

Generic Pokémon Challenge Jump

Version 1.1 (Tri-Sevon Edition)

Greetings, Jumper. This may look familiar to you if you know what the world of Pokémon is, but this may not be what you expect. To offer a brief explanation, this is a version of the world focused on facilitating challenges of various kinds, such as *Nuzlockes*, *Blank-Type Only Teams* or *'One Pok*émon*'* runs for example.

Of course, there are more than just that examples, but that is for you to determine which you wish to undergo as a challenge. And as a means to help you out, you will be provided **1000 Challenge Points** for you to use as you see fit.

Challenge Locale (Starting Location)

These are a selection of various locations around this setting you find yourself in.
And in case you wish, you can roll some dice to determine where you start instead.
Take your time to pick where you wish to arrive at.

Kanto
*Includes other versions as seen in other iterations**

Johto
*Includes other versions as seen in other iterations**

Hoenn
*Includes other versions as seen in other iterations**

Sinnoh
*Includes other versions as seen in other iterations**

Unova
*Includes B&W2 iterations**

Kalos

Alola
*Includes Sun/Moon, Ultra Sun/Moon, and Ultra Space Locations**

Galar
*Includes Isle Of Armor and Crown Tundra iterations**

Orre
*Includes Colosseum/XD: Gale of Darkness**

Pasio

Ferrum

Other
(In case any of the above are not what you are looking for as a choice, or you wish to go somewhere very specific in general.)

Backgrounds

While you are initially given a challenge to achieve if you wish, we can also easily allow you to determine the background of who you are in your final starting choice. This does include age and other personal details, if you wish to influence what exactly they may be.

(You can also use dice to roll up whatever age you end up at as well.)

Species

You can retain what form of life you wish to be, but we do also offer a chance to gain an alternative form for you to start as in your venture.

(The options below can also be picked by rolling dice if you wish to opt for that method of choice.)

Human
Considering everything, being a human is perhaps the most boring option on paper. However, a deeper look can reveal that maybe humans have their own potential akin to Pokémon as well.

Pokémon
The namesake of why you may even be here. So why not give you a chance to possibly be one? Up to you on what you pick, but be aware that challenges will still test you (as best they can), even if you try to become something powerful via this option.

Other
In case you wish to be something else that isn't a Human or Pokemon, this is for you.

(In essence, this is the Free Choice option to use whatever you want in case the options above aren't exactly what you want or don't fit any of them somehow.)

Perks

*You gain **4 Challenge Tokens** as Freebies for any of your purchases here. And in case you wish to go for an alternative option, forgoing the freebies will allow you to get a stipend of 400 CP to use.*

Poké OST [Free]
Of course, this is going to be on the table for you. An entire collection of the music heard throughout the series, alongside any official or fan remixes for you to mentally play at any time you wish.

And yes, you can make sure to control if others can hear it or not, alongside if you can transmit from any audio devices/mediums you may wish to use as well.

Challenging Endurance [100]
Endurance is perhaps one of the most key points to facing a challenge head on and keeping yourself going despite the low points that may be out there…

..So now, let's see how far you will go with this. In essence, this offers a two-fold deal. One part being a semi-decent boost of mental fortitude to push yourself forward, while also allowing a smaller boost to your allies and companions if you stand by them in person.

The other part is more of physical fortitude that offers a semi-minor resistance to all forms of elemental damage, but also a semi-decent boost to nulling pain and

increasing your stamina. And yes, your allies and companions get a weakened version of these applied to them if you are around them in person.

Analytical Mind [200]
The best kind of mind, some would say. In short, you find that all of the activities, especially in terms of battling (and anything relying on chances/percentages), are very easy to read by you.

If you are leading a team, you can easily work out angles to attack an opponent, especially in doubles, triples, and rotational battles.

And in case you're the one doing the fighting, you can easily learn any patterns your foes rely on, while also being able to adapt to predict them outright if they end up being careless.

Encounter Battle Manipulation [200]
In case you are limited in the opportunities you have to catch more possible teammates, this is for you.

