

(Jumpchain CYOA / Version 1.1)

Hello there! Welcome! I was expecting you! Are you ready to take part in a brand new adventure? You see, this is the wonderful world of Pokémon! Pokémon are these delightful little creatures that- what's that? You already know what Pokémon are? 'Been there, done that' you say. . .

Well fiddlesticks, I was quite proud of this speech as well. Hm, yes, well we may as well get you started then. I don't want to waste your time, you must be quite busy. Let's see here, a nice backpack, a few pokeballs, and some DNA Splicers on me before we get to your starter- hm? What are DNA Splicers? Oh ho! So there are a few things I can teach you yet!

While you might be familiar with Pokémon, you must not be familiar with this particular timeline. You see, in this time - in the year 19XX - the Silph Corporation developed a brand new form of technology. This technology is known as 'Fusion;' allowing the combination of two distinct Pokémon into something brand new.

Where once our official index numbered distinct Pokémon species in the hundreds, now there are hundreds of thousands and we're far from finished counting! What's that? Unethical? Why, anything but! The Silph Corporation safely developed this technology long before its eventual release, making their associated product cheap, and the process easily reversible! Pokémon don't appear to mind at all either. I have interesting theories regarding that, but now is not the time!

Now, only a few years after the development of this new technology, DNA Splicers have spread far and wide. Most every trainer you meet is likely to engage in a bit of fusion to better mold their team to their preference. There's virtually no rejection of the technology except by the most eccentric purists if you could believe it.

All is not well in our world however. If you're familiar with Pokémon, you must be familiar with the region of Kanto, are you not? Then you must also be familiar with the diabolical Team Rocket! Team Rocket is a criminal element plaguing this world just like the others. Like all others it seeks to conquer the land through force, doggedly forcing others into battle or out of their way.

Our Team Rocket has seen the value of fusion, and is experimenting with its dangerous potential. While I may not know what it is they're currently plotting, it seems to have something to do with the imperfect concept of triple fusion. Well, whatever it is, it can't be good! Ah, but I've taken much more of your time than I intended.

Without further ado, let me give you the last of your gifts before you set out. Here we are trainer, 1000 Power Points. Take care when spending them below, go out into this wonderful world, and have fun!

FUSION

Pokémon Infinite Fusion is a fangame based primarily off of the FireRed and LeafGreen installments in the series, albeit with with heavily updated mechanics, the ability to travel to Johto, more ‘normal’ Pokémon and a number of QoL improvements.

While it’s a good game all around, the core mechanic and primary selling point is the ability to fuse two of your Pokémon together into something new. For those who haven’t played the game but care to learn a bit more about the mechanics, this section will detail a bit about how it works. For those who don’t care, feel free to skip ahead.

Pokémon fusion is performed using a ‘DNA Splicer;’ an invention of Silph Co. It takes the form of a cheap, pyramid shaped consumable which is so simple in its application that wild Pokémon can become fused entirely by accident.

When applying it, the trainer can determine which Pokémon is the ‘Head’ or primary, and which is the ‘Body’ or secondary. This determines a number of varying characteristics based on the Pokémon being fused.

Aesthetically, most fusions appear with the head, colors, and/or skin of the Head, and the general shape or structure of the Body. This pattern can be somewhat broken at times however as the components blend in strange, unique, and/or interesting ways.

Mechanically, the typing of the fusion is made up of the Head’s primary type, and Body’s secondary type. A fusion that has the Head of Poison/Ground Nidoking and Body of Rock/Grass Cradily would thus be a Poison/Grass type, as an example.

The stats of the fusion are not simply the average of the original stats belonging to the components. Instead, there’s a significant ‘lean’ towards the Head for HP, Special Attack, and Special Defense; and the Body for Attack, Defense, and Speed.

A fusion that involves Slowking and Gliscor as an example is thus much more powerful with Slowking as the Head and Gliscor as the Body, as Slowking’s special stats are better than Gliscor’s, and Gliscor’s physical stats are better than Slowking’s. The lean can be described in basic terms as 2/3rds of one side’s stat, and 1/3rd of the other’s.

When fusing Pokémon, the trainer has the option of choosing between the Head’s primary ability, or the Body’s secondary ability. If either Pokémon possesses the ‘hidden’ ability of their species, that will always be an option. A Fusion of Octillery (Head) and Rhydon (Body) would thus be able to hold the Lightning Rod ability to cancel one of its weaknesses.

Fusion Pokémon possess the ability to learn moves from either component, learning them at the levels the components would. A combination of Breloom and Pinsir would thus be able to learn both Mind Reader and Guillotine, using the former to guarantee a hit with the staggering strength of the latter.

Lastly, while two Pokémon are fused, the components will continue to evolve as they ordinarily would have and change the fusion. For instance the fusion of a Murkrow and Weezing would ‘evolve’ if a Dusk Stone is applied into the fusion of Honchkrow and Weezing.



LOCATION



As the original plot of Pokémon Infinite Fusion takes place within the Kanto region, roll 1d10 to determine your starting location from the Kanto towns and cities listed below. If desired, you may pay 50PP to change your starting location to any town or city in Kanto, Johto, or the Sevii Islands as they all feature within the game.

>1. Pallet Town - “Pallet Town, the town of beginnings. This is where everything started, and the birthplace of more than a few heroes. That said, Pallet Town is relatively remote, and has little to see other than the famous Professor Oak’s laboratory.

Sitting right beside the ocean, unless you have some special means of transport you’re likely going to be marching north to the more populated and scenic Viridian City.”

>2. Pewter City - “Pewter City is described as the stone city due to its rocky geography and proximity to Mt.Moon. Neither particularly big or small, Pewter is home to the Pewter Gym and its leader Brock, who specializes in Rock types. Who could have guessed?

Pewter is also notable for its museum, which doubles as a research center. The scientists there aren’t the most sociable, but are capable of the miraculous feat of reviving ancient Pokémon from fossils with their specialized equipment. ”

>3. Cerulean City - “Cerulean City is known as a city of water due to its water ways and position by the sea. Befitting that status, it is home of the Gym Leader Misty, who specializes in Water types. The lush terrain makes growing berries a breeze.

A researcher named Bill makes his home north of the city; notable for being an expert in a variety of subject and famous for developing the modern PC System. Even now he continues his unusual experiments in his seaside cottage.”

>4. Lavender Town - “Lavender Town is a relatively small town in the eastern parts of Kanto. While ordinarily out of the way, with Team Rocket currently occupying Saffron City in the center of the region, it becomes something of a detour route for many.

A calm town, it’s most notable for Pokémon Tower, a form vertical cemetery where many Kanto natives lay their dearly departed Pokémon to rest. Due to the association with the dead, more than a few creepy urban legends are centered on Lavender Town.”

>5. Vermilion City - “Vermilion City is another seaside city south of Saffron. However, while Cerulean rested by a scenic inlet, Vermilion is a thriving port city. Great ships like the S.S. Anne cruise liner frequently make port, bringing tourists from all over the world.

Like other cities of note, Vermilion hosts its own official gym. The leader of said gym is the Electric specialist ‘Lieutenant’ Surge, a veteran from a foreign war. Vermilion City is said to be the best city in the region to watch the sunset.”





>6. Celadon City - “Celadon City is the most populous city in all of Kanto. It’s said that if you’re looking to spend money then this is the place to do it. It makes sense too between the Celadon Department Store, Celadon Game Corner, and Celadon Condominiums.

