

Pokemon Master Jumpdoc v1.1 by William

The world of Pokemon is not always so bright and cheerful. Occasionally, there is a darkness that will fall over everything, clouding it all and bringing it into ruin. Those who have survived must find a way to harness the new power they've been given, and if possible, thrive in the broken world that remains behind.

Welcome, Jumper, to Pokemon Master.

Some years ago, Giovanni discovered texts about a Forbidden Realm. The Abyss. Hell. It goes by many names and yet it held the promise of power. Following ancient texts and an old prophecy, he found a way to open the door before he could be stopped… which led to the Dark Pokemon Wars.

Civilizations were wiped out. Kanto is now a mere shell of what it once was. The Pokemon League rules who still remains with an iron fist, while those who struggle to overthrow their rule and return to the times of old have banded together in the Resistance.

Ashura, the Assassin, master of the Forbidden Element of Shadow, walks the lands of old in search of a purpose. Valdera, master of the Forbidden Element of Light, is searching for him, to reunite. Mistaria, Erika, Bruno, and more aid the Resistance against Lord Garick, Lance, Brock and the rest of the oppressive Pokemon League. You'll find yourself in the middle of this conflict.

Take these 1000 CP- you'll need them to survive here.

-The Setting and Jumpmaker Notes-

Pokemon Master is one of the first Pokemon Darkfics. It's set over a decade at the end of the Indigo League anime series, with Ash (known as Ashura (oh yeah, it's that edgy)) as the protagonist He and his Pikachu wield the 'Forbidden Element' of Shadow. The tale is strongly post-apocalyptic, and full of violence, attempted sexual assault, mass slaughter and so forth. Pokemon are not friends here- they are weapons of war.

When Giovanni opened the door, he brought back a power that should not have been, which allowed some humans to wield the power of Pokemon. Fire Masters can conjure flame, Rock Masters are nearly impervious to harm, and so forth. This was the start of the Dark Pokemon Wars, and Ash had become known as the Assassin during this time, working along with the League and slaughtering indiscriminately, until he and PIkachu chose to step away from it all and try to find himself.

Several of the anime mainstays are present as characters, although not all are Masters. Ash wields Shadow and Valdera (one of the only OCs in this story) is Misty's twin sister, wielding the Forbidden element of Light, while most of the Gym Leaders and Elite Four, already having a strong tie to their preferred Type of Pokemon, wield the appropriate Elemental Mastery.

When this has started, Lord Garick (That's Mr. Gary to you- show some respect) has sought to continue what Giovanni started and Open the door to the Abyss. Due to that, Forbidden Pokemon (often described as 'Level Infinity' Pokemon) are pouring out in droves. Swarms of Rattata, Ekans, even Aerodactyl will and do frequently attack human settlements, leaving death and destruction in their wake.

You'll be caught up in the events happening, and there's very little safe space in this broken world. There's nowhere to hide and wait things out. Using power of any kind will attract the Forbidden Pokemon, and they will swarm in the hundreds or thousands. Even if you don't, as the tale continues, they grow more powerful, including immortality, able to sense human life, and so forth to the point where the entire world is on the brink of a disaster far more dangerous than the Dark Pokemon Wars.

The fanfic is widely considered to be *the* first Pokemon Darkfic, and the grandfather of many that were to come following. It is *strongly* suggested that you read through it before going into the Jump as there is no Wikipedia or Fanwiki pages on it and the TVTropes page is exceedingly light (and sometimes not entirely correct) on the information provided.

All the same, if you want to enjoy a gritty, hellish version of Kanto from the Pokemon Anime, this is definitely the stop to make. Nearly every named character (including AJ and Samurai, Duplica (who is one of the protagonists, no less) and many others) makes an appearance in some way or another and while some of the characters are written in a way that doesn't always make perfect sense, much of it is done for the sake of drama and edge. And it (usually) works.

Started in 1999, finished in 2002 it is a very wild ride from start to finish in the early days of fanfiction. It's near and dear to my heart as an edgy teen during that time, and now it's something we can all share and experience. With that out of the way, let's get into what this jumpdoc is all about.

Age, Gender, Location

-Age-

There are no children here- this world is far too dangerous for a child to survive within.
You may choose any age of 16 or older.

-Gender-

There are no limitations on gender. Skill is what matters. You may keep your gender from your previous Jump (or if this is your first, your natural gender) or you may change it at the start of the Jump.

-Starting Location-

You may start anywhere you choose within this broken world. Note that there is little remaining standing from what you might remember from the Kanto Region.