In short, you find that any and all efforts in trying to locate a specific 'Mon' or target will prove a somewhat minor boost (via enhanced luck) in your favor, especially so if you have an exact idea on who/what you were looking for.

And in the rare case you don't actually find exactly what you want, it will also skewer in your favor to find the next best scenario related to your situation (if applicable at all).

Bulk Item Magnet [200]
In case times are tough in the money situation or you may be running low on other critical supplies, you find yourself strangely able to locate the exact things you may need located in the shape of an odd 'Poké Ball' colored container. However, do expect these to gravitate towards being more of the man-made items like the 'Potion' line of products overall.

And the sweet bonus is that, besides those…You also are able to harvest to collect much more, like say 2x or 3x more Berries from bushes and trees for use in healing and treating Pokémon, or other natural resources that would contain shiny and sellable things like Pearls, Nuggets, and Star Dust/Pieces.

(And no, you'll never find any Mons able to fake a disguise like these special containers, thanks to their noticeable distinctions.)

Repel Master [300]
Sometimes, you may have to be out in the routes or wilderness for a long amount of time. And running into battles from wild Mons or other Trainers may be a threat to keeping to fulfilling the challenge you are on.

So why not have a way to do something in your favor? In short, this offers a large boost in efforts and actions that can keep you from getting into battles you don't wish to get into…

..Such as the 'Repel' Items now repelling both weaker and powerful Mons from trying to get into a battle with you while the effect remains in use, or any of your own talents that work for camouflage, invisibility, or related skills/powers that match that.

Disadvantage Trimmer [300]
In case you are in a battle or are leading a team, you can have your weaknesses be reduced in severity, both with your mere presence or by extensive training with said teammates to boost their defenses.

This also works in the offensive sense as well, making those that are immune or not very effective against actually able to be damaged or increase said potency to inflict damage.

And as a bonus, you find any equipable items and gear that can help in making a sizable difference in your defense or offense against those you are weak against.

Advantage Raiser [300]

Much like the previous one, except on the other side of the coin. And just in case, all of your advantages in offensive and defensive manners are boosted to a similar potency.

And yes, it will also easily work with your equipable items and gear as well in making them more effective on top of their innate functions and qualities.

Neutral Leaning [300]
And in case you have something that ends up working out to be a set of 'neutral damage' in regards to your offense or defense, it'll actually lean more towards your favor for dealing more damage than normal on your foes or reducing said damage inflicted on you.

Type Master [400]
You find that as a human or Pokémon that you can actually make use of a singular type to their maximum power and effectiveness. In other words, you can actively select one 'Type' that you can control (even as a Human) to replicate the moves and powers of the type you have access to.

Of course, as a Pokémon…You get access to at least 'Two Types' at your disposal that aren't the one(s) you don't already have. But as a catch, you get a stronger, but diminished version of its power and effectiveness compared to the ones Humans get access to.

(Of course, if you have both a Human and Pokemon form…You can get the benefits of both with this Perk.)

All Stat Training [400]
Even if you have to be the 'Trainer' for yourself or a team, you will know how to make them able to get the most out of their exercise, training, sparing, and even on more daily activities and relaxation.

In short, you find that even your weakest areas in terms of your capabilities in health, speed, attacking, and defending will be developed to be better, even if you end up

doing nothing or laze about. That said, it will be improved with the more activity you put in, especially in battling opponents or sparring with your allies.

Jumper Plays Pokémon [500-600]
Perhaps, you may wish to let things be done by others? To begin, this offers a special ability where you can impose upon yourself a special menu where multiple users can input limited moments or specific actions that allow them to do all of the work for you.

Of course, it gets more complicated if more and more 'users' show up to add in their own. Especially so if you get more than, say a 100, 1000, or 1 Million. And to that end, you can freely determine where it takes in the form of 'Order' or 'Chaos'.

Order acts where everyone has to vote and the highest vote results in an action (and of course, this will be fast for them), or just leave it on Chaos, where you could just get lucky and things go exactly as they are needed despite what may be going on.

And for an additional **100**, you can also place this on others that exist as your friends/companions with their own self-control added in.

(Oh, and you can also do the same on say…Your enemies or foes.And remove their option on self-control, while also freely dictating the 'Order' or 'Chaos' modes.)