In a fit of irony with how industrious it is, Celadon’s Gym Leader Erika specializes in Grass types. Celadon sits west of Saffron, and is due east of Viridian. Apparently there’s a secret path between it and Viridian, but you won’t find it on any maps.”

>7. Fuchsia City - “Fuchsia City is among the older settlements within Kanto and retains its unique architecture from bygone eras. As with other notable cities, Fuchsia possesses a gym which is managed by the Poison specialist Koga, who also practices ninjutsu.

Fuchsia City is notable among Kanto city for being the home of the ‘Safari Zone.’ The Safari Zone is a unique nature preserve where exotic and powerful Pokémon are brought in from all over the world for trainers to try catching through a unique game.”

>8. Cinnabar Island - “Cinnabar Island sits in the sea down south of Pallet Town. The town built here has no name, having once been destroyed entirely by a local volcano and becoming synonymous with the island.

Befitting its status as a volcanic island, the local gym leader Blaine specializes in Fire types. Those interested in sight seeing may take interest in the huge and dilapidated ‘Pokémon Mansion’ which burned down some time ago in a mysterious accident.

Cinnabar Island is also notable for being its port, which is the main travel point between the Kanto Region and Sevii Islands. You’ll need to be careful traveling between however, as the ocean currents are notoriously rough on the way.”

>9. Crimson City - “A small, out of the way settlement far north of Cerulean. Never heard of it before? I wouldn’t be surprised. The only way out there is through cliff-side paths and rough, rocky waters. It’s so hard to reach that they don’t even have a Pokémon Center.

There’s relatively little to see or do out there, though relatively tough trainers like going out that way due to the rough condition. Those unfortunate enough to begin here will have some trouble starting their adventure.”

>10. Free Pick - “You get the lucky prize, a free choice of location. You may select any town or city throughout Kanto, Johto, or the Sevii Islands as your starting location in this Jump.

While those familiar with the regions may think they know their way around, it is important to note the time you enter. The famous department store of Johto’s Goldenrod City is still being constructed.

Gym Leaders you might know of like Whitney and Bugsy have yet to step into the roles they’re eventually known for. While these places won’t be entirely unfamiliar, they’re a few years off of being the way you may know them.”



ORIGIN



Moving forward, we determine who you are coming into this Jump. Your sex and age are left in your hands, though most trainers begin their journey somewhere between 10 and 16.

Below are a number of 'Origins,' in most Jumps you would simply pick one and enter the Jump with the stated history. Instead, each Origin - noted with (>) - below has a pair of 'Sub-Origins' - noted with (>>) - beneath it.

In the spirit of fusion, you may select any two of the noted Sub-Origins and combine them to make your own Origin, blending the two as you see fit. As with other Jumps, your choice will also reflect what discounts are available to you in further sections.

Human Sub-Origins are initially incompatible with Pokémon Sub-Origins. You may pick two Human Sub-Origins or two Pokémon Sub-Origins, but not one of each. Those interested in becoming a hybrid of Human and Pokémon may pay 100PP in order to do so however, allowing them to pick one each at their discretion.

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>Pokémon Trainer (Free) - "While humans and Pokémon live alongside each other all over the world, a Pokémon Trainer is someone who works directly alongside Pokémon to battle or go on adventurers. It's the dream of virtually every child to face the world with their partner. Yours is a life structured around raising Pokémon."

>>League Trainer - "While basically anyone - even a child - can grab a Pokéball, go out there, and become a trainer, it takes a license to be recognized by the league. Those who do get approval can go out there and start challenging gyms immediately.

Whether you're just starting out or have been at it for a while, you're registered with the local league and have the Trainer Card to prove it. Do you have what it takes to reach the Pokémon League? Do you have what it takes to become the Champion?"

>>Adventurer - "Not everyone is in it for battling. Some people just love Pokémon and love the world, and you're one of them. It's not uncommon for people in this world to live a relatively nomadic lifestyle, hiking through the wilderness from place to place.

It's a wild world out there though, and so Pokémon are kept as protectors, helpers, and companions on what could otherwise be a lonesome journey. From the highest mountains to the deepest seas, where will your feet be taking you?"

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>Team Rocket (Free) - “These are the bad guys, at least in Kanto. Team Rocket is a criminal organization with dreams of world domination, working in service of their vaguely mysterious and ambitious leader. While many of the grunts are petty criminals at best, as a whole they’re able to block off entire cities for their plans, and now you’re one of them.”

>>Grunt - “You’re one of the people on the ground, the rank and file of Team Rocket. Grunts are the valuable arms and legs of the organization, moving to the beat of the leader’s drum and making sure he gets what he wants.

As a Team Rocket grunt you specialize in general thuggery for the sake of the boss. You probably have some Pokémon but your skills are probably on the level of a distraction against a dedicated trainer. Hey, whatever you can do for the boss though.”

>>Boss - “You’re the boss; okay, maybe not ‘the’ boss since that’s Giovanni, but ‘a’ boss. Yeah, the Viridian Gym Leader Giovanni is the leader of Team Rocket, big whoop, wanna battle about it? Whatever; like Team Rocket’s boss you’re a man or woman of charisma.

You’re a natural leader that knows how to keep your public life and private life separate with little effort. Maybe you’re an admin of Team Rocket taking over the minor operations, or not, who can say? You’ve got important business whatever it is.”

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>Researcher (Free) - “Though you wouldn’t think it with the vast amounts of untouched wilderness even between cities, this is a world of incredible technology. Researchers are constantly studying the many mysteries of Pokémon, or new and remarkable technologies. You are a man or woman of science, more stationary than other Origins.”

>>Professor - “You are a professor, or perhaps the assistant of one. You are someone that studies Pokémon in one way or another. Perhaps you study the subject of breeding, or perhaps moves, or maybe even evolution.

Given the world you’re entering, you may even be connected with Silph Co’s discovery of fusion. Whatever the case, you’re highly familiar with the inner workings of Pokémon, and might even be able to leverage this in ways other than just research.”

>>Engineer - “While it’s obvious even to the average person the power and strengths of Pokémon, humanities power has always been - and will always be - their mind. You’re the kind of person who shows that off best; an inventor, a technician, an engineer.

Look upon the works of man in awe: flying fortresses, matter to energy conversion technologies, cyberspace navigation, advanced cloning, and obviously the latest technology of fusion. What field is it that you choose to innovate?”

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>Pokémon (Variable) - “You’re a Pokémon! These creatures are the entire appeal of this world ranging from cute to cool to bizarre and everything in between. Due to the local gimmick of fusion, this option works a bit differently compared to similar Jumps.

You may either select one Pokémon to start your time here as, or two distinct Pokémon - purchased separately - to start as a fusion of. Different Pokémon have different buy in prices which can be found listed below.

If you have paid the price to become a Human/Pokémon hybrid - and have taken a human Sub-Origin and Pokémon Sub-Origin - you may only select a single Pokémon form, as triple fusions are just as experimental and imperfect as Human/Pokémon fusion.

Your Pokémon form is free if it’s the first form of a line, free if it’s a mono form or second evolution, or (100PP) if it’s a final evolution. You may also select a minor mythical/legendary Pokémon for (200PP), or major mythical/legendary for (400PP).

These informal terms could be understood as the difference between ‘simply’ incredibly rare and powerful Pokémon like Articuno or Entei, and Pokémon with incredible powers and/or status comparable to gods such as Lugia or Groudon.

The Major tier would even allow you to select Pokémon such as Dialga or Palkia which represent upper concepts, or even ‘actually god’ Arceus. Reflecting the mainline games, you would simply be an avatar rather than the being in its full glory however; leaving you with the form, but with abilities more comparable to other Pokémon on their tier.”

