# Pokkén Tournament

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Welcome to the world of Pokemon! Or, rather, a very specific area of it. This is the Ferrum league, a place in which Trainers strive to reach the top of the ranking system and become Champion. They do this with the aid of their trusted Pokemon companions, and the power of Synergy Stones. With a Synergy Stone, powered by a local force known as Gaia, a Pokemon and Trainer are able to become one in both thought and action while also gaining access to a powerful force known as Synergy Burst. However, rumors have begun to spread that Gaia is beginning to fade from the land, and rumors of a 'Shadow Mewtwo' being the cause...

Ah, before I forget. I was given these to help you on your journey. Here, have **1000CP**.

Roll 1d8 for your location. If you would like you choose your location, you may pay 50CP instead.

1. Selen Island- A Tropical island off the coast of Ferrum, popular for beach vacations. Every year it is the host of the Magikarp Festival, a whole event dedicated to the mass catching of Magikarp and building a massive statue in their honor.

2. Old Ferrum Town- One of the oldest towns in Ferrum, largely dominated by Mom and Pop shops and the occasional cafe. Pokemon and children can be seen roaming the streets, and its relatively peaceful most days.

3. Haunted House- An old mansion with its owners long since deceased, it has become a sanctuary for ghost types over the years. Battles often take place within its confines, which its residents are gleeful to watch.

4. Diggersby Land- An absolutely massive theme park with the pokemon Diggersby as its mascot, complete with massive monuments and rollercoasters. Pokemon battles often occur outside its entrance, drawing crowds to the park.

5. Tellur Town- A ranch community devoted to raising Pokemon, its residents often are born and die within this very town. Despite this, it seems to keep itself going off of farms and occasional bursts of tourism.

6. Neos City- The largest city in the Ferrum Region, rivalling others such as Castelia and Jubilife. As such, life is all about the hustle and bustle here with passerby crowding every intersection, although battles still manage to break out here and there.

7. Phos Volcano- An old mine where fire and dark types like to hang out, giving the surrounding caves and heat. Its relatively safe, however, if you avoid the obvious pits of lava and shaky bridges.

8. Free Choice- Lucky you! Pick any of the choices above, or perhaps choose somewhere entirely different to start out.

## *Backgrounds

Trainer: A new hand at the training business, you've travelled to the Ferrum Region (or perhaps already lived there) in search of glory and fame through the League System. With your trusty partner(s) at your side, surely there's nothing that could stand in your way!

Pokemon: The brawn behind the Trainers brains, Pokemon are loyal companions to Trainers and act as the combatants in Pokemon Battles. You can start as any existing Pokemon, including Legendaries, however Mythicals are not allowed. Strangely enough, however, Legendary pokemon don't seem to be any more powerful than others here, and in fact are strangely abundant. How odd.

You may change your gender for no cost, while rolling 1d10+10 for your age.

## *Perks

100CP Perks are free to their origin.

### *Trainer Perks:

Understanding the Bond (100CP, Free Trainer): What is a Pokemon? Are they your pet, to pamper and protect? Are they merely a tool to use for achieving your goals? Or perhaps something in the middle? Thankfully that's an answer you know now, understanding the best dynamic possible between two partners to make the most beneficial relationship

between the of you possible. Of course, actually reaching that state will be up to you, after all.

To Be a Champion (200CP, Discount) Trainer): Being a Trainer is hard work, you know. Not all Pokemon are agreeable little fuzzballs, and even then training them to a competitive level is a path riddled with setbacks and challenges. For the faint of heart, it is a road best not travelled. But for you? You have the will to take those challenges and face them for what they are, learning from your mistakes and moving forward as a result. Only the greatest of tragedies could break that iron determination of yours, and even then with time you will find yourself again, strong as ever.

An Old Hand (400CP, Discount Trainer): Not so new at this, are we? Aside from having been training Pokemon for a quite a numbers of years now, and having much stronger bonds as a result, you understand the intricacies of what it takes to be a trainer, and how to excel when training. What would take a pokemon five days to master takes three, communication is more effective, and most importantly you will be satisfied with the results you reap. You've worked for it, after all.

