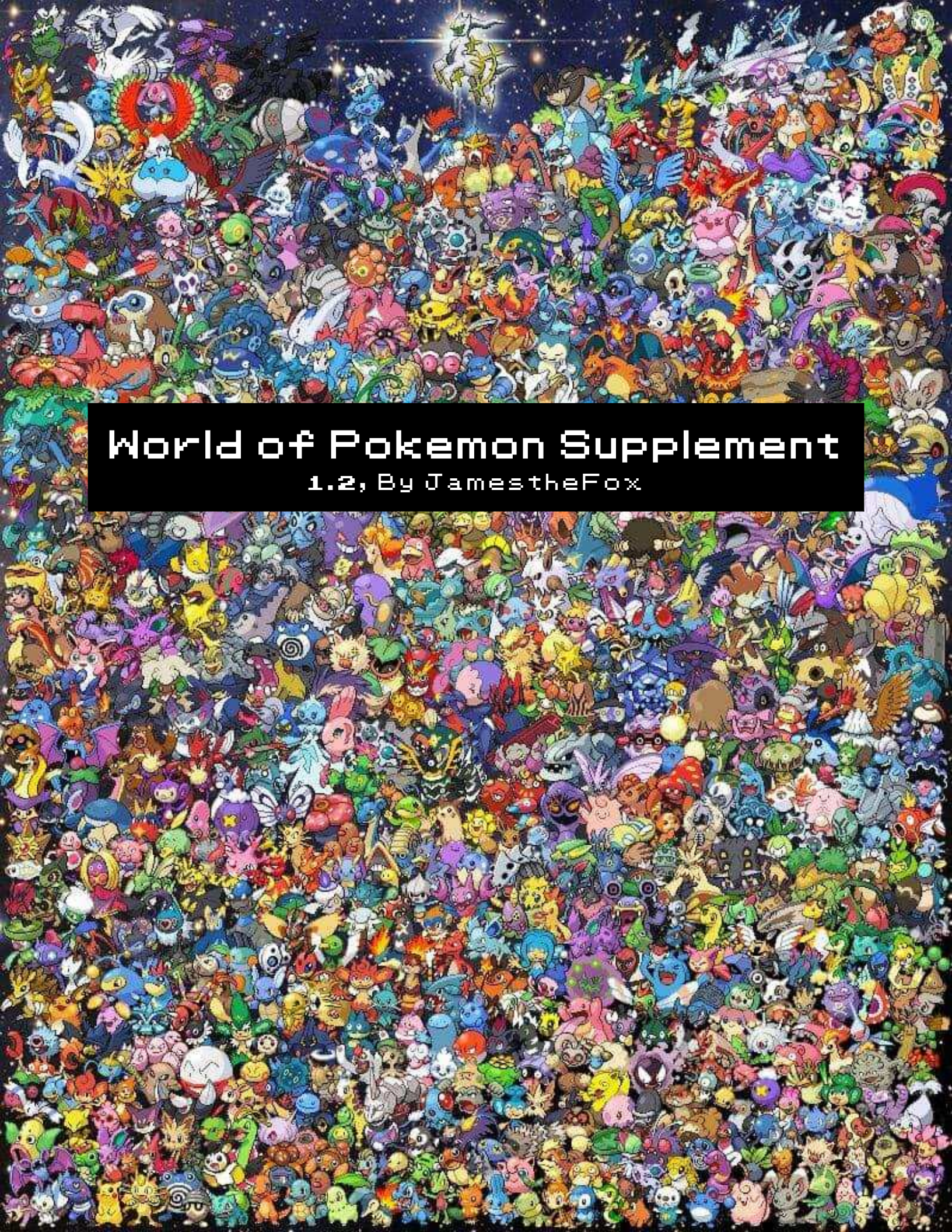

World of Pokemon Supplement
1.2, By JamestheFox

The extraordinary, splendorous world of **Pokémon.** Within the tall grass, above mountain peaks, and below the ocean's depths, myriad and mysterious creatures can be found everywhere. Some work with humans, while others are kept as pets. And some of course travel across the land alongside us, as partners to enterprising travelers. Those who live in this world call the people who travel with these creatures **POKéMON TRAINERS.**

You may take this Supplement under the following conditions:

1: You are entering a Pokémon Jump.

