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50 years after the adventure of Gold, Kanto is in a state of decay: an unknown cataclysm has devastated the region, every Pokémon that roams the land is now a Ghost type, and trainers both common and highly unusual do whatever they need to in order to survive.

How do you leave this place? You simply need to complete a one Drawback that grants you CP. If the Drawback does not specify duration or a particular task to perform, the default requirement is one week.

You want CP? Too bad, it's a gauntlet and a little ghost has probably eaten them all! Good luck.

Starting Location

• Pallet Town, of course!

Age and Gender

Freely choose your own age or gender.

Origins

There is no "Origin" system here. Instead, you can choose two items and two perk from each price category and receive a discount.

Race

Jumper isn't reduced to the lifespan of a normal pokemon

Human [Free]
You are a human, although you come from the Pokémon world, you are physically Superior to normal humans from other worlds… and can even be used in Pokémon battles... to see which Kangaskhan is the best trainer of humans!

Pokémon [Free]
You are a Ghost-type Pokémon. But you can choose which form of unevolved/non-legendary Pokémon will serve as the basis for the undead monstrosity that will serve as your new unlife. Cool, right?

PERKS

You get two discounts for each price category: the two items and perks that would have cost 100 CP are free instead of costing 50 CP.



The Last Of Us

Are you truly still one of us? Or you are maybe a specter? In any case, you are certainly not a mushroom! You are immune to the parasitic fungus, curses, and other afflictions or diseases stemming from horror-themed plots.

100 CP



Halloween costume

What would Halloween be without spooky costumes? And sometimes, the costume hides something even scarier... You! People won't recognize you in a costume, even if it's just a mustache and a hat!

100 CP



Rock man

Your skull is incredibly hard and your fangs can even break rock... Literally, for you, rock is perfectly edible food, a bit like rock candy! What's more, you suffer no ill effects from eating just about anything. You are also uncannily gifted at finding rocks, whether they be evolutionary, king rock, or otherwise.

100 CP



Boo! You were scared, weren't you?

You are particularly stealthy, ideal for jump scares or for hiding from a potential slasher. In addition to sometimes seeming almost invisible, you have a knack for spotting objects that are playing hide-and-seek with you.

100 CP



Pirate

Yohoho, a sword in one hand, a bottle of rum in the other, and sea shanties in your heart... If you have one, of course, because you can be a pirate skeleton! Or perhaps you simply know how to wield a cutlass, along with everything else that befits a good, old-fashioned ghostly buccaneer.