The Dynamics of Battle (600CP, Discount Trainer): People love their Pokemon, but you might as well be the same entity. Moving without speaking, understanding without communicating, you have the sort of bond with them that is often spoken of in legend. Aside from the obvious perks of being perfectly understand their thoughts and actions, as you deepen your bond with them you will reach certain points where you 'level up', choosing certain points of that bond to strength which can affect things such as the offensive and defensive capabilities of a Pokemon, or how powerful the Synergy Burst of a given Pokemon is.

***Pokemon Perks:**

PokeCute (100CP, Free Pokemon): Even the most 'ugly' of Pokemon have their own rabid fanbase. And why is that? Well, they know how to strut their stuff! Being one of them, you know how to come off as an archetype such as 'cute, 'cool', or 'taciturn' right down to the unconscious body language, even if your shape or form would usually suggest towards a different stereotype. What's more, you also have the know how to pull off a grand entrance at the beginning of battle to put foes off, as well as a perfect victory pose at the end. It's good to be a Pokemon.

Phase Shift (200CP, Discount Pokemon): Battles in the Ferrum League follow a strange set of rules known as Phases. While in the Field Phase, 3D movement is allowed, causing a variation of attacks and patterns to become possible. In Duel Phase, movement is restricted to a backwards and forwards direction, but attacks become far stronger. With this perk you are able to construct 'fields' with a maximum range of 200ft in width in which these effects will take place during battle. Fights start in Field Phase, but can be

switched to Duel Phase and vice versa by taking enough ‘damage’ to do so. It should be noted, however, that if the target is significantly more powerful than yourself that this will be unable to limit them in a significant manner, only hindering yourself instead.

Lifelong Partners (400CP, Discount Pokemon): As much as the Trainer relies on the Pokemon, the Pokemon relies on the Trainer. So what happens when one piece of the bond is weaker than the other? Well, a multitude of things. First off, you have an innate ‘sense’ when seeking a partner as to how well the partnership would work, even in an ideal situation. Secondly, for those already stuck in an non-ideal relationship, you will find yourself in situations more often than not that will help cause positive growth for your partner if you work together. This can be something as obvious as ‘not being as cowardly’ to something more serious such as ‘helping get over the traumatizing death of a loved one’ although obviously the latter will take much more time and effort to do. Will you prove that you’re willing to make it work?

Gaia Overflowing (600CP, Discount Pokemon): Most Pokemon have a natural aptitude to the energy of Gaia, using it to strengthen their attacks and can even cause temporary bursts in power when utilized through a strong bond with a trainer. But you are not most Pokemon. Naturally gifted with the energy of Gaia, you are what at a level of strength many would consider monstrous, perhaps eventually on par with even the legendary Shadow Mewtwo given time and training. In addition, you are capable of undergoing Mega Evolution without a trainer’s Synergy Burst at the climax of battle if you are a Pokemon capable of doing so, while those without such forms will become temporarily clad in their elemental energy to a similar effect. Be warned, however, the sudden lack of energy when this form ends is often draining and disorienting. Don’t get in over your head.

## *Items

100CP Items are free to their origin.

### *Trainer Items

AR Headset (100CP, Free Trainer) A headset that connects via telepathic link to your Partner Pokemon (or to you, if you’re the Pokemon), allowing for communication via thought over an undetermined distance. Aside from allowing complex communication in a faster time period than normal speech, it's also exceedingly comfy.

Infinite Accessories (200CP, Discount Trainer): A walk-in closet that attaches to your closest property, upon walking in you’ll find it to be chock full of the latest trends in PokeFashion. You can even equip special pins which will cause you to erupt in a brief

display of SFX when entering a battle, such as a flurry of hearts or a spark of thunder. This wardrobe updates with new clothes every year, even after the jump ends.