>>Wild - “For most of your life you’ve been a Pokémon of the wild. You’re one who lives their life by their own strength and resourcefulness, or the combined abilities of whatever wilderness community you’ve settled into.

Compared to more domestic Pokémon you’re rougher around the edges, more perceptive of danger. You might lack the practiced tactics of a trained Pokémon, but with the right trainer you can easily stand head to head with the best.”

>>Domestic - “Rather than wild, you’re more used to civilization’s comfort and the companionship of humans. Perhaps you were taken in when quite young, or perhaps you were born by the efforts of a breeder and always around humans.

Compared to more wild Pokémon you likely have a softer side to you, and yet may have better base abilities from your careful upbringing. If you’ve been with a trainer you may actually be more disciplined, and could easily beat wild members of your species.”

>>Fusion - “The majority of your experience is tied up in being an existence unique to this world, a Fusion. The internal workings of Fusion are still being studied, and though Pokémon do not appear to reject it, how two minds work in one body is still unknown.

Compared to wild or domestic Pokémon you are more well versed in the unique strengths of being a fusion. Perhaps one or more of your components has some special synergy with the process? It’s a mysterious situation to be sure.”



PERKS

This is the perks section, where you may spend your Power Points to collect various skills, attributes, special abilities and more. You receive a 50% discount on all perks listed under your chosen Sub-Origins, with 100PP perks instead becoming free.

GENERAL PERKS



>Fusion's Future (100PP|Human-Pokémon Hybrid Free/Mandatory) - "In the modern day, only the famous 'Bill' dabbles in the experimental technology of merging Human and Pokémon. Despite his capable hands, he has yet to find success. Somehow, you exist though.

You are a 'true' fusion of Human and Pokémon; a hybrid without the imperfections currently cropping up in Bill's experiments. From the Pokémon side of things you gain the potential to use various moves, an ability, and heightened statistical abilities.

From the Human side of things you acquire human language, ingenuity, hands, and other typical human advantages. While logically you 'should' be a strict downgrade from Pokémon species that makes up half of your fusion, this isn't quite the case.

Although the research is in its infancy, professors in the far off region of Kalos have documented that humans too possess innate energies of a sort. Although those energies aid them little in most cases, they appear to enhance the abilities of Pokémon.

Whether that's related or not, your Pokémon side contributes more of their abilities to you - the final product - than it ordinarily should. With training, you could directly compete with Pokémon as an equal or better in battle.

The Pokémon portion of your fused form cost the same as if you had taken a Pokémon Sub-Origin; free if it's the first form of a line, a mono form, or second evolution, and (100PP) if it's a third stage evolution."

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>Affinity (Free/100PP|Human Requirement) - "Although there are eighteen types of Pokémon with their own unique strengths and weaknesses, you might be surprised to learn just how many trainers will choose to specialize in one.

You acquire an affinity for one of the eighteen Pokémon types. Your choice in affinity helps you with catching and training a specific type of Pokémon, helps with earning that type's favor, and aids you with acquiring relevant skills.

Those with a Water affinity would be better swimmers, while those with a Fighting affinity could more easily pick up martial arts. Human origins receive one purchase Free, but may purchase a second Affinity if desired.

The typing of Human/Pokémon Hybrids will primarily be whichever type they selected for their Affinity, and secondarily one of the Pokémon half's types."





>Trainer Class (100PP/Human Requirement) - “In a world where quite literally everyone can become a trainer, ‘trainer’ does little to define a person. Like any other world, man can be more often associated with their career or hobby. What’s yours?

On purchase you may select your ‘Trainer Class,’ which may be any commonly found Trainer Class within this setting or something roughly similar. You could be a Juggler, or an Actor, or a Cameraman, or any number of things.

Your choice in will give you basic skills associated with the chosen Trainer Class such as sneakiness for a Burglar, or a mild special ability like the telekinetic powers of a Psychic. It’s not much to start, but you also get small bonuses to refining those gifts.

Additionally - and more relevant to the setting - your Trainer Class also helps you with training specific kinds of Pokémon providing they match your theme. In some cases this is obvious like a Bug Catcher training Bug types more easily.

In other cases, it’s less obvious, like a Waiter or Waitress tending towards the mundane or Pokémon that fit a restaurant aesthetic. Still, within this world there’s one more type of Pokémon your class might have an affinity for; puns.

Fusion Pokémon have a new species name which is the first half of the Head, and second half of the body. If you can find or make a Fusion with an appropriate pun name for your class, your affinity will extent to it.

Examples include Bikers acquiring an affinity for Weezing and Hitmonlee Fusions (“Weelee”), or Farmers better training Farfetch’d and Grimer Fusions (“Farmer”). That said, it’s up to you to actually find them.”

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>Power LV (100PP+/Variable) - “Appealing to others through its mechanics, Infinite Fusion doesn’t shy away acknowledging itself as a video game at times. While you won’t catch the setting as a whole using terms like ‘Level,’ you can’t deny their use in quantifying strength.

As a Pokémon you could essentially be described as starting in the ‘Level 5-10’ range. No shame there, plenty of time to move up in the world. By purchasing this perk you may bump your starting power by roughly ten with the advantages associated.

You may purchase this perk a maximum of nine times, as ‘Level 100’ is the cap within the games. Pokémon receive a number of purchases of Power LV for free equal to the price of their first starting form. Won’t always make sense but sometimes GameFreak cheats.

This perk isn’t exclusive to Pokémon and Hybrids, as you may have noticed. As a Human, purchases of Power LV will reinforce the gifts of your Affinity, or the skills of your Trainer Class should you have purchased one, as if you’ve been training for some time.

One with a Fighting affinity could grant themselves a much stronger body and sharper instinct for combat. The abilities of a Psychic could be fostered into something comparable to the Pokémon they train.”



LEAGUE TRAINER PERKS



>Stronger Together (100PP) - “What’s up, champ in the making? Yeah I think you could go all the way. I look at the bond between you and your team and I see nothing but potential. We’re gonna be fast friends, I can already tell.

A champ without charisma is no champ at all, and with this perk you got it. You’re naturally more endearing to others, which goes a long towards being a trainer if you can believe it. Pokémon that don’t like you are harder to work with, you know?

Pokémon who want strong bonds to evolve will do so faster. Pokémon you got in a trade should start listening in short order. You can even hit it off with strangers from time to time to open them up for trade, or a gift. Popular sort, aren’tcha?”

>Lucky Encounters (200PP) - “In this world there are Pokémon that are rarer than others, stronger than others. Some Pokémon can even be called the stuff of myth and legend. Some people could go their whole lives without even seeing some of them, but not you.

Your odds of stumbling into fortunate encounters has gone way up. Pokémon that the average person may find rare could be found within a day of searching for you. Meanwhile, those legends could actually be tracked down if you try.

This can’t make meetings happen from nothing, so you do need to be in the right area for such things to happen. Fortunately it works for encounters other than Pokémon, such as causing events such as millionth customer prizes or being in the right place at the right time to save someone important cropping up somewhat more often.”

>Rare Candy (400PP) - “While anyone can become a trainer, only a few have what it takes to go far, and the best foundation is a strong team. Now you? Buddy, if you were a Pokémon, then two of your moves would be Explosion and Growth.

You have the skills of an ace trainer no doubt, but that doesn’t explain why your team gets so strong, so fast. You just naturally hasten the development of those who see you as a coach or mentor. In this case, it means your Pokémon as their trainer.