Gear & Equipment

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Custom Poké Ball [Free]
In case you have a Pokémon form or have a specific mon that you wish to transport around in a specific manner, this is for you. This special Poké Ball comes in any style you wish or can freely create with how modifiable it is.

In terms of function, it acts like a massively enhanced ‘Luxury Ball’, which means that your Mon can be more likely to bond with you further while in this device, while also keeping them protected from the outside environment.

And in case you use this as a method of shelter or alternative living via a Pokémon form (or other viable forms in general), you’ll find that the interior environment is freely customizable and always suitable to your form no matter what. After all, it needs to live up to the quality of ‘Luxury’.

Custom Clothes [Free]
In case style is important to you, this is a set of clothes perfectly made to your exact tastes and preference and will always ensure that you do look stylish and good looking at the bare minimum.

And yes, these will clean and repair themselves if they get ruined, while also having no negative impact in doing your daily activities or other extensive tasks you may be handling.

Remote Base Equipment [100]
A series of simple tools and gear that allow for ease in setting up places for camp out in the wilderness, especially if you go out into any areas beyond the side paths of the Routes.

These will also help make sure that anything you put up as shelter either for the night or something else, will always be packed up and ready for transport in mere moments.

And these also can work for those who want to make secret hideouts akin to those in Hoenn or Underground Bases in Sinnoh, while also offering the same qualities as mentioned above.

Utility Attire [100-200]
In short, this is a highly modifiable (in the vanity department) collection of the protective attire used, especially of the kind seen/used in Alola, that Trainers and people use when Pokémon are in various tasks or functions.

These ones are easily able to come on and off, while offering a semi-major increase in protective function against cutting/slashing, crushing/impact, and especially elemental damage.

For an additional **100,** you gain an entire set of even more specialized protective attire for specific environments like underwater travel, icy/snowy ground, or excessive hot areas like deserts and volcanic grounds. And to sweeten the deal, it also comes with a restocking surplus of treated materials to mix and add onto your other attires and armors.

Form & Function Gear [100-200]
An odd collection of restocking scarves, ribbons, bands, and other accessory like items that offer a form of performance boosting effect when worn by someone. This also fully works with any Pokémon no matter how improbable it may be for them to wear such things…

…And even better, is that you and your Pokémon can use them in battles while still also being able hold onto any items you may wish for them to use.

For an additional **100**, you also get a set of notes on how to make more of these special items and how to easily modify them, alongside an additional restocking batch as spares for all forms of crafting and creating uses.

A&N Medicine Collection [200]
An entire restocking collection of the Artificial and Natural remedies seen across the series, albeit also including the oddly restorative drink items as well. Of course, these do naturally lack the ‘Revival’ Items, but anything for treating health recovery and status effects…

…Well, you find that they can work on more than just Humans and Pokémon with no chance of harm or reduction in effectiveness.

Portable Poké Center Device [200-300]
An entire (and portable version of the) healing machine used in all Poké Centers around the world. Normally, these would be able to take up to 6 Poké Balls (of any kind) to fully heal and revive the Mons inside, but this version only has a slot for 1.

In exchange, however, you can set up specific modes for which forms of healing or regeneration you would be wanting to use at the time. It also doesn’t need to be recharged as well thanks to its internal power source.

For an additional **100,** you can instead gain an upgraded version that can have up to 3 Slots to use at one time. And it also will repair and clean itself over time as well, with no impact on its main functions if in use during that time.

Revive Creator X1 [300]
A specialized portable device that can take in any resource like money, food, water, or even healing items of natural and artificial kinds in order to produce powerful versions of the ‘Revive/Max Revive’ Items, among other similar kinds.

These special versions of the items will also work on even machines and other things that aren’t Pokémon. Though as an important note, this device runs on a sort

of ‘batch’ setup, meaning that you will produce ‘X’ amount at one time, before having to add in more to make the next set with the same ‘X’ amount.

Boost Glass Flutes [400]
While these may look like colored glass flutes externally, these are actually very special ones instead thanks to the special qualities inside of them.