-Pallet Village-
What was once Pallet Town was destroyed during the Dark Pokemon Wars. With the world plunged into the dark ages, rough-shod buildings barely protect the residents from the elements, let alone raiding parties.

-Viridian Forest-
The already sprawling forest has grown in the decade past, with no humans to interfere. Wild Pokemon, Forbidden and normal, run freely here. A lone church stands, seemingly untouched by time.

-Cerulean Ruins-
Cerulean City has been completely destroyed and there's nothing that remains save the skeletal building remains of what had once been The Floral Lagoon City. Cerulean Cave still exists, although few know what is inside.

-Mt. Moon-
Should you dare to brave it, Mt. Moon is a terrifying shell of what it used to be. It is said that an enormously powerful Forbidden Pokemon still lurks in its depths. Enter at your own risk, and know that very few ever return from its depths.

-Resistance Fortress-
Away from the towns and cities to keep the Forbidden away the Resistance has an underground base of operations here in the South East part of Kanto. Koga and Aya lead the Resistance from here.

-Pokemon Tower-
While Lavender Town used to be known for the Tower, this is where Giovanni first opened the door to the Abyss, and as such, nothing remains here, leaving it eerie and empty. Save the tower. The tower still stands.

-Cinnabar Island-
What was once a vacation hotspot has been reduced to a frozen wasteland for reasons unknown to many. Tread carefully here, as both people and Pokemon have been not only frozen, but completely changed into ice by the power that lurks here.

-Indigo City-
The only known safe haven, Indigo Plateau is run by the League, and thus allegiance (or the pretense of such) is required to remain. But if nothing else, it is safe from Forbidden Pokemon and Raiders both.

Origins

-Drop-In-

Arriving in this land with no memories, or perhaps even scrambled ones, you can quite easily fit into this world. With things being broken and dilapidated, there is no one checking for Identification or ensuring that you are who you say you are. Given the nature of the world, you're not an odd one nor do you stick out as someone who doesn't know where they might be. After all- with the Psychic Masters running around, memories are fleeting and transient to begin with.

You may have also brought something else with you when you arrived- a connection to either Shadow or Light. These will manifest with you as you arrive, and will surely aid you as you try to survive in this world.

-Non-Master-

One of the rank-and-file soldiers of the Pokemon League, a scientist, a mercenary, or perhaps just someone who was caught in the wrong place at the wrong time. You lack the natural power of the Masters, and that can make it feel like you're a step behind their strength at times. But there are other tricks, other talents that you've been able to hone. Beyond that, Pokemon Masters have a tendency to rely on their own talents, whereas you've a bond formed with your Pokemon allies that might just be strong enough to get you through.

-Pokemon Master-

The titular Masters themselves are a uniquely powerful group. While they are relatively uncommon, their connection to their Element gives them an innate strength that mostly cannot be matched by others. The door that Giovanni opened has irrevocably changed you, and both sides- League and Resistance- will be vying for your power to aid them. Choose one of the sides, or neither, but anyone who can see the fabric of your Master Cloak will immediately know what you are, and will treat you as appropriate as either enemy or ally.

-Change Master-

Exceedingly rare, even among the Pokemon Masters, are the Change Masters. Rather than ascribe to a particular Element, such as Flying or Bug, these Masters have found a bond with the mutable Ditto, and through that, have discovered a way to use their Energy to change themselves. Whether just adjusting your appearance, your temperament, and even go so far as to become a Pokemon or, the rarest cases, combine multiple Pokemon into a single form, these Change Masters are a sight to behold.

Perks

-General Perks-

Fanfiction Beauty (Free for All)

Everyone is beautiful, handsome, shapely, and so forth. Whatever your best features are, they will be highlighted and your blemishes downplayed. While this doesn't give any supernatural effect, as everyone else here has this same beautification, it does make you (and everyone else) much easier on the eyes.

Desolation Breeds Resilience (100 CP)

Whether you fought in the Dark Pokemon Wars or watched it from the sidelines, or simply see the world as what it is, the desolation of the world doesn't phase you. Similarly, traumatic events and the death of individuals or of many will never cause your focus to be negatively impacted. You can and will still feel grief, but this grief will not prevent you from acting when it's needed.

-Drop-In Perks-

Accelerated Healing (100 CP)

“The wound left from the sharp stone fragment had been deep, but he was healing fast as always.”