While hasty growth in the wrong direction could prove problematic, your aforementioned skills and the slightest care should curb that possibility. Though you may be a beginner, you might be able to do something about that pesky Team Rocket soon enough.”



ADVENTURER PERKS



>Nomad (100PP) - “People in this world are a little crazy, ya know? It’s socially acceptable for kids at the ripe, old age of ten years old to make their way out into the great out doors. They’re to be self-sufficient, independent, and presumably not fucking die.

Like the apparently average ten year old, you have acquired the many skills required to survive in the wilderness. You can read a map, use a compass, build a campfire, pitch a tent, cook your own meals, maintain equipment, hike efficiently, and more.

You may or may not have what it takes to thrive if dropped into the middle of nowhere with just the clothes on your back, but there’s not a lot of that as long as you prepare and follow the marked routes. Stay safe kids.”

>Traveling Companion (200PP) - “To live a true life of adventure is to brave the tallest mountains and deepest seas. Although you have the will, there isn’t always a way. If you can’t handle it by yourself though, how about leaning on a friend?

While traveling with a companion, you can acquire a temporary resistance to any hazardous conditions they might find comfortable. Now you can brave the harsh desert sun with your pal Cacturne, or fly through the cold skies with your bud Skarmory.

Diving to the ocean floor with your friend Wailord? You’ll be able to hold your breath till you find that secret treasure! You won’t get new abilities entirely, but providing you have the appropriate company, your potential travel plans have expanded greatly.”

>A Tool’s Worth (400PP) - “I remember back in the day when man needed to rely on mon for all sorts of things; clearing trees, traversing the sea, lighting caves. Humanity’s ingenuity allows them to be more independent now, and you more than most.

You have the curious ability to bring out far more of a seemingly mundane tool’s potential than others. With a simple pair of garden shears you could cut down small trees, and a surf board might as well be as fast and reliable as a boat on the high seas.

It’s strange, you aren’t making the objects better, but accentuating their purpose. A pick axe is meant to break stone, and so you could even shatter boulders, and yet not have as much luck with a simple wall. I guess there’s a place and time for everything.”



GRUNT PERKS



>Thuggery 101 (100PP) - “Team Rocket is a nasty gang absolutely packed with thugs and bastards. Even if they didn’t have a great boss to follow you can be sure that the majority would have been using their shady skills for no good.

You’re all around capable at general nastiness. You can lie through your teeth, cheat while covering your tracks well, and steal the watch right off of some goon’s wrist. If you cared that much about subtlety you wouldn’t be with Team Rocket though.

Even if someone catches you, your ability to intimidate normal people is impressive. Even the average trainer might balk at trying to stop you with your tough guy act. Just don’t bite off more than you can chew; you won’t scare anyone if you do get beaten.”

>Extortion (200PP) - “The situation in Saffron is a bit rough right now. Every entrance and exit is being covered by grunts forcing people to pay impossibly exorbitant tolls or get lost. It will take forever before someone figures out they could just be beaten up.

You’re a real wiz when it comes to manipulating others into only seeing the options you want them to see. You put yourself in an advantageous position, you make a demand, and providing they have the ability to say no, most won’t see more than the two options.

Sure the crazy strong or actually perceptive types might figure you out, but It’s crazy how no one thinks to just beat you up or rob you most of the time instead of walking away frustrated. What weight do you have behind you?”

>Legal Loopholes (400PP) - “When Team Rocket took command of Saffron City - one of the largest cities in all of Kanto - what do you think the police did? Not a damn thing. Technically speaking, not one of Team Rocket’s acts was against the law. What in the world?

To say you can find loopholes is an understatement. You make them, abuse them, and force them on others. You know that thing where a battle is declared when two trainers make eye contact? That might as well be an invitation for you and the boys to go crazy.

Once you beat down whatever twerp stuck their nose where it doesn’t belong, you can just give them some friendly advice about how dangerous ‘being alone’ in a dark cave or sewer is and send them running. The cops can’t do much more than shrug and say sorry.”



BOSS PERKS



>Home Life Separation (100PP) - “There’s a time and place for everything and to keep those things in their lane is a vital skill for success. That crazy bastard Giovanni was so good at it that most people forgot he was a god damned Gym Leader.

You like him have the ability to partition your life in order to focus your efforts in each of those partitions. What’s more, as long as you respect your own partitioning, so will others. Act outside your parameters and the relationship will be hard to repair though.

The enemies you make as a crime boss yourself could be dogged and feisty, but won’t think to attack your front during business hours like it just didn’t occur to them. Hey, just remember to make time for your kids, huh?”

>Gym leader (200PP) - “It’s crazy to think that even being criminals, Team Rocket was paying an army of henchmen and funding experimental technologies beyond even that. Guess having connections opens up your options, huh?

You both have a notable position in your local community such as a Gym Leader, as as well as established criminal connections. The stability and authority bestowed by the former is firm barring true controversy, and allows you to get away with a lot.

You could divert some taxes to your interest, maybe push for some advantageous changes to the law, and keep small time feds from digging too deep into either business with ease. With a cushy job like this starting your own operation will be a cinch.”

>Arms & Legs (400PP) - “The human body is a complex construct capable of great things. Even the act of walking to a table and grabbing your keys is the product of millions of years of evolution; not that you would do something so basic yourself. You have people for that.

You are an intensely charismatic individual that inspires admiration and loyalty out of your followers, grunts or otherwise. In turn, all loyal followers become more intuitive about your intentions, your wants, your needs, and your plans for the future.

Organizations under your management become highly efficient. People become the cells of a great body able to move at your discretion. Although they may be held back by their individual competency, they’ll work hard to deliver you the keys to the kingdom.”



PROFESSOR PERKS



>Field Research (100PP) - “Wildlife can be a formidable danger in any world; all the more so if the wild can smash trees or breathe fire and your job is researching it. Although the experts always advise people to travel with Pokémon, they themselves never seem to carry.

You’re made familiar with the scientific method and techniques used to both observe and study Pokémon (or other wildlife) in their natural habitat. Providing your intent is simply to watch, you’re rarely harassed or bothered either.

Luck with observing unique, rare, or valuable behaviors are increased as you continue a specific form of research: natives to a particular environment, a specific species, a particular form of behavior like move acquisition or breeding, and so on. ”

>’This isn't the time to use that!’ (200PP) - “You may be known far and wide and have quite a bit of influence among your peers. That said, how is it that some kid you barely know and vice versa to will think of you when mulling over questions of right and wrong?

You’re an unusual type of mentor or role model, in that you can essentially replace direct tutelage with boons and gifts when making your impact. Instead of teaching a new trainer the ropes, try giving them a strong Pokémon and expensive equipment.

The better your gifts - whatever form they take - the more likely your beneficiary is to succeed, and the more likely they are to act in ways aligning with your beliefs and ideals. They may face down infamous criminals, but to hell with riding their bike indoors.

>Prestige (400PP) - “Pokémon are an incredibly important and incredibly mysterious aspect of this world, and their study is one of the most respect fields there is. As such, the most famed Professors in the world have specialties relating to Pokémon.

You’re now a fully qualified professor, and have expertise in one Pokémon based study of choice equivalent to one of this world’s leading experts. Such expertise could range from an established field like Pokémon evolution, to the more cutting edge like fusion.

To keep things interesting, you also acquire a greater ability to translate that knowledge into unrelated fields and practices. Maybe you’ll ply your expertise in breeding to streamline the hybridization of fruits, or something like using your move expertise to become a personal trainer.