2: This is at least the SECOND Pokémon Jump in your Jumpchain.

Or, alternatively:

1: This is your first Jump.

2: You are using QUICKSILVER'S POKéMON TRAINER Jump.

You receive 0₱.

You also gain **3** Vouchers, allowing you to Discount one Perk or Item per Voucher, with **100₱** purchases becoming free.

Points from your main Jump can be converted into ₱ to use in this Jump. You may also use Drawbacks from this Supplement to gain ₱. If you are using QUICKSILVER'S POKéMON TRAINER Jump, you may take additional Flaws beyond your allotted **2**, but only to gain ₱ for use in this Supplement.

PERKS

The Jumper's Eye (100₱)

When you gaze at a Pokémon, you gain an unusual insight into them. Numbers, bars, information... you perceive the world differently. Like it's all a game. The longer you look at a Pokémon, the more information you get, starting with its level, sex, and its HP bar, and slowly adding actual HP numbers, stats such as ATK or SPD, what moves are known, the Pokemon's Nature, Ability, Original Trainer name and number... until you have access to every detail one could find on a Pokémon's status screen in the games. This information can be gleaned from recordings of the Pokémon, but those may be out of date.

In future Jumps, you can view other creatures and have their capabilities translated into a Pokémon's status screen.

Pokémon Dream World (200₱)

Once a week, when you sleep you can visit an otherworldly dreamscape. For every minute you sleep, you spend two in this dream world. There, you and a Pokémon of your choice can go on adventures, finding various items from the Pokémon World. These items are usually somewhere between fairly common and moderately rare, but can be useful.

Pokémon Sleep (200₱)

(Requires Pokémon Dream World)

When you enter the dream world, you'll occasionally find Pokémon. Impress them with shows of skill, luck, and daring, and they'll express a desire to join you on your journey. If this happens, when you wake you'll find the Pokémon fast asleep nearby, alongside the Dream Ball meant to be its new home.

You Teach Me... (300₽)
You've taken your talent for training others and turned it into a talent for learning from others. You're an exemplar of a student, able to pick up just about anything from others. Better yet, you're able to turn what you've learned into inspiration for your own Pokémon battle style. Finally, the closer the friendship you have with your teacher, the faster and better you learn from them.

... and I Teach You (300₽)
Your Pokemon's power cap now scales alongside your own power caps. If you become peak human, that Pikachu you've been training can eventually become peak for a Pikachu. If you become superhuman, that same Pikachu's limits become superhuman compared to a normal Pikachu. So long as you're training them well, your Pokemon will never fall too far behind you.

It's a Whole New World We Live In... (300₽)
... But you still gotta catch em all. Going forward, there will always be Pokémon in each setting you travel to. Special regional variants of existing Pokémon may even appear in particularly exotic settings. Other aspects may vary – there may not be Pokémon Centers in Star Wars, but medical droids and bacta tanks are capable of working their skills on locally known Pokémon species, and the local rangers, clerics, and druids in Neverwinter are just as talented with healing your Pokémon friends as they are any other creature. There may not be competitive Pokémon Trainers persay in Final Fantasy, but you might find that Beastmasters keep Pokémon as tamed partners.

We All Live In a Pokémon World (200₽)
Requires **It's a Whole New World We Live In...**
Adds both this Perk and its requirement to your Body Mod. You may now choose at the start of a Jump to fully immerse a setting in Pokémania, ensuring that wherever you go, there will be Trainers, Gyms, Badges, a Pokémon League, and/or any aspect of the Pokémon World that you've already encountered in other Pokémon Jumps.

