Welcome to a world of children and monsters, criminal organizations and institutionalized animal fighting.

Who are you, and what will your legacy be?

Take these 1000 Choice Points to help start your legacy.



Pokémon Detective Pikachu

Movie Edition v2.0

Created by u/Negative-Tangerine

This jump is for the Detective Pikachu Movie universe.

Age and Gender

Protagonist and CNM Reporter: 2d6 + 13 years old.
Pokémon Scientist: 2d6 + 25 years old.
Pokémon: Any appropriate age.
Your gender is whatever you were previously.
It is 50 CP each to choose your own age or gender.

Origins

Any origin can be a drop-in.

Protagonist

The plucky hero, the one who will go out and catch them all, well normally. In this case the hero is not too skilled with catching Pokémon, let's see if you can do better.
You do not need to take this as a drop-in if that is not desired.

CNM Reporter

You are an up and coming investigative reporter that is on the lookout for stories and opportunities. Sure you may be fetching coffee now, but once you find that big story and blow it wide open there will be no stopping you.

Pokémon Scientist

You are one of the top of your field in Pokémon research, and you have the papers to prove it. Now, if you could just make that scientific breakthrough you are researching without dying, you will be set.

Races

Human

The humans of the Pokémon universes are far more resilient to damage and capable of amazing feats of psionic and magical power. While not as strong as most Pokémon, their abilities are not to be scoffed at, especially their technology.

Pokémon

You can be any non-legendary, non-mythical Pokémon you want to be. You are, in fact, qualified in the field you have chosen, it's up to you if the same is true for your trainer.

For **400 CP** you can choose to be, with the exception of Darkrai and Arceus, a mythical but not legendary Pokémon, but don't be surprised when others start looking at you in surprise or greed.

Starting Location

Roll a 1d6, or pay 50 CP to choose.

You appear in this world the morning that Jack takes Tim to try and capture a Cubone, specifically right after he fails spectacularly.

1. Howard Clifford's Tower, Ryme City
You are standing outside of the main corporate office building of Clifford Industries.

2. Pokémon Comprehensive Laboratory [Free for Pokémon Scientist]
You are outside the destroyed Pokémon Comprehensive Laboratory northwest of Ryme City.

3. Detective's Home, Ryme City [Free for CNM Reporter]
You are outside the home of Ryme City police detective Harry Goodman.

4. Train Station, Ryme City
You have just arrived in Ryme City, and are waiting for the train to come to a stop to get off.

5. Field, Galar Region [Free for Drop-In]
You appear at the edge of the field in Hometown, Galar Region as Jack and Tim are running away from Tim's failed capture attempt of a Cubone.

6. Free Choice

Perks

Origins get their 100cp perks for free and the rest discounted to 50%.

General

Feels it in his "jellys." [100 CP]
When people say they have a gut feeling, they don't usually mean it quite so literally. You have the ability to gain hints and have things brought to your attention through what you would swear was a literal gut feeling that grabs your attention and instantly conveys what it has uncovered. How this "Gut Feeling" manifests is up to you upon purchase, though no matter how this manifests will never be detrimental to you. This acts somewhat as if vague hints and the assimilation of info and sensory data were reviewed and linked in your mind unconsciously

Poke-Speak [100 CP]
You can now talk to Pokémon and be understood as if you are speaking the same language. This only affects you and not other humans.

Psionic Power [200 CP]
This gives you the ability to learn psychic powers, maybe you can find a friendly trainer, gym leader, or Pokémon to give you some tips.

Mewtoo! [[300 CP]
You too are the Mewtwo of your people! If you're a Pokémon, you're now Mewtwo, able to do everything that Mewtwo was able to do in the movie.

If you're not a pokemon, then you're viewed as being almost godlike amongst your species, with physical, social, and mental abilities better than any member of your species that has ever come before. Except Helix. Praise Helix.

If you are a pokemon then you keep your originally selected race as an alt-form after this jump and if you are a human you get this Mewtwo as an alt-form after this jump.

This is a Capstone Booster for the various origins' Capstone Perk.

Protagonist

Feel what I'm saying? [100 CP]
As long as you can find a way to communicate, you can make yourself understood by man and beast. This also works the other way too as you gain an innate understanding of what others are trying to convey even without knowing their language or them not being able to speak one.

Great for when Lassie is trying to tell you that Timmy is down a well, or for when your Pikachu wants you to let you know you're out of coffee.

Stupid Enemies [200 CP]
Your enemies will often make dumb mistakes like explaining their plans and then leaving their comatose body in front of you.

There's Magic, It’s Called Hope [400 CP]
Even if your relationship with someone close drifts apart or is broken up, this perk will ensure that every once in a while there's an opportunity to help you mend those broken relationships.