In short, this collection of Glass Flutes will offer a semi-major boost for a limited time for health, attack, or defense for yourself and anyone else you want to share this with. That said, they have to be around in the range of three meters and still be able to hear the noise/music played by these.

And for note, the construction made into these special flutes do allow them to be modified for vanity and function, especially in the range department if you wish to extend out the effective area…

Golden EXP Share [400]
A very strange device, except now in a (possibly gaudy) golden coloration. This actually has two modes that it can switch to at your discretion or choice.

One mode allows it where one Mon has to have it in their possession and it will gain an halved amount of ‘experience’ that a teammate would have gotten in a battle, even if the holder didn’t participate.

The other mode, instead makes it where it acts as a team-wide ‘experience’ sharer, using the ‘halved’ method to apply to everyone else not in a battle.

You will also find that this version also will, strangely, apply the effects of the Amulet Coin and the Luck Incense at the same time. And this does mean both of their effects at the same time, to create a 4X effect on generating ANY form of money making, even those outside of battle.

How? Well, maybe that’s a mystery for you to unravel.

Companions

Companions can purchase more companions.

Import [200-300]
You can bring along 8 companions for 200 CP. They will each individually get 600 CP to spend for themselves or instead receive 4 Challenge Tokens for Perks.

If you wish to bring in more than just 8, you can spend an additional 100 CP to bring in as many as you want.

Recruit [100]
If there is anyone you meet on your travels, this allows you to bring them along as long as you can convince them to join you. If they end up saying no at the end, you will be refunded for the CP you spent.

Supplement/Crossover Mode

You can choose to use this jump as a supplement and attach it to another jump. Alternatively, you can Import another jump of your choice if it fits the Location option you selected.

(You will have to fill out the second Jump Document, while keeping the point totals separate. The setting (any other attached parts) you selected will then merge into one.)

Drawbacks

You can take up as many Drawbacks as you want, just don't make it impossible for yourself…

Challenge Type [Special: +0]

As for the challenges, you can actually use this option in case you wish to not actually engage in said challenge if you wish. Or rather, if you don't want to face the 'consequences' of say a failure of a Nuzlocke (or something else), you can use this to protect yourself and your team.

Though…perhaps maybe you just wanted to be here for others besides a challenge, maybe.

Longer Stay [+100]
You can use this to extend the time you spend here by a decade, but any further time extensions past 7 will not give you any additional CP.

Curse Of The Helix [+100-200]
In short, you find that you have been cursed by…some strange entity. The only thing this does is just give you an occasional dream (either in real sleep or day-dreaming) of various directions and letters that show up now and then.

For an additional **100**, you instead find that this curse will be occurring more often…But strangely, that it may switch to a more 'controlled' or 'pure anarchy' mode every now and then.

Companion Challenge [+200-300]
In case you have any Companions from other places you've been at, this will restrict them from being able to help you out in the Jump. They will still be able to make purchases and so on if you imported them however.

But for an additional **100,** they will actually have to face, if not similar, challenges of their own. And the thing is, unless there is overlap with theirs and yours…You and them will have to complete them by yourselves.

Non-Traditional Services [+300]
You know all of those Poké Centers and Poké Marts? Well, you can certainly appreciate the exterior designs of them all, because you can't really go inside to use their services, beyond their main purposes.

Instead, you will have to rely on either your own methods to heal your Pokémon, buy supplies from other non-Mart Vendors, or go scavenge your own from what you can find.

(*That said, if you do end up in a Poké Center/Mart that are part of the same building, any other services that are on offer that are not by them will still be open to you. And in the worst case scenario, you may at least have a place to hang out and rest for a while.)*

Outside Lock [+600]
You have no access to any outside Perks, Gear/Equipment, or your Warehouse. Anything you get from here will be all you get, outside of any companions you bring in (if applicable). Good Luck!

End Results
So with your challenge over, how did you do and what will you do next?

Onto The Next Challenge (Next Jump)

Victory Lap (Stay)

Challenge Retirement (Home)

Change Log

v1.0

Jump Constructed

V1.1

Updated Location Info (Alola)

Fixed Text in **Extended Stay** Drawback