BREAK! (400f)
Requires ... and I Teach You.
You can now lend your Perks to your Pokémon. The Perks you give must be chosen while the Pokémon is still in its Poké Ball, and cannot be reclaimed until you return the Pokémon to its ball. As a side effect of this power, your Pokémon will be coated in gold, radiating golden energy.

UNITE! (200f)
(Requires BREAK!)
You may now continue to use your Perks while lending them to your Pokémon, so long as you stay within 30 feet of them.

A WORLD OF DREAMS AND ADVENTURE AWAITS! (400f)
Well, aren't you just a regular Pokémon Professor! You can sense when others have the potential to be great Pokémon Trainers. In addition, once each year, you may produce three Pokémon from out of nowhere to serve as Starters for the would-be Trainer. The new trainer can only pick one.

These Starters can only be basic, unevolved Pokémon of the Fire, Grass, or Water Type, who have two Evolutions ahead of them. In addition, they must be of a Pokémon species you've captured before. They can't be used by you in battle, though you can hold on to the remaining two to be handed out to other talents you find. Perhaps they'll be rivals to your first trainer?

ITEMS

GENERAL ITEMS

Jumpchain Balls x5 (First Set Free, more 100f)
The actual most iconic item a Trainer can carry. You get five of these capsules by default. Throw them at a wild Pokémon and 1... 2... 3... Gotcha! The wild Pokémon was caught! Maybe. If you weakened it enough.



And are lucky. There are more powerful Poké Balls out there, such as a Great and Ultra Balls, but these are equivalent to the standard types. Any you break, lose, or successfully capture a Pokémon with will be replaced a week later, delivered to you at a local Pokémon Center or within your Warehouse.

In future Jumps, you'll be able to throw these and any other Poké Balls you possess at other, similar creatures to capture them. Monsters in any kind of RPG? Zombies and Creepers in Minecraft? YuGiOh's Duel Monsters? Deathclaws in Fallout? All potentially catchable.

Music to Battle To (100₽)
There are a great many songs associated with Pokémon that aren't directly tied to the games or TV shows. With this, you'll find a vast collection of sounds stored in whatever physical media you want, and downloaded onto whatever digital media devices you have. If you have a Perk that plays music, these songs are available there, too.

A Jumper's Guide to Pokemon (100₽)
A massive app both pre-installed to any phones, computers, or other databases you possess and kept as a standalone, surprisingly thin booklet, containing several internet sites inaccessible by people in this world. The sites themselves feature valuable information on literally every facet of the myriad Pokemon Worlds. Guides to beating every game in the series, episode listings, character bios... stuff that's gonna weird out any friends you might make here if they see it, but potentially useful otherwise.



Interdimensional Pokemon Storage System (200)



Tucked away in a corner in every Pokémon Center, there's a computer terminal you can access. You can connect to the Box System, where you keep any Pokémon you're not bringing with you in your party. You'll find similar PCs anywhere there's a safe space, both now and in future Jumps, allowing you to swap your Pokémon more easily. This system can hold **960** Pokémon at a time. If you encounter other Jumps that offer similar storage systems, this system can merge with it, expanding its storage size and capabilities accordingly.

This also modifies a major aspect of your Jumpchain. By default, the rules of Jumpchain limit you to 8 Imported Companions per Jump – a number that is quickly filled up with your Pokemon. With this Item, your Pokemon no longer count as Companions for this purpose - they take up their own dedicated six slots, which can be swapped out at any PC connected to the Pokémon Storage System. Better yet, any Companions you acquire on your Jumpchain who are themselves Pokemon Trainers benefit from this Item.

Mystery Gift (200)



A deeply unusual gateway, each day you can have this portable portal spit out a gift-wrapped box containing five items. **90** percent of the time, the items in question are common berries or medicinal items or cute but common plush dolls, **8**% of the time it spits out

things like video game consoles, Repels, and Great Balls. But that last 2% of the time, you'll find yourself given life-size Pokémon Dolls, evolution stones, and rare stat-boosting items.