It’s a little known fact among the average person, but Oak’s own expertise is in the relationship between Pokémon and humanity. With expertise in such a soulful field, is it any surprise that he’s just as well known for his poetry?”



ENGINEER PERKS



>Splicer Science (100PP) - “What makes this world distinct from other, more familiar worlds it the technology of fusion. While new enough that no one can truly call themselves an expert, you few can consider themselves more familiar than you.

You’re well versed in DNA Splicer technology and can easily make your own splicers - as well as DNA Reversers - if given the time and resources. Considering how cheaply they’re sold and their consumable nature, that’s not asking for a lot either.

You have the foundational knowledge on the mechanisms behind how and why they work as if you’ve studied the technology since its inception. Not only could this help with potential independent research, but getting the most out of your own fusions as well.”

>Storage Sorcerer (200PP) - “In this world there are many fantastical and breathtaking innovations that make the average person’s life easier. If one could say that any one of them asserts itself most however, it would be the simple Pokéball.

What you’re getting is twofold. The first is a technical school’s general education by the standards of this world giving you greater insight into its many wonders, even if you’re not familiar with more exotic inventions.

The second is direct familiarity with the inner mechanisms on Pokéballs and how to make your own. They’re fantastic little things that convert matter into energy and back again while preserving the consciousness of living entities, so I’m sure you can find some uses.”

>Savant Specialist (400PP) - “It’s crazy what people could get up to if left to their own devices, much less when they actually know what they’re doing. All the nature and small towns are deceptive; the right know how can allow man to achieve feats of science fiction.

Alright smarty pants, pick any one local technology. Got it? You are now a genius in that technical field. Interested in personal teleportation technologies? Well, you can probably figure out how to rig machine that lets someone walk right into cyberspace.

Interested in becoming a Pokéball specialist? There’s probably not a type of ball out there you couldn’t make, or quickly figure out how to make with a sample to study. You could probably build one of those automatic construction devices for them too.

Of course, there’s also the option of Fusion technology; the local intrigue. If so - while it might not be easy - your industrious mind may just be the first to achieve feats of triple fusion, or fusion between man and Pokémon!

You may not be a renaissance man like Bill, but you won’t be beat in your field!”



WILD PERKS



>Scent of Strength (100PP) - “From the most rampaging dragon to the fluffiest puppy, Pokémon all enjoy a good battle from time to time. That said, a good battle is one where they aren’t just being beat down. Living like animals, how does one find suitable rivals?

In your case, you just have this way of ‘Nose’-ing. Did that get ‘Pass’ ya? Puns. Instincts! You’re able to detect the general strength and competency of others, knowing when to stay away from a champion on a walk when you’re comparable to Caterpies.

This ability tends to work in relation to you, so while you might not be able to tell if that Butterfree is a metaphorical level 10 or 50, you can get a feel for ‘stronger’ or ‘weaker.’”

>Tree in the Forest (200PP) - “It’s kind of an unspoken social contract where many Pokémon are interested in being taken in by a skilled trainer so they can get stronger. Many doesn’t mean all however, and some Pokémon would prefer to simply be left alone.

You can be considered ‘rare,’ like candy. You’re just difficult to find, such that trainers tracking with their personal skills might find every other mon in the area before you. You’re also great at running away and losing people in your local environment.

What’s more, wherever you establish your nest is likewise difficult to find meaning young or family will be safe while you’re out. Although there’s a limit to the evasiveness of these effects, normal methods of tracking or containing you are ineffective at best.”

>Beneficial Infection (400PP) - “In this world there is rumored to be a special kind of virus. Rather than the infected becoming feverish or debilitated however, it rapidly accelerates growth and promotes strength. Not long after however, one will develop immunity.

Through this perk you become a special kind of carrier for ‘Pokérus.’ This virus promotes growth in those it infects to a significant degree. One may even say that the ‘value’ of a Pokémon’s ‘effort’ is ‘doubled.’

Not only will you benefit however, but other Pokémon around you can become infected as well, receiving the same benefits. Additionally, you will permanently house a unique form of Pokérus that will continue to maintain its strength and mutate into new strains that may affect even those who once held immunity.”



DOMESTIC PERKS



>Friend Shaped (100PP) - “Throughout their incredibly long history together, Pokémon and Humans have always been allied. In the wars fought, there was never a case of man against mon, but always mon beside man. The days of war are now distant though.

You are a friend of humanity. Whatever qualities your constitution may have, you are able to live and love beside them without concern. Any deleterious qualities your form may have can be toned down to be almost nonexistent.

A Muk can become non-toxic for the sake of hugs, and a Slugma won’t burn the carpet despite being made of magma. Even helps with exaggerated shedding of floof balls like Eevee. Doing one better, you’ll become friendlier looking and extra appealing to the eye.”

>Day In, Day Out (200PP) - “No one starts as the very best. It takes tremendous effort and no small amount of talent to climb one’s way to the top. While you still have a long way to go though, no one can talk down your efforts so far.

You are a highly trained specimen of a Pokémon. Whatever this body can do, you’re very familiar with it, and how to apply it in battle with great flexibility and efficiency. The intricacies of your moves and abilities are secondhand to you now.

What’s more, your skill with training itself allows you to train better. The rate you accumulate skill and ‘experience’ is much better than those who put in aimless effort. Humans with access to this perk would have the body and skills of a black belt martial artist.”

>Pedigree (400PP) - “There are physical limitations to effort as little as many would like to admit. The ‘value’ of an ‘individual’ - while not entirely - is in some part dictated by birth and the body and mind that they were given. You however have little to worry about.

You are the product of the experienced hands of a skillful breeder however you wish to interpret that. This first of all grants the natural constitution and potential to stand at the apex of your species; stronger, tougher, faster than the rest.

Second of all, you will have full access to an array of unusual but technically possible moves for your species called Egg Moves. These benefits will also extend to whatever other forms you have as well, granting you an immense biological advantage, and talent in skills displayed by your parentage.

If you wish to be Shiny, that is also an option given right here.”



FUSION PERKS



>Custom Sprite (100PP) - “When two Pokémon are fused, the head and aesthetic of one are overlaid on the body and shape of another. This is the common end result, though there are also many cases of a fusion leading to a form that deviates from the expected.

Providing you can provide logic to why a form would look the way it does when engaging in a fusion, you have much more creative liberties with the end product. It’s as much your form as theirs, why can’t you have a say?

Two Sylveons can come out almost human, and a Spiritomb could mix with a Tentacruel to become a tentacled vortex. The known appearance of a fusion could be completely different when you’re involved.

Processes similar to fusion will also benefit from these effects.”

>Pick & Choose (200PP) - “Fusions would be so much simpler if they were just the sum of their parts, but that isn’t the case. They are new beings entirely with a collection of qualities built up from their contributors. Pokémon can only have two types and ability after all.

In your case, you have much more control over the qualities of any fusion you engage with. It’s you who decides what types land, what ability is inherited, and how stats are averaged; even if it wasn’t a controlled process in the first place.

What’s more, you will acquire additional advantages relating to fusion constitution, being able to qualify as either species for the sake of form dependant interactions. This includes the use of the Pikachu item Light Ball, or unevolved exclusive Eviolite.

Processes similar to fusion will also benefit from these effects.”

>Power Surge (400PP) - “Fusion is a new and unexplored, with many mysteries to its underlying mechanisms. Feats desired by some just aren’t viable yet like the much pursued triple fusion. You personally represent a bit of an anomaly, holding a spark of greatness.