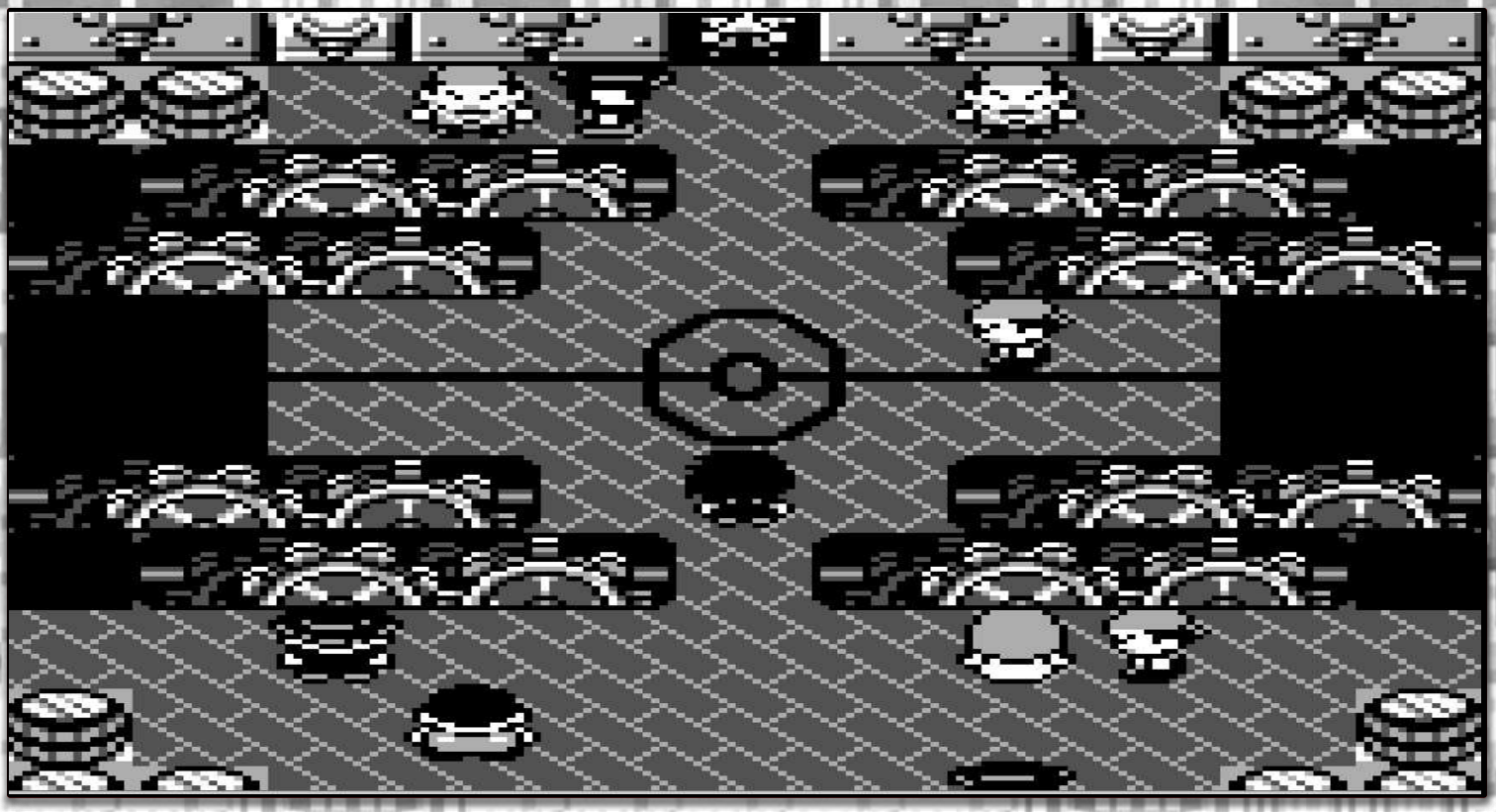
100 CP



Trick or Treat

You always get candy when you go trick-or-treating, and you know how to craft all sorts of things: including very effective weapons out of the metallic candy wrappers. Furthermore, eating candy fills you with boundless energy. Just watch out for cavities!

100 CP



Vampire

You are a vampire and if you wish a serpent or lamia. In addition to the obvious vampiric powers and the ability to drink blood for food and restore your life, you can equally use Shadow Claws and teach this move to other. This is very useful in a region where almost everything is a ghost type.

200 CP

Halloween Treats

You know how to make all the sweets and cakes in the world: from pumpkin pie to Coffee Crisps and they will retain their supernatural effects even outside of this world. You can make them quickly and with far fewer ingredients.

200 CP

Artist

What separates man from the beast is art! You are a great artist, whether in painting like Alyce or in less appreciated art forms like her father...You can indeed create dolls and even transform people into your creations. This allows you to create new Pokémon yourself. Unfortunately, few people understand this type of art!

200 CP

Oh, child...

There always comes a time when you need care, whether it's bandaging a wound caused by a psycho's blade, heal your pokemon or operating on a pokemon professor Frankenstein-style. One thing is for sure, you are really talented, which finally allows Nurse Joy to take a well-deserved retirement if you wanted!

200 CP

Mr. Charlie

You are the last, the one who cannot be negatively affected whatever happens: nothing can corrupt you or alter your mind so sing jumper because you are the one who resists this madness against all odds!