You’re notoriously hard to kill, and part of that comes from the fact that you just recover faster from wounds or injuries. A stab wound that should take two or three weeks to heal generally recovers for you in about a day. The stronger your connection to your Element (if you have one) the faster this Regeneration occurs, but no amount of it will protect you from an instant death.

If you are Drop-In Origin, this Accelerated Healing also cleanses poisons and diseases at a comparable rate. If it would take you a week to fight off and recover from such a thing, you’ll shrug it off in half a day.

Forbidden Partner Infusion (200 CP)

You can infuse a single Pokemon Partner with the Element of Shadow or Light. While this perk doesn’t give you the ability to wield it on your own, your partner being able to do so can become a strong aid in battle for you. If you do not have a Pokemon Partner upon taking this Perk, the Infusion will stay unused until you gain one (either in this or another Jump) or an equivalent monster partner to infuse.

Master of the Forbidden (400 CP)

The use of Light and Shadow are Forbidden Elements, locked away hundreds of years ago, are now yours to wield. The power of the Forbidden Elements allows the wielder to utilize Light or Shadow in just the same way that a normal Master might wield Fire or Water. These Forbidden Elements are generally resistant to the lesser Elements, and overcome nearly all defenses that stand against them. This power grows steadily with use, practice and training, with no upper cap, although the more it grows, the more difficult it becomes to increase it further.

Two Minds | Two Bodies (600 CP)

Those who are touched by the Forbidden Elements have a tendency to become warped by the Elements they wield, although this perk alleviates that. You can choose to actively separate your mind into two, and so long as you retain one body, the other will come out as you need it to, allowing you to keep your mind pure, or to lock away inhibitions, or whatever you may need to do. Should you have the wish to, you can also divide yourself further into two completely separate bodies. If you have two Elements, you can divide them between the two. Be warned as damage to one will cause mirrored damage to the other, but you will also heal twice as fast as well.

-Non-Master Perks-

You've Got A Job To Do(100 CP)

“"If you're looking to capture those outlaws for yourself, well you can just shove off! We saw them first."

When the world went to hell, so did the entire system of trading money for goods and services. Fortunately for you, you're adaptable, and you become very good at finding ways to scrape together food, safety, and a few other things, so long as you're willing to put in the work. This perk allows you to almost always find a way to get what you need, by doing something for someone else. The size of the task will be in comparison to the worth of what's needed. A single meal might be a few hours' work, while something of high value (in that setting) might take you several weeks to do. But this requires completion of the given task- attempting to circumvent (by simply taking it by force or stealing it, etc) will always result in failure.

If you are of Non-Master Origin, so long as it exists in the setting, you will always find someone who's willing to part with what you need.

Hand-to-Hand (200 CP)

Without the power of the Master to fall back upon, you've had to make do with whatever you can. And that includes your own hands and feet. Whether your style is brute force or based in speed or anything in between, you have a skill in martial combat that is able to contend with some of the best in the world. While this won't help you deal with an Earthquake or Fireblast, you can at least hold your own if the fight gets into melee range.

Dumb Luck (400 CP)

While you might not always have a leg up when it comes to raw power, or ingenuity, or skill, or anything that could put you into contention with someone more dangerous than yourself, you do have one thing that they don't. Raw, dumb luck. You might capture a Pokemon that ends up being something far more powerful than it lets on, or a hidden escape when there's no other path out, or someone coming to save you at the last second, you've just got something looking out for your survival.

Master Pokemon (600 CP)

There are Pokemon, there are Legendary Pokemon, and then there are Master Pokemon. This particular perk applies to one of your Pokemon (or similar creature) and magnifies their abilities to impossibly high levels. Their size increases as well, leading to something akin to Dynamax (although it didn't exist at the time) but the statistics and attributes are vastly increased.

A Master Golem is nearly impervious to physical damage, and has supreme mastery over both Rock and Ground, for example.

Alternatively, you may ascend to becoming a Master Pokemon of your choice, gaining all of the above traits and abilities. You will be restricted to a non-Legendary Kanto[1] Pokemon should you choose this, and this will replace your normal form. For all intents and purposes this becomes your form for the remainder of this jump, you can speak to both humans and Pokemon, and this will remain as an alt-form in future Jumps.

-Pokemon Master Perks-

Element Manipulation (100 CP)
"Does that cloak mean it's true you're a Pokemon Master?"