In future Jumps, this portal will add similar items from that Jump to its pool of possible items.

Slugma-Powered House (200₱)

A cabin in a cold climate. There are pipes and tubes threading the house, allowing a Slugma to keep the whole place heated. Aside from the Slugma, there's a number of Pokémon kept out and about the house, all of whom count as Followers and will maintain the house when you're not around. It's a relatively quiet place, perfect for a retired couple or someone looking for privacy.



Poké Mart (300₱)

This unassuming, blue-roofed shop can be placed near your starting location, or within your Warehouse.

Staffed by a couple of shopkeepers, this convenience store has all the basics a Pokémon Trainer may want, at relatively fair prices. Poké Balls, basic medicines, stationary for letters, TMs, and Pokémon repellent and lures are all common mainstays, but the store also sells basic items considered commonplace in the Jump you're in.

Abundant Forests (300₱)

This is an upgrade to any past, present, or future forests you may acquire. These woods now possess a wide variety of Berries, Mushrooms, Herbs, and similar plantlife commonly found and used as held items in the Pokémon World, including the Apricorns often used to improve a Pokémon's athletic stats or to create Poké Balls with specialty effects. The rarer the Berry or Apricorn, the harder you'll have to look for them to find them in these forests.

Jumper's Pokémon Center (400f)



Ah... that wonderful red roof that every trainer recognizes as their home away from home.

Several similarly-roofed Pokemon Centers will now appear in each Jump, fitting unobtrusively into the local architecture, but their front doors will always lead to the same hospital/inn. Those who leave the Center will be returned to where they entered. You may choose to exit to the outside of any Pokémon Center you've visited in the local Jump.

You have a dedicated room here, and there are meals cooked for all guests by the staff at regular intervals. The Center is headed by a red-haired, blue-eyed nurse interested in branching out from her all-too-similar brethren, and staffed by a group of 20 medically trained Pokemon from the Wigglytuff, Blissey, Audino, Comfey, and Indeedee lines, all of whom count as Followers. Additional doctors and staff can be recruited from future Jumps to meet demand, and the interior of the Center will grow alongside it. Other hospitals, clinics, inns, and restaurants you've acquired in the past or acquire in the future can be merged with the Pokemon Center, including the Poké Mart.

Safari Zone (400f)

This vast nature preserve is home to several rare, often endangered species of Pokémon. Once a year, you're allowed to come in here and attempt to capture a few local Pokémon, with the caveat that you cannot battle to weaken them first, and are only afforded 30 Safari Balls and 2 hours for the entire endeavor. The grounds and the creatures within are otherwise enthusiastically protected by skilled wardens, who count as Followers.

In future Jumps, other endangered species will be added to the grounds, which can be stored safely in your Warehouse or left out somewhere in the setting.

Artificial Power Spot (400₽)
This purchase is a buff to all of your past, present, and future properties. Underneath your property (or at its core, if your property isn't attached to a landmass) is an artificial Power Spot – a place overflowing with Galar Particles. These high-energy particles can be an extraordinary power source if properly harnessed, but with the right tools are also places where one could induce the unique phenomenon, Dynamax. Unlike the natural Power Spots found normally in Galar, these won't run out of power, even after four thousand years, but they also can't be used as Pokemon Dens or mined for Wishing Stars and the like.

Mega Mines (400₽)
This is an upgrade to any past, present, or future mines you may acquire. Deep within these mines lay untapped veins of material used in the creation of Mega Keystones, Z-Rings, Dynamax Bands, and Tera Orbs. These veins will refill at the same rate as the rest of the mines they inhabit.

Once every ten years, or once a Jump, whichever comes first, near a single vein in each of your mines, something special will naturally form. It will either be a random Z-Crystal, or a random Mega Stone for an Mega-capable Pokémon you or one of your Companions possess.

