you won't gain the knowledge of how right away but with some study of the original you will be able to recreate it and potentially improve it.

Pokemon/Fakemon Perks:

Wild:

Instinct (100cp): The forms pokemon have are wild and varied and most are subject to change when they reach a certain point in life or come in contact with a specific item or circumstance, no matter what form you find yourself in you will know how to use it and move in it without issue. Abilities are another thing that pokemon find themselves developing and expanding on, just like with your form you are able to learn how to use new abilities you gain faster and with less potential of putting yourself in danger.

Roaming Wild (200cp): The wild places have been your home since you can remember and it shows, you know where food can be found, where the best shelter is depending on the weather, can figure out what the weather is most likely gonna be like for the next 24 hours, and the wild places respond in kind long grass would hides you and your movement, if you got sick you may find a berrie that can help rolls down a hill and land right next to you.

Mega (400cp): Those lap dogs in there little balls, with their masters must think they're so great because they have someone who can get them all the things they need to be stronger, well you don't have that luxury nore do you need it, as your grow in strength you achieve what normal pokemon would need a human for, if you were a charizard and kept growing in strength you would learn to evolve into a mega without the use of a stone and with more training you would learn to maintain that form, potentially unlocking more forms with more training, each new form you unlock would prove stronger than the last and better equipped based on the training you undertook to each that point. You can also learn to harness the ambient energy around you to fuel transformations like Gigantimaxing and if for some reason you want to maintain that form you could train to do so. Who needs humans and their baubles, not you.

Tamed:

MagicHousekarp (100cp): Yes, you might be a flaming hedgehog, but that doesn't mean you can just go around setting the curtains on fire because you sneezed! You are a perfectly trained pet able to weaken all of your abilities even to the point of appearing as though you had no real power or strength. This will also allow you to use your powers as if at full power without them doing anything, so use flamethrower at the mailman, he will be fine. You can choose if the rule of funny is in play and he just gets covered in an easily removable soot.

Synergy (200cp): Your skilled at working together with other, being able to play off them and work with what they have to offer, being able to understand people who are on your side such as a ten year old yelling at you to perform an action that is second nature to you like attacking with your claws while infusing them with energy by a different name. You will also learn how to diminish the weakness of yourself and others as long as you work together and use moves that will strengthen one another.

Everstone (400cp): It would really suck if you got too big to be allowed on the couch, or sit on your trainer's shoulder, or changed into something before you were ready or wanted to and while others may be subject to those uncertainties you are not. You are able to stay as yourself no matter what an Eevee coming in contact with a fire stone wouldn't evolve unless it wanted to, your form is yours to decide and this will not cause any problems with your strength or power in fact you'll continue growing in strength and even unlocking skills that you normally wouldn't be able to unless you evolved. Your power level knows no restrictions and if you were able to learn or use an ability at any point in your lifetime you would be able to do it no matter if you never change to that point, this will also help to allow you to use abilities that normally wouldn't be able to exist in someone at the same time. Go forth and be the Eevee that can use water gun, flamethrower, thunderbolt, and shadow ball.

General:

Alt-Form (600cp): You gain an alt-form of the alternate origin, if a human you gain a pokemon form, if a pokemon you gain a human form. You can choose how you achieve this Pokemon/Fakemon may shed their "skin" like Selkies of legend, or change in a puff of smoke/flash of light, or if you're more "unique" you can do a breaking, shifting bone skin tearing horror movie change. (Note: If taken with Gijinka and you are a pokemon people will not be able to tell you are a pokemon when in your human form.)

Pokemon/Fakemon Add-On

(Only one of each price tier is discounted. You can only take three Fusion perks unless you buy the Extra Fusion Perk. Note: You can use fakemon you create as long as they fit the purchase. No cheating.)

Shiny (0cp): Your shiny making you an odd color not normal for your species

What Makes You Special (100cp/200cp/400cp/600cp/800cp, Humans with “Times of Old” can purchase this perk.): With a purchase of this you may gain additional abilities the price varies based on the likelihood of you actually being able to possess it, this can also include special features and abilities like growing food on yourself similar to some grass types, or living for longer then your species should be able to. Be honest with your pricings.

Type Shift (100cp): You can choose a new type for yourself. Is your kind normally fire but you want to be a poison type? Sure, go ahead.

Simple Fusion (100cp): You can fuse your form with that of a non-legendary pokemon/fakemon.

Restrictions: First evolution (example: Torchic) or doesn't have any evolution.

Extra Typing (100cp): Add another type to your pokemon/fakemon.