You have an affinity for a particular Pokemon Element, be it Fire, Water, Grass, or so forth. You are able to manifest energy relating to it, allowing you to use moves just like a Pokemon would. A Fire Master can bring to bear things like Flamethrower, while a Grass Master could utilize the various Powders moves. Additionally, your clothes, as well as your Master Cloak, are formed of your Energy as well, allowing you to manipulate them for repairs, easily changing attire, and so forth.

If you are a Pokemon Master Origin, this talent can be grown with use, practice, and training. This has no upper cap, although the more it grows, the more difficult it becomes to increase it further.

Respect (200 CP)
With this perk, you command a level of esteem and fear without even needing to even do anything. Those who see you have a tendency to treat you with deferential respect as there's something about you that instills these feelings into them. Even people who have never seen you do anything remotely worthy of that acclaim still seem to think that you are worth it. Additionally, this increases proportionally when you *do* do something worthy of such. This can also be toggled on or off at will.

Weapon Summoning (400 CP)
While there are many who fight with their bare fists, having a weapon for additional damage, reach, or perhaps just a skill with a particular sort. Thankfully, you can now manifest a weapon of your choice from the energy you can utilize. Additionally, if you have a Pokemon that matches your particular Element, you can also harness the power through that Pokemon, forming them into the weapon, only adding to the weapon. A weapon formed of this energy is virtually indestructible and impossibly sharp, giving you a

Attunement (600 CP)
While a new Master will grow and learn with their power, only the most powerful truly begin to embody their Element. As a Rock Master, your body will grow impervious to most harm. An Electric Master will be able to move at incredible speeds. A Dragon Master may very well grow wings and scales, becoming draconic themselves. As your strength and skill of your element grows, so too does your attunement, making experienced Masters all the more to be feared.

-Change Master Perks-

Malleable Body (100 CP)
“I can be the woman of your dreams!" she said, laughing. "You just have to tell me what she looks like."

Your Elemental attribute is a bit different than others. Rather than a specific power, you instead follow the Transform power of the Ditto. You can change your body to suit your tastes, taking any appearance you wish. This body change is merely cosmetic, and giving yourself large musculature won’t make you any stronger, nor can you use this to reshape your brain to make you smarter, but all cosmetic changes are yours to make to your exact specification.

If you are a Change Master, these changes are also biological, allowing your body to completely adapt to the new form, but no special qualities from the form are granted.

Malleable Personality (200 CP)
Once you’ve changed your body, the next step is to change your mind. You have complete control over your emotions, allowing you to be irrepressibly happy even if things are dour, or stay angry at someone even if by all rights they should be forgiven. You feel only which emotions you wish to feel, and while you can feel them all normally should you choose, no situation will ever impact you so much that you cannot make use of this.

Pokemon Form (400 CP)
The true hallmarks of the Change Master. You can adopt the shape, and power, of a Pokemon of your choosing. The more powerful the Pokemon chosen, the more draining it is on you, but even something like the Legendary Birds or Mew is within your grasp for a few moments. Practice and focus can extend this time limit without a hard limit, but the longer it gets, the harder it becomes to extend it further.

Hybridization (600 CP)
Only the most skilled Change Masters can reach the point of hybridization, which normally manifests as one or the other, but for you, allows both. You can hybridize a Pokemon form with your own, forming into what’s commonly known as a Gijinka for limited use of a Pokemon’s power at the benefit of less stress on your body, or even go so far as combine two or more Pokemon into a single, powerful form, unleashing devastating power for a short time.

Items & Other Purchaseables

Pokemon (50 CP)
A nightmare landscape made somewhat less frightening through the use of an ally. This can be any non-legendary Kanto[1] Pokemon, although the lack of proper training venues and daycare makes anything like TMs, HMs, and so forth unattainable. All the same, these Pokemon are Level 50, and will be able to at least keep Raiders off your back.

Pokeballs (50 CP)
While it's not exactly commonplace anymore to catch Pokemon, and Saffron City's destruction means there aren't any more Pokeballs being produced, you have a large cache of them. An array of 10 Poke Balls, 5 Great Balls, 3 Ultra Balls and 1 Master Ball. The Master Ball replenishes at the start of a Jump, while the others do so at the beginning of each year.

Healing items (100 CP)
Healing items are almost unheard of nowadays. A small collection of various basic healing items (Super Potions and Status Healing) with a single Full Restore that will replenish once per year.

Weapon (50 CP)
Most weaponry is poorly cobbled together, or hastily forged to fend off bandits or aggressive wild Pokemon. Thankfully for you, you've got something quite a bit better. A single high-quality non-powered melee weapon of your choice. Superb quality, exceptionally sharp, and self-repairing and cleaning.