200 CP

Are you a Pokémon?

Are you a creation of some particular artist? In any case, you possess very good stats, one of the Pokémon's abilities and for 400 CP it's even Wonder Guard (although it never completely immunizes you against everything), as well as the ability to use Pokémon moves.

200 | 400 CP



The very best!

Your talent for training Pokémon is simply absurd! In such a short time, you can go from a beginner who has just received their starter Pokémon to a champion capable of obliterating the League! This ability, however, works far better when applied to horrific creatures!

400 CP

Slasher

Like any good horror film, it has slashers. It's a classic for a reason, after all! You possess the elusiveness, physical strength, and resilience expected of a slasher (a bullet to the head won't kill you, though it might slow you down briefly). This also gives you skills related to the slasher theme you choose, for example mad scientist skills like Hexagon.

400 CP

Spoony

Your occult powers allow you, in addition to similar abilities to Sabrina's (although initially at a lower level), to hear and see spirits and to travel through places similar to Lavender Town's tower and other haunted locations by pure instinct. Furthermore, you can permanently Mega Evolve your Pokémon without any negative side effects.

400 CP

Hero

... As long as people believe in your version of events, does the rest really matter? You are a mastermind like Bruno and strangely the more people you have under your command and the more you embody order, the more reality seems to bend to suit you... However, it is never absolute and a slasher or someone who doesn't care about public opinion will not care.

400 CP

Mushroom!

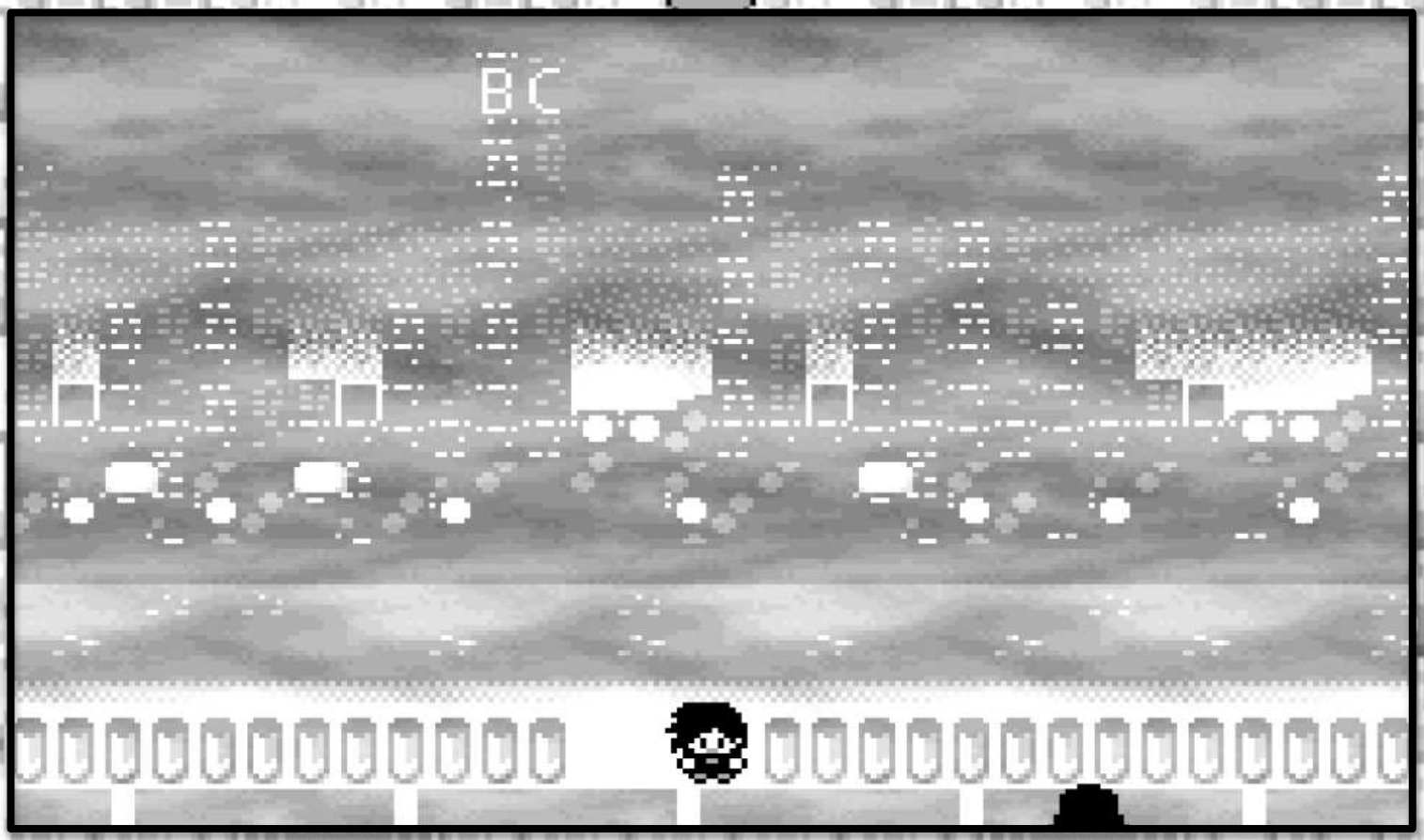
The Hivemind must grow! You can release large quantities of spores on command. These spores function just like those of the Poltersect. Although you are the hive mind, other hives like the one present in Celidon City recognize you as an ally and will leave you alone or even help you.