You hold within you a special quality, kind of energy that reacts to fusion. When engaging in fusion, the energy will stabilize more volatile fusions, or enhance the qualities of more stable fusions. That seems vague, so let me provide examples.

In this era, triple fusion is *almost* viable with the right equipment and circumstances. If you were to partake in it, this perk would allow you to make it stable enough to stick, although you would acquire little to no benefits from this perk beyond that.

On the other end, it is known that fusions of the same species lead to hastened growth and forms that at times resemble mega evolution. Rather than just appearance, your stable fusion with the same species would even grab the power of mega evolution.

These feats exist on opposite sides of the spectrum, but generally speaking less viable fusions would become more viable, and more viable fusions would become stronger.”





ITEMS



This is the Item section where you'll be able to find both equipment, property, and other things that don't fit in as perks. There are no strict lines in this section, and you will instead be given one 100PP freebie, and a 50% discount for one 200PP item, and one 400PP item.

>The Bigger Bag (Free) - "A rather mundane looking backpack in the color and style of your choosing. What's important isn't the outside, but the inside, as the Bigger Bag is capable of holding an improbably amount of miscellaneous objects within its confines.
It's not infinite, and there are set limits with multiples of a given object, but who knows what the actual capacity might be. The opening also seems to just work with whatever you plan to put in. Just how did you get a surfboard in there?"

>Pokeballs (Free/100PP+) - "Ten free Pokéballs, and a Premier Ball for good measure. These have an average ability to catch wild Pokémon after you've sufficiently weakened them, with the only difference being color. For 100PP you can triple the above numbers.

Alternatively, for 100P you could obtain ten common alternatives like the somewhat improved Great Ball or the gender swapping Gender Ball. You could could get five of the especially potent balls like superior Ultra Ball or actively improving Perfect Ball.

Master Balls cannot be acquired through this option. Any balls acquired through this option - even the free ones - will be replenished to cap in two week's time.

See notes for details of unique Pokeballs for this world."

>DNA Splicers (Free/100PP+) - "The wondrous modern marvel which this Jump is made possible by; the DNA Splicer. You will receive six free DNA Splicers allowing you to fuse two Pokémon together, or unfuse a previously fused Pokémon back into its parts.

For 100PP you can get an additional twelve normal DNA Splicers, or three Super Splicers. While normal DNA Splicers average the power (level) of two Pokémon, a Super Splicer will grant the resulting fusion the abilities of the greater (higher leveled) Pokémon.

100PP would also be able to net you twelve DNA Reversers. A DNA Reverser switches the Head and Body of a fusion, potentially creating something drastically different. There are a few unique applications for such an item.

Any Splicers or Reversers acquired through this option - even the free ones - will be replenished to cap in two week's time. They're consumables you know."

>Bicycle Voucher (100PP) - "A special voucher that can be used to make one 'Bicycle' based item free. Only redeemable within this document."





>Medicine (100PP+) - “What you find before you is a standard assortment of Potions, Antidotes, and other basic remedies for taking care of your team’s medical needs. Ten of each, nothing particularly stand out, all kept in a small medical kit somehow.

For an additional 100PP you can expand the array of curatives to include Super Potions, bottles of Fresh Water, Revives, and even a Hyper Potion or Full Heal or two. Expended medicines will replenish in your medical kit after two weeks.”

>Hiking Essentials (100PP+) - “Most tend to travel by foot, and this small bag holds supplies that can make that easier. There are several kinds of items inside. First would be several lengths of rope whenever navigating slopes or ledges.

Second is a stack of boxes filled with travel rations that are packed with nutrients and portable, and alright tasting. Third and final is a set of Repels which ward off wild Pokémon so to keep your travel peaceful and without fighting.

Depleted supplies will be restored within the box after two weeks time.”

>Evolution Supplies (100PP+) - “Some Pokémon require certain items in order to evolve and reach their final form, everything from Fire Stones to Linking Cords. One purchase of Evolution Supplies will bestow either all Evolution Stones, or all non-Stone items.

You’ll receive one of each neatly sorted in a plastic display case, and receive a new stone one week after they’re consumed. By spending 100PP to buy the other items, you will also receive one Mist Stone as the crown of your collection.

A Mist Stone is a special kind of Evolution Stone of incredible scarcity. This stone has the power to evolve any Pokémon immediately regardless of their strength or any additional conditions tied to evolution. Mist Stones will only replenish once per month.”

>Helpful Machines (100PP+) - “No case here, just going to stuff all this in your backpack. Looks like just a bunch of random objects: a pair of heavy duty garden shears, a lantern, a pickaxe, a surfboard, a handtruck, a dolly- what did you raid someone’s shed?

For an extra 100PP we’ll throw in some additional items that seem just a bit more impressive. That includes rock climbing equipment, scuba gear, and even a jetpack. You can use them for their intended purposes I suppose.

Why are they called Helpful Machines anyways? Like, most of them are just miscellaneous objects. Whatever, none of these items require any fuel or resources to work, and you’ll get them back within the hour good as new if they end up lost or damaged. ”





>Teleporter (200PP) - “A personal teleportation device that’s portable and easy to use. The device automatically registers the coordinates of any settlement or landmark that you’ve visited and then warp there seamlessly. Fast, efficient, and no travel sickness.

The main flaw if there is one, is that it can only take one person at a time. Trainers can get around this by keeping their Pokémon in their balls, but it doesn’t really facilitate travelling in a party. That, and the fact that you do have to make the original trip.

If damaged in some way, the Teleporter will be repaired and placed back in your possession by the end of the hour.”

>Hotels (200PP) - “This purchase is something like property, something like a phenomena. Any town or city you visit now, you’ll be able to find a rather simple hotel with a simplistic Pokéball symbol up on the sign. It’s always clean, and offers its services to you for free.

More importantly, in these hotels you’ll always be able to find an open door at the end of the hall of the second floor. There will be an assortment of people from the current town or city sitting or standing around.

These people will be looking for something, or have some task they need fulfilling. Maybe they want a specific item they lost on some bench, or maybe they want to see a peculiar Pokémon, or maybe they want confirmation of an urban legend.

You’ll find these requests to be rewarding much more often than not, either paying well or potentially leading you to treasures thanks to the bits of info they share. An employee will often reward you for completing requests based on number as well.”

>Berry Trees (200PP) - “This purchase is something like a property, and something like a phenomena. Whenever you’re in a forest, wood, or outdoor environment you will quite quickly locate a few scattered berry trees mixed in with the rest.

Whenever you check these trees you can find a few hand fulls of berries bare minimum. If you were to check the same tree the next day you would find new berries of another type have already taken the place of the previous.

In addition to the berries, we’ll include a guidebook helping you identify the various berries of this world and their properties.”

>Ember Cream (200PP) - “A tube of special ‘Ember Cream’ made from Fire Gems processed in a particular way. Once applied, it allows the human body to withstand heat far exceeding that which they could normally handle. Made for braving volcanic caverns.

There’s more than enough in there to give yourself and few friends a full coating, and the tube is restored to full each day in case you really like volcanoes or something. Ah, but don’t go swimming in lava or anything of course. It’s not *that* good.”





>Pokéradar (200PP) - “An abnormal device that keeps track of your current location and Pokémon species that you’ve encountered nearby. It also provides visual hints of Pokémon you may not have encountered yet.

By accessing some of the device’s additional features, you can also quickly and directly locate a species previously registered with the device. This function works no matter how rare the species is as long as it’s native to the local environment.

By chaining this feature you may find yet more rare members of a species, such as an example of a Pokémon with their Hidden Ability. A hidden feature even reveals Pokémon that can’t be found through mundane means after registering all others nearby.