Armor (100 CP)
Armor is a rarity in this world, where a Pokemon Move can cut through even the strongest defenses with ease, not to mention the Pokemon Masters who can be even a league above them. But you'll need to survive, and a set of lightweight armor of your choice is the way to do so. While it won't stop everything, it can at least prevent one or two life-threatening blows. It will repair itself over time, giving you enough time to escape and recover if you need to flee from your opponent.

Containment Field (400 CP)
-Discount for Drop-In-
The containment fields of the interior of a Poke Ball have been used for years to contain Pokemon. However, this system has been repurposed in the attempt to study the Forbidden Pokemon. Generally, this is often a large machine, but yours is quite a bit less bulky and portable, carryable as a Poke Ball. Upon activation, the field will open into a 10' square, trapping anything Pokemon within.

Submarine (400 CP)
-Discount for Non-Master-
Overlands travel is dangerous, and admittedly so too is traveling by air or sea. Any use of Pokemon moves, including Surf or Fly, will draw the Forbidden Pokemon. This Submarine is well-fitted to be under the ocean virtually indefinitely, and while it's not equipped for combat, it can survive several attacks from a Pokemon without being damaged to the point of loss of those systems.

Barrier City (400 CP)
-Discount for Pokemon Master-
The great Indigo City, where the League rules, is one such city, covered by a barrier of Master energy to keep out the Forbidden. You have one as well, albeit on a smaller scale, somewhere in Kanto[1] of your choice. This can be used as a base of operations and be configured as to who or what to let in. The barrier is quite hardy, although a concentrated attack from several powerful forces could break it momentarily.

Hidden Base (400 CP)
-Discount for Change Master-
Hidden beneath the ground, in a mountain, under the waves, and so forth. You have an expansive, hidden location for your base of operations. While it has some rudimentary defenses, the greatest boon is that unless one knows where to find it, or possesses incredible perceptive powers, it will be unable to be found. The interior space is roughly 25,000 square feet, arranged as you like between tunnels, chambers and multiple floors.

Companions

Companion Import (50CP)
You may import one of your companions, who gains their Origin and discounts as normal. They gain 600 CP to spend for perks and items. Companions may take drawbacks, but this adds to their CP total.

Brought an Army (200 CP)
You can mass import companions if you so choose. This option allows you to bring in an unlimited number of companions, but each of them only gains their Origin and the associated 100 CP perk for that Origin.

Pokemon Master OC (100 CP)
If you'd like someone new from this world, who might already have a leg up on how things are and what needs doing, can be purchased via this perk as well. This gives them 600 CP to spend, as well as four Pokemon as per the Pokemon Item.

Canons:

Ashura - 200 CP

Origin: Pokemon Master (Discounts applied as Drop-In)

Perks: Fanfiction Beauty, Desolation Breeds Resilience, Accelerated Healing, Forbidden Partner Infusion, Master of the Forbidden(Shadow), Two Minds | Two Bodies, Hand-to-Hand, Element Manipulation (Electric), Respect, Attunement

Item: Pokemon (Pikachu)

Drawbacks: Rival (Garick, Brock), Hair In Your Eyes, Forced Bodyguard

Mistaria - 200 CP

Origin: Pokemon Master

Perks: Fanfiction Beauty, Element Manipulation (Water, Ice), Respect, Weapon Summoning, Attunement, Two Minds | Two Bodies

Items: Pokemon (Starmie, Seadra)

Drawbacks: Rebel Patrols, Rival (Valera)

Valera - 200 CP

Origin: Pokemon Master (Discounts applied as Drop-In)

Perks: Fanfiction Beauty, Desolation Breeds Resilience, Accelerated Healing, Forbidden Partner Infusion, Master of the Forbidden(Light), Two Minds | Two Bodies, Hand-to-Hand, Element Manipulation (Electric), Respect

Item: Pokemon (Pikachu)

Drawbacks: Rival (Mistaria)

Bruno - 100 CP

Origin: Pokemon Master

Perks: Fanfiction Beauty, Element Manipulation (Fighting, Rock), Respect, Attunement, Hand-to-Hand

Items: Pokemon (Machamp, Onix)

Duplica - 100 CP

Origin: Change Master

Perks: Fanfiction Beauty, Accelerated Healing, Element Manipulation (Normal), Malleable Body, Malleable Personality, Pokemon Form, Hybridization

Jessie & James - 100 CP

Origin: Non-Master

Perks: You’ve Got a Job to do, Hand-to-Hand, Dumb Luck

Item: Pokemon (Persian)

Drawbacks and Toggles

Pokemon Anime Extension (+0)

If you'd previously Jumped into the Pokemon Anime, you may choose to have this take place following your time there. Things will be adjusted slightly, and in the time you've been gone, the above listed history will have taken place. Giovanni will have opened the door to the Abyss, Forbidden Pokemon were let out, humans began to gain the power of Pokemon, and the Dark Pokemon Wars wiped out most of the world. But things that you did in the Pokemon Anime may very well change how other events play out here.