This is all but guaranteed to succeed if even a little effort is put forward. This will also help you break those you have an existing relationship with from various types of corruption and mind control.

Luck of the Protagonist [600 CP]
You know how protagonists always seem to survive and luck always seems to go their way? Well now jumper, you have this luck. The odds will always be in your favor.

Capstone Boosted

Now, even your bad luck will lead to good opportunities in the long run. No matter what happens, you will always come out ahead or with new treasure to compensate for your hardships.

CNM Reporter

Independent Journalism! [100 CP]
You have the experience and skill of an veteran investigative journalist, able to ferret out clues from disparate sources, follow leads, write up comprehensive articles, reports, and hit pieces that can get the required information across to any reader, along with a few less than friendly skills like lockpicking, tailing, and intimidation tactics.

Your Pokémon understands the plot? [200 CP]
Your animal sidekicks have a tendency to notice things that others do not and can provide much needed leads, or clues to help in whatever situation you find yourself in. They also have the ability to convey this with disturbing accuracy, even without the ability to talk.

Can you get me a coffee? [400 CP]
You are an expert at impersonating other people, helping you to get close to others and gain their trust. This is effective to the point that you can get them a cup of steamy Brown Joe without comment.

Greninja [600 CP]: People who are hostile will now capture you as a hostage, rather than kill you ... the scene you are captured may look a little sexy ... sorry.

Capstone Boosted

Your captors will now have the tendency to gloat, brag, or just talk a bit too loudly near you and convey crucial and much needed hints, spoilers, and general information that will aid in their defeat and your eventual escape.

Pokémon Scientist

Credentials and Chops [100 CP]
Choose a scientific field that you have studied. Now you not only have the credentials and papers to prove your skill and experience in your chosen discipline, but you have the skills to back it up.

Technologist [200]
You possess not only a basic working knowledge of how the advanced technology in this setting works, but are also capable of tinkering with and learning to create said technology.

Mind like a Masterball [400 CP]
You have perfect memory and will no longer forget anything you see, hear, smell, or experience. You can think twice as fast as before and will never get overwhelmed by sensory input, as you can limit your active focus on one of two senses at a time that you are consciously paying attention to while the excess is shunted to your memory storage for later review and assimilation when you are not overwhelmed.

Bio-Technician [600 CP]
You are well known among academic circles for your advanced studies on the biology of various creatures. You are able to mess with the basic components of other creatures, allowing you to do such things as isolate useful compounds from their blood, modify them to grow to many times their normal size, and even create neural interfaces.

Capstone Boosted

You can now apply your expertise to anything with any form of genetics, able to modify, merge, adapt, edit, and transfer traits, abilities, and features between animals, plants, humans, and others.

Items

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

Origins get their 100cp item for free and the rest discounted to 50%.

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. Afterwards, they can then be imported into future jumps as desired.

General

Trainer License [Free]
Your very own Pokémon Trainer's license This comes in a digital format that will be available on any digital assistant, phone, tablet, or similar device you own, as well as a dual sided credit card sized card with an embedded NFT chip that contains all supplementary information needed for identification and things like Pokémon registration.

This item and its digital edition will always be accepted as valid ID and will be able to display any of your alt-forms' legal information, and can assimilate other things into itself like credit cards, passports, and other pieces of identification to form an all-in-one ID, credit card, and such.

This will be accepted without comment or issue for all forms of use it has assimilated.

Pokedex [Free]
Your very own Pokédex or similar device, it can be imported with any phone or phone-like device you own.

Protagonist

Trainer's Hat [100 CP]
This hat will double your throwing ability and grant you almost perfect aim.

Trainer's High-End Starter Pack [200 CP]
In this expanded backpack, there is a high end starter set for prospective trainers: a set of five standard red and white Pokéballs; a Pokédex device in your chosen style; and a set of medicines consisting of two Potions, Remedies, ethers, and elixirs, as well as one Full Heal and one Full Restore.

Bottomless Coffee Skull [200 CP]
You now have an unassuming porcelain mug sculpted to look like the head of a pokemon of your choice. This mug, while seeming to be nothing special at first glance, is in fact an unending supply of extra strength espresso grade coffee.

Masterball [400 CP]
A single Masterball with a 100% guaranteed capture rate.

PC [600 CP]: You have your very own Pokémon PC**.** It will integrate with your Warehouse and is capable of connecting to outside networks, as well as storing and transferring Pokémon with other PC's, and comes with the plans and documentation to create more. This can be imported into any computer, tablet or Smartphone / pokedex device you own, you can store and remove your pokeballs from there with the main storage being in your warehouse if desired.