This device will work with any form of wildlife in the environment, continuing to provide assistance with zoological studies even beyond this world. This may be more or less reliable however given the abundance and variety of fauna many other worlds have.”

>Secret Garden (200PP) - “This purchase is something like a property, and something like a phenomena. On purchase you will find an uncharacteristically strong opponent near your starting location for the time and place you find them.

By defeating this opponent - who is open to challenge or rematch at any time - you will be rewarded with detailed directions to a bizarrely hidden location such as a secret garden or cave. This location may not be found under other circumstances.

This location is essentially an uncontested treasure trove of high value items and rare Pokémon. You will find a similar opponents in following worlds, and similar secretive yet high value locations as a result.”

>Pokémon Daycare (400PP) - “A mysterious building managed by an elderly couple that seems senile at times. Where is it? Well it’s somewhere around here whenever you go looking. Yeah they’ll forget sometimes too, weird huh?

Anyways, they take in Pokémon from traveling trainers and care for them until the trainers return. You’re kind of like a grandchild to them, so when those large eggs randomly show up in their garden every now and then they let you freely take them with you.

You could expect to find a new egg once every couple weeks if you go looking with all kinds of Pokémon seeming to hatch from them. You can even find the old couple and property in other worlds, in out of the way places.

The eggs will always be free to take, hatching into Pokémon even when you’re not in a setting where they’re native. Every once in a while you might get a little surprise though. Don’t bother asking about it, they really have no idea where they keep coming from.”











>Secret Forest (400PP) - “Whenever you’re in a wooded area, by allowing your feet to lead you, you can find yourself on an obscure path covered in mist. At the end of this path you will find a natural paradise no matter what the rest of the environment is like.

This place will have scenic flora, pure water, and will be hidden by enigmatic forces such that it could exist a stone’s throw outside of a bustling city without being noticed. What’s more, this is a place of rare Pokémon with immense potential.

Not only could you find every Starter in the world here, but if you’re persistent and patient enough you might encounter Pokémon that some would almost deem ‘mythical’ in their rarity. You may find one location like this per Jump, with Pokémon always featured.”

>Pokéball Printer (400PP) - “A huge machine managed by a lab in a nearby town or city. This machine is capable of 3D printing any Pokéball it has the blueprints for. The more complicated the design, the more time required for it to work its magic.

Basic balls can be mass produced, while something on the level of a Master Ball might take weeks. Comes loaded with all balls produced by Silph Co ranging from the standard series to more specialized types like the Dusk Ball, Net Ball, or Timer Ball.

It will memorize the designs of any new Ball types introduced to it, or original Ball Blueprints fed into the central terminal. The machine is maintained by technicians at your beck and call who will store printed balls, and print more according to your directions.”

>Wonder-Trade Network (400PP) - “This is a Wonder-Trade terminal, a type of machine with an integrated computer and permanent internet access. It also has a small port ready for a Pokéball, as the intended purpose is trading.

Place one of your balled Pokémon into the terminal then activate the trade function. Their ball will disappear in a ray of light, before being replaced by a new one. The Pokémon inside this new ball is entirely random, but perfectly loyal to you, a relative stranger.

Along with the terminal you receive a free Premium Wonder-Trade Ticket that may be fed into the machine. When using a ticket, you are guaranteed to get back a high quality ‘fused’ Pokémon, though you’ll be unable to unfuse it.

The Wonder-Trade Network will be online no matter what world you visit, and you will get a new ticket each week regardless of if the previous one has been used or not. Have any regrets about a Pokémon you traded away? There’s a search feature allowing you to trade back by offering a new Pokémon.”










>Cyberspace Teleporter (400PP) - “An advanced machine with connected PC terminal, and a chamber large enough to fit basically any Pokémon that can get through a door. That isn’t to say it’s specifically for Pokémon usage however.

When activated via the nearby terminal, it transports the current occupant of the chamber directly into a connected Cyberspace. One may physically interact with anything they find in this space, with data made tangible and routes created for passage.

While much of what is found there cannot be removed from that space because it’s not truly ‘real’ in a physical sense, it can be used to physically battle viruses, or to capture Porygon that might be wandering around.

I’m sure you’ll discover a much wider array of applications as you experiment with this unusual technology, or potentially develop it further.”

>New Bike (9999PP) - “Ready for your world to get rocked? You’re looking at one of the best handmade bikes straight from Cerulean’s own bicycle shop. This baby was specifically designed for high speed racing and loaded with features.

It’s fast, agile, and did we mention EXTREME? Feel the difference of the 11-speed gear options. Tires? Hell yeah they’re all terrain. Yeah baby, you’ll breeze through Kanto when you sit your ass on this thing. Oh and just look at that candy red paint job.

The frame is made of an alloy that’s a bit of a trade secret thanks to its combination of durability and lightweight and maybe I’ve said too much already. Handles are super ergonomic and a rider with real skill could cross terrain no man otherwise could.

Jump gaps, fly through the air, feel the wind through your hair. Be careful else the adrenaline and power flowing through your finger tips might just leave you crashing. Don’t worry about the bike though because this motherfucker is on a lifetime warrantee.

The seat is the comfiest you’ll find in this industry probably and can be adjusted to suit those low riders, or whatever ostrich legged connoisseur decided to buy. Spare parts? We got those too. For the price you’re paying why would we skimp on the features?”



COMPANIONS



>Partner (Free/One Only) - “Trainers have teams, but the greatest trainers are almost synonymous with their partner. It might not have been their starter, but it’s the signature Pokémon on their team that stands above the rest and always comes in clutch.

You have a partner, either a Human as a Pokémon, or a Pokémon as a Human. This partner of yours is die-hard loyal thanks to shared memories, and enjoys a budget of 800PP. You may also trade them more from your own budget if you wish to make their build bigger.

They’re built much like yourself, even coming pre-fused if starting as a Pokémon. If you don’t want to create a new companion, you may always import an existing companion as well with all benefits being the same.

Should you unfuse your partner the parts will share a single companion slot for the purposes of importation. Alternatively you may dictate just one of these components to be the true companion partner, with the other relegated to follower status.

Should you opt for two companions in a shared slot, importation benefits are either shared 50/50, or perks may be distributed in full to one or the other.”

>Import/Create (50PP) - “With this option you may Import an existing companion, or create a new one for the price of 50PP. Companions receive a 600PP budget to spend on whatever options there are available within the Jump.

Build rules are more or less the same as above, with Fused Companions follow the same rules listed under Partner when defused. For 200PP you may import or create eight companions in one go.”

>Fusion Import (100PP) - “Using this option you may import two existing companions. These companions each receive 600PP budgets to spend on builds, but may only take a single Sub-Origin each. These companions will then be fused, sharing a companion slot from now on.

The rules for this are the same as a single companion starting as a fusion; at least one must pay to fuse as a Human and Pokémon, and future importation benefits will be split using the rules listed under Partner.”

>Canon Companion (50PP) - “There are charismatic and interesting characters to be found all throughout this world. If you happen to make friends, sometimes the bond feels too strong to just say goodbye. So, why should you?

For 50PP you receive an invitation. If you give it to a person within this setting who accepts it, they will become your companion. This is for humans; captured Pokémon follow different rules. That said it’s fine to use this for uncaptured Pokémon I suppose.”



DRAWBACKS



In previous sections you were treated to a variety of beneficial options. Skills, powers, equipment, a choice of forms, even quests in a manner of speaking with rewards waiting at the end. Nice things are rarely free however.