Beyond Kanto[1] (+0)

Should you wish, this Toggle will instead adjust the scope of Giovanni's actions from Kanto… to the entire world, in all Regions. Expect an organized military comprised of each of the Leagues, and multiple pockets of Resistance thay may or may not be working together. Additionally, any of the previously marked [1] may now include any Pokemon. Of course, that means there are going to be that many more Forbidden afoot.

Hair in Your Eyes (+100)

It's always in your eyes. It doesn't matter if you pull it back, put a cap over it, or even shave it off- something will always be in your eyes at critical times. It's never strongly debilitating but it *is* annoying, and it can cause occasional mistakes when doing precise tasks or combat.

Forced Bodyguard (+100)

On a whim, you saved some poor random citizen, and they've decided that you are their bodyguard and hero. You're forced to protect this individual from harm if they're targeted, and should any harm befall them, you feel it as well. Thankfully, they're smart, and no one ever believes them to be worth killing, but if they are captured or imprisoned you'll need to rescue them before continuing on with whatever you were doing.

League/Rebel Patrols (+200)

Whether you ally yourself with the League, the Rebels, or neither, you'll find yourself often coming into contact and conflict with these individuals. Both sides have powerful Pokemon and Pokemon Masters, making it a constant need to stay out of sight and out of mind lest you want to fall under attack by these individuals. And the more often you defeat them, the more often they come after you, with larger numbers and stronger allies.

Raiders (+200)

No matter where you go, or try to rest, you'll find some raider group or another. Usually these people are just down on their luck and have no other option, but some downright enjoy what they do. Dealing with them can lead to other raider groups targeting your Companions and allies, as they'll not want to contend with you directly, and instead attack your weaker links.

Memory Loss (+300)

Whether simply lost or altered, nonetheless you haven't a clue where you are or what you're doing here. You'll be forced to be swept along in the events happening around you, but everything that you'll need to learn will have to be explained by others. While you have this Drawback, you will not believe your Companions if they try to explain to you anything involving Jumpchain.

Rival (+300/600/900)

You've a rival here in this hellscape of a world. What shape and form they take is entirely up to you, but know that they will be your equal. They might not always be actively hunting you or out for blood, but they will always be interfering in what you're attempting to do in one way or another, often for their own ends. This can be taken up to three times, and your Rivals can (and will) work together to inconvenience, hurt and kill you.

Power Loss (+400)

The only powers you have are the ones that you've gotten from this Jumpdoc. Every other perk, item and property is locked out, unable to be accessed, just as if this were a gauntlet. If companions are Imported, they too are depowered. The only exception to this are any Pokemon imported from previous Pokemon Jumps, which retain their normal power.

Forbidden Magnet (+400)

The Forbidden Pokemon, monstrous creatures that hunt and kill for no reason other than to bring everything into the Abyss, are always after you. Regardless of whether or not you have any Master power, they seek you out like a beacon. And as time goes on, they get continually more powerful, eventually shrugging off even death and disintegration, unmaking and so forth. They cannot be reasoned with and will exist solely to erase you from existence.

Missingno (+600)

The monster of Mt. Moon has been imprisoned in its dark depths since the Dark Pokemon Wars. Sunlight damages it, and the only way to get away is to get out of the darkness. Or at least, that was the case. Now, Missingno no longer fears the sunlight, and the amorphous, eldritch horror spreads like wildfire over the world. Anything touched is defiled, absorbed, reconstituted and added to its power. It will not emerge from Mt. Moon until the ninth year, but is impervious to damage and cannot be killed. Like the Forbidden Pokemon, it simply will not stop, but thankfully it is not specifically targeting you...but soon there will be nowhere to run from it.

Changelog

1.0 - Released
1.1 - Clarified Master Pokemon, Changed Accelerated Healing, Removed Pokemon Import option, Added Canon Character examples