400 CP

Final girl (boy)

Are you sure you aren't dead already? You escape death/deadly situations/confinement incredibly well and always seem to have an escape route, as if you were the heroine of a horror movie series. This also acts as a "one-up" in case the worst happens.

400 CP



ITEMS

Casino chip

Feeling lucky? Are you a gambling enthusiast? This item comes in the form of a chip worth a total of 100 CP. You can decide to bet them on a Casino game of your choice and lose them or win more. The game cannot be rigged using perks or powers, and CP won this way cannot be converted back into chips. However, you can convert your standard CP into chips.

100 CP

Pillowcase

This pillowcase, which doubles as a treat bag, can hold an infinite amount of goodies. It also comes with an adorable Spinarak or Pumpkaboo capable of learning all HMs and finds useful items: which she stores in this bag when it comes to candy.

100 CP

Vampiric Katana

This authentic, unbreakable vampiric sword was lying around in a certain tower and now belongs to you. In addition to being exceptionally sharp, it never dulls and it inflicts deeper bleeding wounds and restores a small amount of your health. It works even better if you are a vampire-like creature.

100 CP

Pokémon Ghost Grey cartridge?

This cartridge comes with a game console (which never breaks or runs out of battery). You can use it to preview future events by playing through them. In each world you visit, you will obtain additional cartridges. However, using them drains the color from the world, making it more sinister and causing the local flora and fauna to mutate into ghosts.