Union Room (400₽)
A strange room attached to your Warehouse (and your Pokémon Center, if you've acquired one). People come and go from this room, interested in doing trades, battles, and sometimes just simple chats. The room has everything needed to facilitate these desires, as well.

These people seem to come from other universes, or even other Jumps. On occasion, you may even find other Jumpers hanging out here. The only common

factor is that they are all Pokémon Trainers. They don't seem to be able to leave the room into your current Jump, but this may be an opportunity to test yourself with Battles or gather new Pokémon allies with Trades.

COMPANIONS

Import/Create Companion (100₱)

This allows you to import or create a Companion as a Pokemon Trainer, even if the main Jump doesn't have an Import option. They receive half the points you possess in the main Jump. If the Jump itself already has an Import or Create option for Companions, this option is unavailable for that purpose.

Canon Companion (Free/100₱)

This allows you to attempt to recruit any human character you meet as a Companion, if there isn't an option to recruit locals as Companions within the main Jump. If the Jump has an option to recruit locals as Companions, this option is unavailable. The free version of this purchase requires you to successfully persuade the prospective Companion. However, for 100₱ per purchase, the character of your choice will start your time in this Jump aware of you and interested in joining you on your inter-dimensional adventure. This won't stop interpersonal conflicts between bought Companions - don't expect Archie and Maxie to appreciate having both been selected to join you, for example.

Feeling Lucky (100₱)

(Requires Jumper's Pokémon Center)



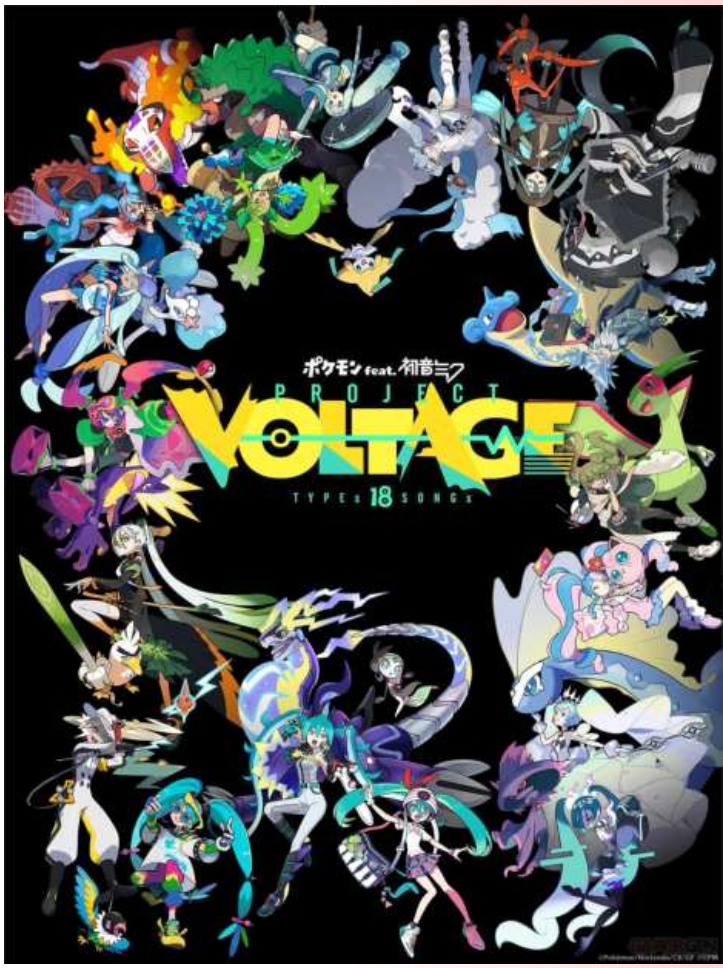
A large and well-built man with experience running a Pokémon Center and his Chansey has transferred over to work at your own Pokémon Center. Following him are two young musicians, a boy and a girl with a Dreepy and Piplup, who have decided to brighten up your Center with daily performances. Notably, their close bonds and experience within Pokémon Centers allows them to gain discounts on any medical, musical, or cooking-based Perks, regardless of their Origin when imported into a Jump.