If you want more points for more nice things then look no further. This is where you get those points, though you'll have to work for them. Drawbacks found below introduce penalties, challenges, and threats, though in turn they'll pay you for taking them.

As a note however, companions are disbarred from taking them.

>The Rival (+100PP) - "There's this one person in your life that is just sort of a dick. You may or may not be on friendly terms, but they will go out of their way to mess with you whenever the opportunity presents itself.

Racing to beat gyms before you and calling you slow, introducing you by something crude like Professor Assclown to strangers, or specifically strategizing to beat you are just a few acts you can expect from them."

>Milky Way (+100PP) - "When fusing two Pokémon together, often you'll find the new Pokémon to not be too much different. Yet, maybe it's similarity that leaves the milky Miltank fusions so uncomfortable to be around.

You have a way of encountering more disturbing fusions during your stay in this world, which much higher frequencies of Miltank, Mr.Mime, Shuckle, and Parasect among others infamous for producing small nightmares."

>Silent Protagonist (+100PP) - "For the duration of your stay you've been rendered mute. Sure people might get a general idea of what your intentions are from your actions, but directly conveying them has become quite a bit more difficult.

Strangely, directing Pokémon in battle as their trainer isn't too bad. Maybe they were always a kind of non-verbal type of creature? Many questions are being raised."

>Malicious Compliance (+200PP) - "There are a lot of bastards in this world, though generally they congregate in Villain Teams. You know what's just the worst, though? When they don't even battle you and insist on being an inconvenience.

There are specific Team Rocket grunts that seem to harass you, but not in the way you think. These grunts will find places you want to go and then ask for a toll you can't possibly pay. And - because they don't swing first - you can't even beat them up!

You'll either have to cough up the money, find another way around, or annoy them until they swing in order to clear the situation."





>Region Lock (+200PP) - “You can’t quite recall adventure feeling this constrained. You’ll frequently find your travels interrupted by one inconvenience or another with someone around to talk about how to specifically get around it out loud.

These inconveniences could range from a boulder blocking a mountain pass that needs to be moved by someone or something strong, to a gang setting up on a bridge with a barricade. These side-quests generally require you going out of your way to solve.”

>This Little Bastard (+200PP) - “Whatever ambitions you have are going to have to go on hold because you just made a local ten year old your enemy. To be more specific, you’ve made enemies with a mute ten year old ready to fight god, with the skills to do it.

For some reason they won’t really leave you alone and keep coming back ready to beat you up every time you reach some sort of landmark in your life. Get good results for a villainous experiment? Ten year old. Finish a villainous plan? Ten year old.

Have you had enough of the ten year old? Gonna go into seclusion to ponder how to beat the ten year old? Ten year old. Decide to say fuck it and decide to go home? Ten year old. Well, at least they’re not out for blood. . .”

>Nuzlocke (+300PP) - “Ill-advised, but if you’re wanting to live on the edge, this Jump will now work more or less off of Pokémon Nuzlocke rules. What does this mean? Essentially, it’s as if you live in a world apart from everyone else.

Your Pokémon don’t faint, but will literally die if they fall in battle. You’re also unable to resolve conflict without battles which sucks pretty hard. You’re limited in what you can catch, with any given route only providing one opportunity per. Finally, should your entire party currently on hand be completely wiped, you will immediately chain fail.”

>Fusion Devolution (+300PP) - “It’s known that wild Pokémon can be found already fused together, perhaps as a result of DNA Splicers being carelessly discarded and happened upon. It’s not really a problem though, or it wasn’t till now.

See, it’s not just the normal Pokémon accidentally fusing anymore but the legends too. The big shapers of the land and personifications of concepts. Expect the searing rains of Kyogre/Groudon, or the noodley anger of Rayquaza/Deoxys unless someone steps up to pull them apart. This drawback will create a more hectic world to travel through.”

>Little Red (+300PP) - “You have functionally replaces the original protagonist and must now match up to their feats while contending with their problems. Problems include being in the eye of the hurricane for all the most hectic events, and being the only one around who can possibly put a stop to Team Rocket’s plots for hostile takeover. As a Pokémon you will instead be the protagonist’s starter with similar penalties.”





OUTRO



Congratulations, you've managed to survive ten years of challenges or adventure more or less of your own making. You could have just kicked back at the beach all decade but I imagine you didn't. Either way, you're alive! Now it's time to figure out what to do next.

>Stay - "And why shouldn't you? It's the world that made up the dreams of hundreds of millions of children for decades. This world in particular introduces new and exciting ideas of which you're entirely unfamiliar with too.

Your chain will end, but your adventures are only beginning. Everything you've earned, everything you've purchased, the companions you've had, and the friends you've made, will be all around you while the greater multiverse goes on."

>Go Home - "The combination of comforting nostalgia and spicy originality seems to have inspired you. That inspiration will take you back to your roots, and to make new memories where your oldest memories still lie.

It's been a long time coming, but you're going home. Whether you're nursing a vendetta against that unjust world compared to this land of ideals, or you want to see your family again, it won't be long now. Everything you achieved and obtained will follow suit."

>Go On - "You had fun, you really did, but this world is ultimately just one of many. You may have been to other worlds almost exactly like it, or this may have been your first experience with the old pocket monsters on your path among the stars. It's done now, but you're not.

This chain will continue as it has before and will continue to do so. The powers, possessions, and people that have found their way to you will continue follow as always. While you're on your way out, I do hope you made some fun memories.

Good luck, and we hope to see you again one day."



NOTES



>(1.) The game is full of Pokemon and there's a good fusion calculator found right below. Should you wish to come up with your own fusions with Pokémon not in the game however, I'll explain more of the basic rules of how it works.

For one, it seems as if the Pokémon you choose as the Head contributes about 66.6% of their HP, Special Attack, and Special Defense, and 33.3% of their Attack, Defense, and Speed to the fusion; rounding down. This is obviously reversed for the Body.

The Head contributes their main type, and the Body gives their secondary type. Most Starters will always contribute their main type however, and many Flying Pokémon will grant Flying primarily despite it usually being their secondary typing in normal games.

You may select the Head's primary ability or Body's secondary ability, however if either have their hidden ability you can just opt for that no matter what. I think between this and the section at the top that should mostly be everything?

>>(1.1) Fusion Calculator

>>(1.2) Fusion Dex (added in update 1.1; a better way to look around)

>(2.) Ordinarily you may only choose the Head's primary ability or Body's secondary ability for your fusions. However, by using a DNA Reverser, your choice of ability remains. This allows you to aim for ability first, then reverse into the head/body composition desired.

>(3.) When the Jump ends, you may bring the Pokémon captured by you and any companions you have along with you as Followers, providing this number is not greater than one PC System's capacity.

Followers are similar to Companions in that you may freely bring them along with you to future worlds. They ignore traditional limitations of Companions, but cannot be imported for more power without then becoming a Companion and becoming limited.

Followers will automatically respawn after a period of one month rather than standard Companion respawn times.

>(4.) Pokémon Infinite Fusion has a robust array of unique Pokéballs for player use. At this time this includes the following balls listed in the following link, with several examples of particular note found beneath it.

>>(4.1) New Pokéballs

>>(4.2) Gender Ball - Reverses gender of captured Pokémon unless genderless.

>>(4.3) Ability Ball - Grants captured Pokémon their hidden ability.

>>(4.4) Virus Ball - Infects captured Pokemon with Pokérus.

>>(4.5) Dream Ball - Induces sleep in target Pokémon regardless of capture.