100 CP

Vending machine

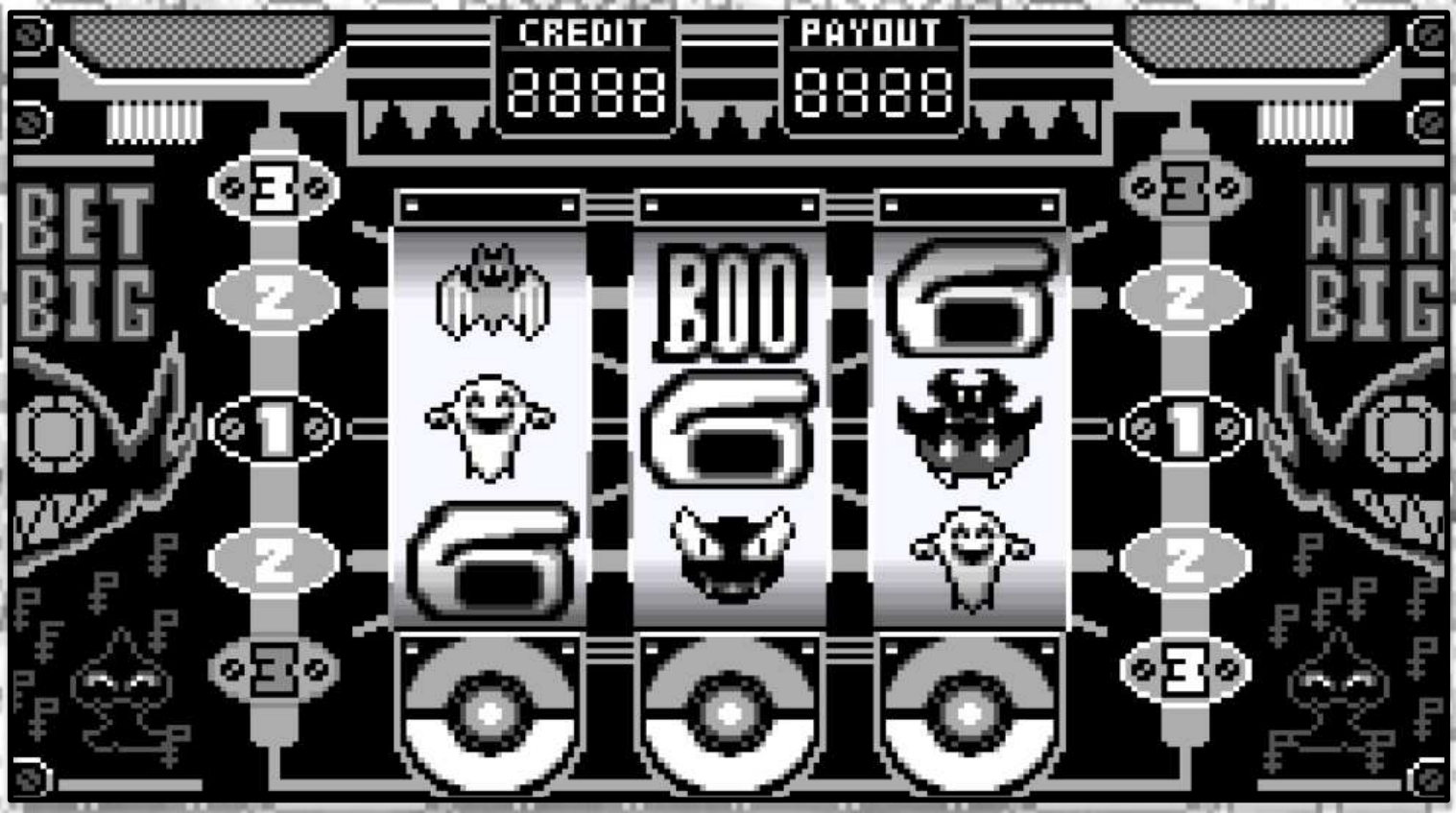
An automated machine selling everything that can be bought in this world is amazingly always there where you need it or simply where you want to leave it. It only accepts blood or organs as currency, but it does stock Kinder Surprise eggs, so at least you're guaranteed a pleasant surprise!

100 CP

Scooter

You're crazy! This thing has caused so much misfortune! This thing is haunted, and people want it. But every time someone other than you decides to use it or even just keep it, mysterious phenomena will occur that will ultimately ruin them. Whether it's psychopaths killing their loved ones or supernatural creatures thwarting their every plan.

100 CP





Moon

Are you sure you want such a thing? Well, it's you who see, it's the moon that has shards that conceal mysterious and cosmic power but above all a great source of mutation... With you you can make the creatures, including you, capable of evolving towards their "true" self and dancing through the stars...