Legendary Ruins (400CP, Discount Trainer): Once a jump, when you have found a specific problem you are unsure how to triumph, you will receive a letter. This letter is a map with the directions to a certain hidden location, stating that if you complete three trials you will receive the answer to the problem that you seek. At each of these three locations awaits a lavish and ancient looking ruin themed after a legendary Pokemon, each with a guardian who (after defeating in battle) will set you on the path to understanding that which you wish to learn, along with giving you the location of the next ruin. Once all three ruins are cleared, they will vanish until next jump, in which they will appear again when needed, albeit representing different Pokemon.

The Ferrum Region (600CP, Discount Trainer): E-excuse me? Did I just hear you correctly? You must be joking. You wish to take the entire *league* with you? I…fine, but it'll cost you. In the following jumps, the Ferrum League will appear as an isolated island, filled with inhabitants and Pokemon just as it is right now. While the people and Pokemon may differ from jump to jump, the land is guaranteed to always be always flowing with Gaia for Pokemon battles.

***Pokemon Items**

Support Pokemon (100CP, Free Pokemon): Hey, it's your buddies! Choose any two pokemon from the current Pokedex. Now, once every 'fight' they can appear for a few seconds, casting either an 'attack' against an enemy or a 'buff' on yourself to make you stronger. The stronger a friend is, however, the longer it takes for them to show up. They can also appear outside of battle, however they won't be able to do anything of considerable worth and by and large just amount to good hangout buddies.

Training Dojo (200CP, Discount Pokemon):- Pokemon are pretty destructive, when you get down to it. Gouts of fire, destructive bursts of water, crackling electricity, it's a wonder that places don't get leveled just after short scuffles! Thankfully, this spacious Japan inspired dojo is made just for your training needs, being oddly resistant to damage and stocked with a residence of Pokemon to test your mettle against. The master of the dojo, a wizened Machamp, is there to provide training as well for beginners.

Jumper League (400CP, Discount Pokemon): A full sized arena, complete with an audience who seems to have come from…somewhere? Whether its normal Pokemon Battling, a chess tournament or something more esoteric this place hosts it all, and has a monthly schedule broadcasting what exactly will take place here. Aside from raking in a portion of the profits here as owner, you can participate in events for free, and you might run into some strangely familiar

faces from time to time both in the audience and on the playing field. But its just a trick of the eyes, right?

Shadow Synergy Stone (600CP, Discount Pokemon): How did you find this? There is only one item like this, and it has been locked away for a very long time by a certain clan. No matter, it seems. This strange stone, glowing with a blackened light, is seemingly innocuous until embedded into the body of a living creature. Upon that point the creature overflows with the power of Dark Gaia, the opposing force to this worlds Gaia energy, awakening their talents and darkening their bodies to represent the taint they have taken upon themselves. While most Pokemon would be driven insane by it and afflicted with constant pain by usage, you are immune to the effects and able to disengage it from your body at will if so desired.

## *Companions

Nia (Free): This peppy and cheerful trainer is your guide to the Ferrum Region, along with her Partner Weavile. Always happy to help in battle and perhaps a tad too chatty, she'll be more than happy to join you alongside her pokemon in future Jumps if you ask nicely. Just be careful when she goes shopping, she seems to have expensive tastes in clothes…

Trainer (100CP, 1st Free Pokemon): Looking for a fellow trainer to spend your time together with? Well, this appears to be the option just for you, allowing the import of one of your fellow companions or the creation of an OC Companion who will join you on your adventures after this, having the trainer background and 800CP to spend on items and perks. Can be taken multiple times.

Pokemon (100CP, 1st Free Trainer): Lots of trainers have multiple pokemon, and lots of pokemon have multiple friends. Why not bring them along? You can import one of your companions or create an OC companion, having the Pokemon Origin and 800CP to spend on items and perks. Can be taken multiple times.

Alternatively, 300CP can be spent to use either of the above options on up to eight companions, with all that entails.

## *Drawbacks

You may take as many drawbacks as you want, but do try and be reasonable.

