World of Pokemon Supplement

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.

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 This information can be gleaned from recordings of the Pokémon, but those may be out of date.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.

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 (200f)
This Perk requires **It's a Whole New World We Live In...**, and adds both it and this Perk 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.

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.

A Jumper's Guide to Pokemon (100₽)

A massive app both pre-installed to any phones 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.

Jumper's Pokémon Center (400₱)



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 (400₱)

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.

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.

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...

Project Voltage (200f)
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 Pok&mon 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.

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 (200f)

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.

Team Target (200f)

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 (200f)

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 (400₽)
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 (400₽)
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.