200 CP



Gun

Maybe not the best against a slasher, but always useful when some insolent kid thinks winning a Pokémon battle means you can't do anything anymore! You always have ammo in your pocket.

200 CP



Safari ball

Say, did you find any more of those in the Safari Zone ruins? They're perfect for catching humans... and Pokémon, too, I suppose. You have a crate full of these, sometimes you find another crate full of these balls or another abandoned object linked to the place.

200 CP



Cannon

Yarg, ye freshwater sailor! Sometimes ye need somethin' a bit heavier than a pistol... Ye need this! This authentic cannon, which would be more at home on a ghost ship than here, will always appear when you need it. What's more, the cannon come pre-loaded with powder, and cannonballs can be found in barrels that spawn randomly around ye.

200 CP

Island?

A boat piloted by a sailor with a sinister look, this old ship won't sink but will take you to strange islands filled with creatures (now usable like Pokémon) and scenarios from other games and worlds... All without a headache!

200 CP

City

This takes the form of an in-game area that serves as your stronghold. Initially, the city is small in size and development, but for 400 CP you can have your own dictatorship rivaling that of a certain "hero" with an impeccable mustache!

200|400 CP



Companions

All your Pokémon do not count toward your companion slot and can follow you for free.

Companion Import [50-200 CP]
Do you want to bring your friends to this adventure? Or can create new friends, this is for you.

50 CP/companion, 200 CP/8 companions, each gets 600 CP.

Canon Companion [Free]
You want one of the canon characters as a companion then this option and for you if you manage to convince the latter he will be able to follow you on your adventures and obtain 300 CP as a gift

Starter [Free]
The three starters here are, as it happens: Rowlet, Litwick, or Spiritle... Yes, they're a bit different from the usual ones, aren't they? However, if you prefer another Pokémon, you will get a spooky version adapted to this season: A ghost-type version of your favorite Pokémon! Whether that's a good thing for them is debatable, but at least they won't need a costume for Halloween!



Drawbacks

Jumpchain? [+1000 CP]
Oh? It looks like it's actually a completely regular jump rather than a gauntlet, so the usual rules apply to you then!

Self-Insert [+0]
So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Supplement [+0 CP]
You can use this Jumpdoc as a supplement

Lavender town syndrome [+200 CP]
You hear a bleak, familiar 8-bit tune. It's always playing in the background, making it hard for you to sleep, increasingly irritable, and giving you a slight migraine... Oh, and that white hand on your shoulder, it's not real, is it?

Spooky month [+200 CP]
Forget about the few days, maybe a few hours, no, by taking this drawback you will have to stay in Kanto for 1 month. Of course, it's the Halloween one!

Gym Leader? [+400 CP]
Nostalgic for the good old days, you find yourself only able to use Pokémon of a specific type of your choice... No, you can't choose Ghost, after all, nowadays they've almost all become Ghost!

Badge [+500 CP]
So, you've set out on the quest for badges... Just because it's the end of the world and most Gym Leaders no longer care about their arenas, that's no excuse! You will have to collect the badges found in this alternate Kanto. Fortunately for you, there will always be enough badges in accessible locations for you to collect them.

Murderous impulse [+300| 500 CP]
... So, you think there aren't enough slashers? Well, you're right! At the 300 CP level, you have to contend with some truly sinister urges and that doesn't stop you from falling in love and having friends. You could even be a really loyal and friendly person. However, it's probably best not to ask you for help "attacking" a club full of kids drinking fruit juice and collecting Clefairy plushies... yeah, those were supposed to be Pokémon battles! At 500 points, it's much worse: you're just a total psycho with no attachments whatsoever.

Gotta Catch 'Em All [+600 CP]
Fortunately for you, this one is much smaller, since the majority of living Pokémon species have died and returned as spirits. You will need to complete 200-entry Pokédex.

Decisions

You have three choices ...

Go to next Jump
Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

