Pokémon Conquest

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There is a war. A war lasting centuries, an attempt to control the entirety of the land of Ransei. Legend has it that the man who conquers Ransei will meet Arceus, and control its power. A man named Oda Nobunaga is intent on conquering Ransei, for his own nefarious purposes. The disparate Warlords of Ransei refuse to put aside their petty bickering to fight him, the common people of the land have no ability to Link with Pokémon and cannot stand up themselves. Fortunately bloodshed is averted in the land through the institution of the Battle system, in which if a Warlord loses the battle they lose control of that kingdom. Up to six Warriors and their Pokémon may challenge the reigning Warlord for control, and each Warrior may only challenge a Warlord once per month. This peace is tenuous, any breaking of the System may lead back to a conventional war of armies.

Gain +1000 CP
Begin in the nation of Aurora, one of the seventeen Kingdoms of Ransei.

Warrior

- Ronin (Free)
    - A free agent in a world of lords and landed gentry. You are a wandering fighter, fighting for your own goals, for mercenary work, or even to find a lord to be loyal to. Or perhaps even to obtain such a holding for yourself? You start with some traveling robes and a personal weapon.
    - Max of 5 Pokémon
- Merchant (100)
    - The suppliers of all the goods the warlords desire. Evolutionary stones, small trinkets, goods for the common people, everything necessary for trade between the warring states. Beholden to nobody, you do at least start with your own small caravan and some seed money.
    - Max of 3 Pokémon
- Soldier (100)
    - The fighters of the world. Not yet influential enough for their own lands, they serve one of the many Warlords of Ransei.

Skilled fighters, they excel at interpersonal combat. Soldiers have a set of weapons to choose from and some basic armor.
    - Max of 3 Pokémon
- Warlord (200)
    - Politicians, retired soldiers, influential landowners, and many more make up this elite group. Your duty is to the protection of the people in your land, though others think that their station means they should rule by divine right. You begin with dress robes and control of the kingdom of Aurora, with no significantly powerful Warriors to support you.
    - Max of 6 Pokémon
- Roll 2d8+12 for your Age, or pay 50 CP to choose.
- Gender is your gender from your previous jump, or you may change it for 50 CP

Pokémon

- All warriors gain a single initial Pokémon when they start
- Free Pokémon List
    - Bulbasaur, Charmander, Squirtle, Vulpix, Buizel, Skiddo, Eevee, Riolu, Natu, Sneasel, Trapinch, Pichu
- Non-listed Pokémon will cost their Base Stat Total rounded to the nearest Hundred, divided by two.
- Pokémon must be in their first form.
- No Legendaries

Affinities

- Elemental Focus (Free)
    - Your have an affinity for certain types. Pokémon with those types, or using moves from those types will find the power of these moves slightly increased. Pick up to two types. Only choosing one doubles the bonus.
- Animal Person (100, Discount Ronin)
    - Pokémon and mundane creatures are at ease around you. It’s easier to make friends with the local wildlife, to train your pets, and even insects won’t really come near you if not bothered.
- Efficient Usage (100, Free Merchant)

    - Long years of working with various medicines, tinctures, and little trinkets have given you good knowledge. Items provide half again their usual benefit.
- Front Lines (100, Free Soldier)
    - Your personal fighting skills are exemplar, as though you had been a fighter for years. You know when to feint your enemy and the best ways to block their attacks, as well as when to counter their own blows.
- Leadership (100, Free Warlord)
    - Interpersonal skills are your forte. Allies flock to you, important people ask your advice, and you can actually gain the respect of those under your command.
- Elemental Mastery (200, Requires Elemental Focus, Discount Warlord)
    - The Focus you have in your element has been honed well. Your Type(s) have a significant power boost to them, but at a cost. During this jump you are limited to Pokémon that are your Type or to the Pokémon you chose as your start Pokémon in this jump, including its evolutions.
- Pokéfinder (300, Discount Ronin)
    - Finding Pokémon isn't hard. Finding the right one however, is very hard. You've become an expert tracker, able to pick up on the slightest clues of both animals and people.
- Supply and Demand (300, Discount Merchant)
    - Obtaining the right object for whatever project you're working on is often easy for you. Similarly if you have an unwanted item you can find someone who's willing to pay top dollar for such precious items.
- Strategic Thought (300, Discount Soldier)
    - You excel in anything expected of a commander in charge of 8-20 men. Small group tactics, laying traps, ambushes, anything you can think of to get the enemy in a small scale.
- Logistics (300, Discount Warlord)
    - While the man on the front is key for the small things, making sure he's supplied is the hard part. You have the skills for

mass coordination across the entirety of a nation, from shipping arms and food to the shifting of entire armies.