CNM Reporter

The Pen [100 CP]: When opened, this stylish pen will shift to whatever pen or brush tip is desired when the cap is removed, and is able to output any color of ink needed as it writes. This indestructible pen has an unlimited supply of ink and the ability to write on any surface required with nothing but a thought. The pen's outer look is up to you, do you want a nice hexagonal plastic barrel in Candy Apple Red? How about a sleek round titanium finish? Or maybe you want a more classic stained finish on a mixed hardwood body? Whatever the case it is yours.

The Notebook [200 CP]: This is a rather plain flip top notepad that is just small enough to fit in your pocket. It never seems to run out of pages and when opened can be opened to whatever page or info that you desire, including a new blank page. You will never forget what you have entered into this notebook, able to recall and flip to any note made in it.

The Recorder [400 CP]: You now have in your hand a state of the art voice and video recorder with unlimited capacity and the ability to wirelessly connect to any other device you own for data transfer, it also comes with a truly universal connector port that changes to allow it to be connected to any peripheral or computer. This can hand-held record audio as well as capture crystal clear digital video that records 360 Degrees around itself when held..

The Mustache [600 CP]: This fluffy Mustache has the strange ability to freely stick and be removed by its user and only them. As long as it Is worn the user will be completely non-descript to the casual observer or stranger, and will be readily mistaken for someone who should be there when caught in locations that they should not be. The reasoning or background for them being there that the observer will concoct to explain their presence will always be odd and amusing.

Pokémon Scientist

Assistant Ditto [100 CP]: You have your very own loyal Ditto Assistant, they don't start out very capable but with enough training they can grow into their role. This Ditto counts as a Follower and comes with the innate ability to transform into any other being they see flawlessly. This can be improved to perfection with practice. **Comes with their own Jumperball.**

For an additional **100 CP** you new Ditto Assistant now has human level sapience and has perfected their transformation ability.

R Serum [200 CP]: A briefcase with 50 vials of R Serum. This drug was created from the cells of Mewtwo. When released from its vial, it will spread in a gaseous purple cloud. Any Pokémon that inhales it will go out of control and attack those around them. If used correctly though it can do things like enhance the strength of a Pokémon or even cause them to grow to a massive size**. These vials are rather unstable and until you figure out how to perfect and use them they will cause general berserker rage, rather than the beneficial strength and/or size enhancements.**

Mind Control Tiara [400 CP]
Control anyone by placing a receiver tiara on their heads, and wearing the transmitter tiara.
This comes with two pairs of receiver and transceiver tiaras and plans to make more.

Corporation [600 CP]
You own a corporation worth billions of dollars that runs many different ventures, and almost controls it's own city. For your purposes this cooperation comes with its own small city centered upon its headquarters with at most 5 small to medium stores and branches scattered across the city. This corporation comes with staff and employees to run its headquarters and businesses.

Companions

Companion Import [50 CP / 200 CP]
Import a single companion into any origin and race for 50cp each or eight for 200cp. Each gains 600 CP to spend.

Canon Companion [100 CP]
So you want to take any other existing character from this world. Well then this option is for you. **This will guarantee a good first meeting and a decent first impression.**

Starter Pokémon [Free | Trainer Only]
This is your very own non-legendary, non-mythical Pokémon as your starter. You will be dropped off in your starting location with your selected Pokémon already caught and in its very own Jumperball “Patent Pending”. The Colors and design of this ball are up to you, but it will have a nice stylized J somewhere on it to signify its type.

If you are a drop-in then you are getting a late start in life but that’s okay, no shame in being a late bloomer. Upon appearing in your new location you will have your newly acquired Jumperball fall out of your pocket to land on your nearby sleeping starter capturing it.

If your origin has a background and associated memories then you will have captured your starter at some point in the past with a Jumperball you had stumbled upon in your search.

For an extra **400 CP** you can choose with the exception of Arceus, any mythical but not legendary Pokémon as a starter, just don’t be surprised when others start looking at your Pokémon in surprise or greed.

Trainer [Free | Pokémon Only]
What would a Pokémon be without their trusty human servant? Boring, that’s what. Having to hunt for their food, and make their own shelter. They wouldn’t have time to just laze about or safely indulge in their insatiable lust of combat and violence.

You can either customize a new companion’s personality, looks, and history for your trainer, or import an existing companion, follower, pet, or familiar into this role. Either option gains an origin and 600 CP to spend on Perks and Items.

Prime Directive Pikachu [Free]
You will now run into an experimental Pikachu that was reconstructed with the latest in Pokétech but was never activated before Mewtwo escaped. Maybe you can activate it and gain a new friend.

Defective Pikachu [100]
This Pikachu is rather odd in the head, and somehow it seems to be of the wrong type.

Choose another Pokémon typing that is not electric and that is what this Pikachu's typing is, it has all of the same moves as a normal electric type Pikachu but they now take on the typing of your chosen type affecting their look and damage type.

Depending on what typing you choose you could have a rock type Nuzzle, ghost type Thunder Wave, or psychic type Discharge. How they look and what effect they have is up to you to decide.