Intermediate Fusion (200cp): You can fuse your form with that of a non-legendary pokemon/fakemon.

Restrictions: Second state evolutions (example: Combusken), No Evolution line.

1st Evolution (200cp): You can evolve! Here's 600cp that can only be used here to build your second form.

Advanced Fusion (400cp): You can fuse your form with that of a non-legendary pokemon/fakemon.

Restrictions: Third state evolutions (example: Blaziken).

2nd Evolution (400cp): You can evolve! Here's 600cp that can only be used here to build your third form.

Form Shift (400cp): You are able to change your form, whether a specific item, environment, or condition must be met is up to you.

Mega Evolution (400cp): You can mega evolve.

Extra Fusion (600cp): You can have 1 more Fusion perk.

Legendary Fusion (600cp): You can fuse your form with that of a legendary pokemon/fakemon.

Legendary Base Form (800cp): [Can't be discounted, and Arceus can't be used] You can now use a legendary as your base form.

Original O-Two? (1800cp): [Cannot Be Discounted Acts As Your Base, Only Jumper] It would seem the legends aren't completely accurate, there wasn't a single pokemon born from the egg spawned by Chaos, but two, Arceus and yourself. Like your sibling you have the grand power of creation being able to create dimensions, planets, and life in the beginning your powers will be quite weak being able to modify the works of your sibling rather than create things whole cloth, but with time and effort you will reach the power to create on your own and maybe your sibling can give you some pointers. You will also gain a demi-plane of your own, a plane that appears as you wish it and while inside it all your powers are strengthened and boosted. Finally, you will gain "Plates" much like your sibling. These "Plates" (that don't have to look like the rectangular plates Arceus uses) are the physical form of your powers and the elements of this world by tapping into one you can use its powers and absorb powers that use it as their base becoming effectively immune to attacks of that element, if used during your creation/modifying you can imbue what your working on with the element your tapped into. You can also separate these plates from yourself allowing others to use them and gain the benefits of it, they won't be able to tap into the full power of your "plates" but giving them the plates of water, grass, ground, electricity, and dragon could revitalize a one desolate and destroyed place turning it into a fertile utopia.

Human Items:

Trainer:

Basic Trainer Gear (100cp): 6 Pokeballs, A cool hat, a set of stylish clothes made for traveling, and a pokedex.

Or

Fashion Box (100cp): A box containing a large amount of pokemon accessories and clothes, as well as a ribbon case, 6 ball capsules, and a seal case containing 12 seals.

A House (200cp): A place to lay your head and rest, a two story house with a kitchen and living room, the upstairs is a simple bedroom. The place comes newly furnished.

Ranger:

Basic Ranger Gear (100cp): A ranger uniform, a capture styler, and a radar that provides a map of the area and indicates where pokemon that you have previously encountered before are in the area.

Ranger Station (200cp): A building out in the woods stocked with medical supplies, food, a communication station, and a map marking the most likely places of certain pokemon that may need help, a rest place that could fit 10 humans, as well as two holding cells.

Researcher:

Basic Researcher Gear (100cp): A white lab coat, pokedex, and a clipboard that always has a pen and paper.

Laboratory (200cp): A small lab with books on pokemon, a pc, a healing station, and pokemon transfer device or if you prefer the lab can be a small pokemon center equipped with the same things as well as a rest area and some extra bedrooms for guests.

Shady Team Member:

Basic Shady Team Member Gear (100cp): A uniform befitting your team and depicting you as a shady goon, 6 pokeballs, and a disguise kit.

Flying Base (200cp): You gain a wailord sized airship, its worked and maintained by a crew of npcs, who view you as their captain and will follow all orders you give without question, the base comes with light weaponry and heavy shielding allowing it to substance attacks from large amounts of pokemon including the weaker legendaries for at least 5 hours.

Pokemon/Fakemon Items:

Wild:

Basket of Berries (100cp): You get a nice grass woven basket containing an assortment of berries, it never seems to run out and the berries are always the ones you're looking for.

Jumper Orb (200cp): Well isn't this a unique little bauble, an orb with an appearance of your choice that you can store yourself within should you desire to rest, while in the orb you will enter a stasis where your needs will be taken care of and your energy will replenish to its maximum, any injuries you have will also begin to heal, this orb can also be used to call you to it no matter where you are .