- Mighty Blow (600, Discount Ronin)
    - By channeling your warriors spirit you've improved you can improve your physical fighting ability. All your Pokémon's blows hit for twice the typical power for the next ten minutes. Recharge of one hour.
- Soft Light (600, Discount Merchant)
    - Your caring nature shines through to the world around you, allowing you to heal up to half of the damage to all allied Pokémon, removes any status ailments from them, and provides a 5% health regeneration. Recharge of half an hour.
- Quick Strike (600, Discount Soldier)
    - All attacks by your Pokémon have a 50% chance to cause others to flinch, and movement speed is increased by 20% for the next ten minutes. Recharge of one hour.
- Motivate (600, Discount Warlord)
    - The Pokémon under your immediate command react faster. Attack and movement speed for them are doubled for the next five minutes. Recharge of one hour.

Items (Some items require Slots. You have three Slots to hold items with.)

- Potion (50)
    - A supply of 20 Potions that replenish in your warehouse every month until you have reached 20.
- Elemental Item (50, 1 Slot, Free Ronin)
    - A single Elemental item, from Fire Stone to the Mind Plate. If it can evolve a Pokémon, or it empowers a type you can purchase it. Does not disappear after use for evolution, and will empower the moves of that Pokémon if held by the Warrior or the Pokémon.
- Super Potion (100, Free Merchant)
    - A supply of 10 Super Potions that replenish in your warehouse every month until you have reached 10.
- Weak Spot Lens (150, 1 Slot)
    - Attacks that are super effective deal slightly more damage.

- Hyper Potion (200 Discount Soldier)
    - A supply of 5 Hyper Potions that replenish in your warehouse every month until you have reached 5.
- Razor Claw (200, 1 Slot, Discount Warlord)
    - A lucky charm that increases your likelihood of striking something or someone in a critical area.
- Max Potion (300 Discount Soldier and Warlord)
    - A supply of 1 Max Potions that replenish in your warehouse every month until you have reached 1.
- Large Sack (300, 2 Slots, Discount Ronin and Merchant)
    - Useful items your enemies have dropped or were carrying on them are automatically looted, and transported to the warehouse. A small listing of what was collected flashes through your mind of the items.
- Hero's Mantle (300, 1 Slot)
    - A small talisman that can be held or placed in a pouch. Attacks that would normally knock you out may cause just enough damage for you to remain awake, and there is a chance that an attack that would kill you will simply knock you out.

Allies

- Pokémon Import (50 or see description.)
    - You may turn a single companion into a Pokémon. If the Pokémon is from the list on the Warrior page, you may import them for 50 CP (First import of this type is Free). Any other imports will cost the Base Stat Total (found on Bulbapedia) rounded to the nearest Hundred rounded up, divided by two.
    - No Legendaries.
- Warrior Purchase (50-100)
    - A single Companion Import with a choice of Warrior background, though Warlord costs them 100 CP. Each companion gains 200-400 CP to spend on perks, discounted and free perks apply. You may also purchase new Warriors in this way, including named Characters if you wish, with the only limit being none of the Warlords. Named characters start with their own specific Pokémon.

Drawbacks (Max of three, or +600)

- Type Imbalance (+100)
    - In every battle, there are always at least two type counters for every Pokémon you have on the field, and one of them will always counter your Elemental Focus.
- Fewer Friends (+100)
    - The amount of Pokémon you can have as friends for battle has been halved.
- Gone Native (+100)
    - You and any companions you may have forgot where you came from. Your powers remain, but you will have forgotten about them, and the warehouse is inaccessible.
- Conscripts (+200)
    - The warriors under your command were naught but simple peasant folk. They are not well motivated, desperate to go home, disobedient, and disrespectful. While you can use them, without proper training and command they will quickly desert to your foes.
- Nobunaga's War (+200)
    - The childishness of the war you thought you entered has been swept away. Great warriors lead not simple Pokémon battle, but take charge of an actual fight. Soldiers dying by the dozens from fire and ice and thunder, the sounds of instruments turns to the clash of weapons, competitive sport turned to hatred, and the people suffering between you all.
- Ambition Realized (+300)
    - Nobunaga has obtained Arceus, and instead of striking it down as he intended he has begun a crusade upon the region. The demigod Pokémon is capable of almost unthinkable power, and he believes you to be the last thing in his way to prevent his total control of the region. Oda Nobunaga will not believe you if you try to join him.

Notes

- Elemental Focus and Mastery will increase both the effectiveness of Pokémon and your own personal powers that fall under those jurisdictions.
- Capstones for all of your skills will apply to you and your companions out of jump at half strength. If you and/or your companions have a Pokémon Altform, it affects them at full power.
- Pokémon taken in this jump do not count as Companions unless you choose to import them, or make them into Companions in future jumps.
- Companions that were already Pokémon may be imported freely as a Pokémon.
- If you import someone as a Pokémon, you may also import them as a Warrior. You simply have to pay both costs.
- Once you've left the jump, the drawback to Elemental Mastery no longer applies.
- If you successfully take over the Ransei region, you may leave the jump before 10 years is up.
- No Legendaries. Just no. They kinda suck in comparison to the normal ones in this game anyway since Arceus hits everything around him, including allies.