+0CP A World of Adventure: Perhaps you've travelled this Earth before? Maybe at the beginning of your journey, made some memories that still echo to this day? With this drawback these events become canon, and you may seem some familiar faces as well visiting Ferrum on vacation.

+100CP The Spirit of Battle: Everyone here is a little competitive, but you? You take the 1-10 scale, and dial it to eleven. Everything is about battle, win win win! Expect this to get in the way of day to day life and people to become upset with your somewhat selfish behavior at times.

+100CP “Time to Pick Your Support!” (Incompatible with Nia): So the Ferrum league assigned you an aide throughout your stay here, this lady called Nia. And she is the worst partner *ever*. Not only does she never shut up, both on and off the field, but she has a habit of saying the same exact phrases to the point some might even speculate she’s some sort of demented robot bent on terrorizing you for your entire stay. Attempts to change her attitude will largely fail and any attempts to remove her/kill her will result in her Weavile beating you up, regardless of your power level.

+200CP Poor Partner: So unfortunately, it happens. A Pokemon and a Trainer get together and for some reason, they just can’t click. Whether it be a communication problem, emotional issues or something else entirely you and your partner are going to constantly be at each other's throats for the next decade unless significant efforts are made from both sides to get better. Aside from negatively impacting your battles to a significant degree, that level of stress is guaranteed to cause some form of trauma if not treated at all. If the two of you somehow separate permanently before the decade is up, it is considered Jump Failure.

+200CP Read the Notes: One day, you might seem the top dog of this place, everybody is getting creamed with just a love tap. The next? You wake up and suddenly you’re absurdly weak, and that Pikachu over there just pile-drived you into the ground while making a sandwich. This seems to be attached to these oddly named ‘patch notes’, pieces of paper that appear every month in your warehouse describing the changes in power until being replaced the following month. However, the pure density of these will make for a chore in itself. Best get some reading classes.

+300CP Desolate Land: Gaia no flows through the land of Ferrum. What does this mean for you? Well, aside for the inability to use Synergy Burst or other Gaia powered technology, this land will slowly start to die as the life energy of this land slowly withers away to nothing. Plants will die, animals will get sick, and the very earth will begin to crumble as the region tears itself apart. Should this not be solved in ten years the Region will sink into the ocean, causing Jump Failure. Hope should not be lost however, as legend tells of an artifact overflowing with Gaia deep within the depths of this region, one that if found, could possibly foil this calamity…

+300CP Encroaching Shadows: Due to your machinations, the Shadow Synergy Stone has now duplicated itself. With four other copies of the Synergy Stone now embedded into other corrupted legendaries, Shadow Mewtwo now leads its group of maddened and

berserk legendaries across the land, spreading destruction wherever they go. It will be up to you to defeat them, as even the most powerful anti-Dark Gaia artifacts of this land are able to weaken just one corrupted legendary, let alone the horrors you have unleashed. Best of luck to you, Jumper.

## *Ending

Has it been that long already? Whew, our time together sure went by fast. Anyways

With your ten years over, you have a choice to make.

- A Long Way From Home- Perhaps your time here has made you long for a familiar place. Travel back home, with everything you have obtained on this journey.

- The Eternal Battle- Or perhaps this land enchanted you in such ways that you couldn't bear without? Stay here for the rest of your days will all you have, I'll settle your affairs away in others worlds.

- Never-ending Journey- Ah, yes. The road wanders onward, doesn't it? Continue forward on your journey, Jumper.

## *Notes

-Merry Christmas everyone!
-Yes, leaving the Ferrum League is possible. But isn't this the place you've come here for? Bah, I can't understand you Anon.
-Jumper League brings in characters from past jumps, but they're just there for cameo appearances. They can't do anything that would be narratively affecting, in essence.
-Wanking helps.

***Changelog**
0.1: Jump Skeleton is made. It totally didn't take four months, I don't know what you're talking about.
0.2: Rambletext is replaced with actual flavor text for most items and perks. Changelog is actually updated.
0.3- All perks/item slots are filled, only Drawbacks remain unfilled.
1.0- Added drawbacks. Jump is now 'jumpable.'