- **Jumper Glass (400cp): For an additional undiscounted price** this item no longer need be an orb, instead it could be a flute, gem, feather, or mirror. And while in your possession this item will allow you to change into a secondary form that you may create, this other form will be slightly stronger than your original form or you can choose for it to be equal to your original and just act as the opposite, so if you were more defensive this would make you more offensive. This relic also stores your essence within in the case something should happen to you this relic will transform into an egg and reshape you within it acting as a 1 up, once this feature is used the relic will no longer be active until 10 years or the next jump. Also because of your connection to this relic should you leave it in a place where you would gain power or be stronger you can funnel those benefits to your actual body.

Tamed:

A Puffin Case (100cp): Why does a pokemon have this? I don't know. The puffin case is always full of freshly made puffsins, puffsins are a type of cookie/biscuit made for pokemon the main ingredients being berries.

Rare Candy (200cp): You gain a case of 10 rare candies, a single one of these can be sold for 10,000 of the local currency, but more importantly when fed to someone it will boost their skills, heal their injuries, if given to someone who is unconscious it will bring them back up (Note: Rare candies can NOT revive the dead). Candies will replenish One every 5 months, or you can place 10,000 of the local currency in the case to get one back early but the candies must be used, not simply removed from the box.

- **Rarer Candy (400cp): For an additional undiscounted price** you gain 3 rarer candies that will boost the skill increase x10 and if given to the recently deceased (within 24 hours) can restore them back to life at full health. If you have one of these on your person when you die it will immediately activate saving you and granting you the benefits, you may keep all three on yourself. These candies can not be obtained by putting money in the case, and will replenish one every ten years or the next jump.

Generic Items:

(Can take 1 at a discount)

Burst Heart (400cp): Interesting I didn't even know those were a thing. A burst heart is a small pocket sized jewel that is meant to contain a pokemon within, similar to a pokeball except for the fact that the pokemon can only be released if the burst heart is broken. Why would you want a jewel that has a trapped pokemon? Simple with it you can perform the Burst technique allowing a human to combine with the pokemon inside the jewel, this gives the human an increase to their physical and defensive skills as well as the powers and immunities of the pokemon.

Secret Base (400cp): A secret cave that can be carved out into a cave, placed in a tree, or in a clump of overgrown grass. You are able to decorate with decoration, furniture, and pokedolls. Here have a free pokedoll of any pokemon you want. Or an abandoned electrical station hidden away that requires a boat to get to, or a grove of trees hidden away in a hard to reach section of a jungle. Your choice as to where. Can be purchased multiple times for more bases.

- **Greater Secret (200cp):** For an **additional undiscounted price** you can add a special feature or increase the size of your secret base, maybe it's a whole cave system, or has waters that can heal the injured, or stores a crystal with the power to provide energy to a city, your choice as long as it's nothing too overpowered. Can be purchased multiple times for more upgrades each upgrade only affects a single base.

Legal Business (400cp): You are a proud business owner, this can be a casino, radio station, fair grounds, movie studio, mall, this will get you a decent amount of money, with npc workers and can work as a front for illegal activities, or as a battle gym if you happen to be recognized as a gym leader in this world, or if battling isn't your thing maybe pokemon contests? It's your business to do with what you will.

Companions:

(You may import existing companions into any of these options,)

Parent (100cp): [One Free For Trainer] A single loving parent of either gender who cares for you and only wants the best for you, they will always welcome you with open arms and take care of you and your allies when you visit home, you can be sure they will be cheering for you and your goals. They can also act like a bank with a percentage of your money being transferred to them for safekeeping, Warning: they might buy things they think would be helpful for you with your money, they gain 600cp to spend. Can be bought a second time if for some reason you don't want a single parent.

Friendly Rival (100cp): [One Free For Trainer] A friendly rival, most likely a childhood friend who lived next door to you and now wants to push you and themselves to reach your desired goals, that may be the same thing but be sure that they will be a gracious loser or winner no matter what, they gain 600cp to spend.

Jumpers A Family Name (400cp): [One Free Researcher] What in the world is this why are there so many of you? Wait, that's your parent;s sibling! And those are your siblings! Why do they all look the same except for one minor detail like a different colored pin on their shirt! You gain 8 family members who look identical to you, you may choose what their relation to you is, they gain 600cp to spend. Or if you don't want that you can have a group of Nurse Joys or Officer Jennys. They share a single companion slot.

Pokemon Partner (Varies): [One Free Human, Or if you took Pokemon Mystery Dungeon Style, and 1 Free with the first purchase of Group of Grunts if Pokemon] A pokemon partner to join you on your journey, they will be a great friend and ally, they gain 600cp to spend. Can be bought five more times. (If you choose to import an existing Pokemon companion, you can ignore the pricing and restriction below and pay 100cp when importing Pokemon companions. The first Pokemon Partner will still be free even if you Import rather than getting a new one.)