Budding Talent (100₱)



An ambitious young girl with a Nidorino. A bit clumsy, impulsive, and prone to hyperfixating on a task, but heartfelt when it counts. Her dream is to become a Pokémon League Champion - a goal she might achieve, if her talented parents are anything to go by. Even if she fails, she has the strength of will to continue on whatever path life offers her. That resolve may be useful as she joins you, taking the long inter-dimensional road that will see her get stronger and stronger... To aid her on this quest, any Perks related to training creatures, building friendships, and riding other creatures are Discounted to her, regardless of her Origin when imported into a Jump.

Project Voltage (200₱)



A trainer with blue hair and a love for leeks. In order to compensate for issues that left her mute, she had an experimental Voca-Loid Voicebox installed, which allows her to talk.

Though her voice sounds a bit artificial, she's naturally quite skilled at the technical aspects of singing. She's currently traveling the world as a Pokémon Trainer of some talent, though it remains to be seen if she'll find her dreams out on the open road... or on the grand stage.

Something about her allows her to, when imported into a Jump, get a discount on any Perks associated with music, commanding other creatures, and... being a robot?

DRAWBACKS

You may take as many Drawbacks as you wish. If a Drawback here lines up with an existing Drawback in the main Jump, you automatically take it here as well, for half its point value.

Fallen (200₱)

In the Pokémon World, there's a name for what you are, Jumper. They call those like you Fallers... and it is known that Fallers draw other inter-dimensional threats to them. Ultra Beasts burst in from other dimensions, the Unown swarm you en masse at least once a month – more if you're near their usual habitats – and Legendary Pokémon take notice of your otherworldly nature, often with disastrous results.

Where's My Repel!? (200₱)

Swarms of Zubat. Armies of Rattata. Flocks of Spearow. No matter where you go, hordes of relatively weak local wild Pokémon follow you and attack at random times. They are incredibly weak, but no matter how much damage you do to them, no Poké Ball can hold them, and no matter how hard you thrash them, they'll rebuild their numbers and come back to fight you again and again. Even should you eradicate them completely, a new swarm will build itself up to replace them.

Team Target (200₱)

The local villainous organization has taken notice of you. The boss has called it in – you're to be recruited if possible, and destroyed otherwise. Leaving their sphere of influence for a month shakes their attention until you return, but wherever you go, the local crime syndicates will take an interest in you within a week. If you join the villainous group, or were already part of it, you're more likely to be sent on the more dangerous missions, and law enforcement will consider your capture a priority. Only the complete dismantling of your enemies will suffice to bring you peace.

New Season Reset (200₱)

You may take this Drawback multiple times. For each

time you take this Drawback, select one of the following: your Out-of-Jump Perks, your Out-of-Jump Items (including your Warehouse), your Out-of-Jump Companions (including your preexisting Pokémon), or your Out-of-Jump memories of Pokémon. Whichever you choose is lost to you for the duration of this Jump.

I Wanna Be a Hero (300f)
... and destiny has granted your wish. You are bound by fate itself to the conflicts embroiling this setting. If the main Jump has a main story, you're going to keep bumping into it. If there isn't a main story, expect to be constantly caught up in Interesting Times wherever you go.

Top Percent (400f)
You endeavored to create the world's strongest Pokémon Trainers... and you succeeded. Every single trainer you encounter during your stay here will possess exceedingly well-built teams. If the Jump is based on a Pokémon Video Game, the levels of trained Pokémon will remain roughly where they were, but expect their movesets, stats, abilities, and team composition to be on the bleeding edge of talent.

Like No One Ever Was (400f)
Focus, Jumper. You've got no choice now but to be the very best. If you lose more than **4** battles in a single year, it is a Jump Failure. Be unbeatable.