- Pokemon/Fakemon that are Pre-evolutions (Baby) gain +100cp.
- Pokemon/Fakemon in their first state of evolution (Basic) are free.
- Pokemon/Fakemon with no evolution or in their 2nd evolution (Stage 1) cost 100cp.
- Pokemon/Fakemon in their 3rd evolution (Stage 2) cost 200cp.
- Can't choose any legendary.
- These have to be base forms of a pokemon; they can not be fusions or type shifts.

Note: You can also create your own Pokemon/Fakemon as long as you pay the appropriate price and follow the rules above.

Human Ally (100cp): [One Free Pokemon, and Researcher, and 1 Free with the first purchase of Group of Grunts if Human] A Human partner to join you on your journey, they will be a great friend and ally, they gain 600cp to spend. Researchers' human ally will be a perfect assistant to them. If you get this from purchasing "Group of Grunts" this companion acts as an administrator enforcing your leadership on the group and leading when you are busy. Can be bought multiple times.

Group of Grunts (400cp): [Discounted Shady Team Member] You have a group of 40 grunts who use a combination of four low level pokemon and follow you as their leader, these are

followers. Note: If you are a pokemon this can be a group of 40 pokemon made up of a combination of 4 low level pokemon species.

Drawbacks:

His Name Is DkBu** (+100/300/400 or 600cp):** Competitiveness is an integral part to an individual's development, it allows us to hold ourselves in comparison to another, reaching new barriers and what-not. With this perk, that no longer holds true. No matter if you are a pokemon trainer, ranger, civilian, even pokemon, you now have an asshole rival that will attempt to undercut you in any way, they always survive invariable amounts of danger. For a +200cp, they are also superhumanly charismatic and direct heir to the local champion. Optionally, if you've taken Realistic Dangers, for +300cp, they lose their plot armour and gain a taste for danger, but their permanent death will lead to the failure of your chain.

10 Years Old (+100cp/+200cp with Realistic Danger): You enter this jump in a 10 year old body, people will treat you as such and no power, perk, item will be able to change you back to an older body, you're stuck this way.

- **Normal 10 (+300cp/+400cp With Realistic Danger):** You lose access to everything besides what you got from this jump.
 - **Champion (+200cp/+300cp With Realistic Danger):** You must beat the Gym Leaders, get the badges, defeat the Elite 4, and beat the Champion or the closest equivalent of all that, before your time here is up or risk ending your chain.

Realistic Dangers (+200cp): Dragons, fire spewing dogs, electrical insects, etc. The pokemon world is dangerous and now even more so this is not the friendly world you knew as a child this is a realistic savage world where pokemon are just as dangerous as they should be.

Born By Man (Varies): [Pokemon Only] You are not natural you were made in a lab by humans other pokemon have been made in similar ways the amount of Cp gained depends on how you came to be.

- **Fossil (+0cp):** It's nothing new a kid brought your fossil and had it restored you are most likely an ancient pokemon. If Wild you escaped soon after being restored. If Tamed your tamer was the one who brought you in.
- **Playing Arceus (+200cp):** The humans have been experimenting and succeeding in creating you. They might want to do some experiments and find out why you didn't fail and see if they can make more.
- **Shouldn't Mess With Nature (+400cp):** [Restricted to Legendary Form, Legendary Fusion] It would seem the people who made you didn't do so legally and they weren't very nice once you were "born" you are the product of humans messing with the dna of a

legendary in hopes of creating a super weapon to serve their wishes. Wild pokemon escaped but may have a strong dislike for humans. Tamed pokemon are under the control of a very cruel group of people who only view them as weapons and nothing more. If you get away they will use every resource at their disposal to catch and reclaim you learning and progressing every time they are defeated.

- JumperTwo (+600cp if at least 20 jumps have been taken, +200cp Otherwise, Can be taken by Humans): An organization has managed to create a clone using your DNA and this clone is the complete opposite of you seeking to destroy and take you down for being a part of its creation even if it's just as a unwilling genetic donor. This clone has access to everything you have gained from past jumps and this jump even Items though they are in the form of genetic modifications, You may be able to calm and come to an understanding with your clone but it will take a lot of effort and most likely a lot of fighting, if you succeed they can join you as a companion.

End Of Jump:

Stay

Move On

Go Home