Soldier Pikachu [100 CP]
This Pikachu has all the training of a professional soldier and the attitude to take no shit from anyone. It will happily join you in your travels and has a well developed grasp of its abilities and moves.

Mewtwo [200 CP]
With this you will be given the opportunity to invite Mewtwo along as a companion and will be guaranteed a friendly meeting near the end of the movie plot to ensure you have a chance to companion them.

Mewtwo is a genderless pokemon that sounds as if they are simultaneously speaking in both a male and female voice. When importing into another jump they do not have any preference for what gender they are going to import as, as they have no experience to draw upon for reference and so will go with whatever you suggest.

This will guarantee a good first meeting and a decent first impression. As Mewtwo is a genderless Pokémon and voiced by both a female and male in a dual vocal performance, you can decide whether they are Male, Female, or truely Genderless once they are companioned if you wish.

Scenario

Scenario One [Notective Pikachu]

Mewtwo was not able to save the detective by merging him with his Pikachu, instead your arrival interfered with the transfer and you ended up in control of another Pikachu's body instead.
The Pikachu's gender of your choice and it does not need to match your jump normal body.

You must take either level of the **Power Loss** drawback, and **Form Lock**.

Until you have derailed and stopped the plot you will be stuck in this form with no ability to change out of it, and the detective and his partner will remain in their coma.

"Ditto" Drawback Interaction
If taken with the "**Ditto**" drawback then you will instead be inserted in the body of a nearby Ditto and you will instead gain the Ditto you merged with as a free "**Ditto Assistant**" follower that has perfected it Transform ability to perfectly mimic post-jump. You will also gain your own Ditto alt-form along with the Ditto's perfected Transform ability becoming a perk that can be used in any form.

Reward
You will keep this form as an alt-form post jump, and the Pikachu's Electrokinesis ability will become a perk that can be used in any form.
Your original chosen Race form will still be an alt-form after this jump, along with any other you obtain from this document.

Scenario Two [Protective Pikachu]

You now have to protect a spunky media intern turned investigative reporter "Lucy Stevens", as in the universe you enter with this scenario will seem to almost have it out for her. Events, accidents, and opponents will seem to spring up out of nowhere and go out of their way to prevent the reveal and reversal of Howard Clifford's plot. This includes Pokémon and people that she stumbles onto or clashes against in her investigation who might have their own plots and secrets to protect.

Drawback and Scenario Interaction
If this is taken with the **"Notective Pikachu"** scenario or **"Ditto"** drawback then she will be exposed to the **R Serum** and gain the ability to understand you similar to how Tim and Detective Pikachu could.

Reward
If you succeed in keeping her alive and safe, while preventing the complete success of Howard's mind and body merging plot then you can take her as a companion for free.

Drawbacks

Self-Insert [+0 CP]
Do you want to be a specific Pokémon, a conquering Trainer or cage fighter, a spunky up and coming investigative reporter, or the head of a massive tech company? Well now you can. Buy their background and race and you can take the place of any of the main characters.

Another Poke-Universe [+0 CP]
Do you want to go somewhere else? Maybe you have an interest in games, cartoons, or manga.

Another Universe [+0 CP]
Do you want to go somewhere else? Maybe there is a games, cartoons, or comics version you would rather go to.

It's All Real [+0 CP]
Now you can include events and canon from other media that includes this setting or its characters whether this is games, cartoons, comics, or even commercials it is up to you.

Plot is King [+0 CP]
You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

Extended Stay [+100 CP]
For each purchase of this your time here is extended 10 years.

Horrible Trainer [+100 CP]
You are bad, like run away from a Cubone bad. You have no real talent in catching or training Pokémon and will need to put in a lot more effort if you want to train any to fight for you.

Uncanny Pikachu [+100 CP]
You find yourself feeling mildly uneasy whenever you are around live Pokémon as you find that while they look real enough you just can't shake the feeling that they seem to be just out of place beside humans and can never quite relax and not be mildly disturbed by them.

Foreign Pikachu [+100 CP]
The world itself seems a bit off to you, like the entire thing is not quite right, like the sights you see are a bit off or the text you read is perfectly understandable but doesn't seem quite right. This makes the world seem like it was produced in a foreign country as a knock-off or as a fan made take on the setting, expect a lot of oddities and things that are not quite as they should be.
Is that Gyarados on fire? Why does that Pikachu have a human face?

Prospective Pikachu [+100 CP]
Your time here is plagued with financial issues and money woes. You have issues keeping track of your money and whenever you gain a decent amount beyond what you need to pay for a modest living space you seem to get plagued by accidents and events that will inevitably lead to you losing all of your savings. Have fun living on a meager income and scrimping for change for your stay here.

Rejected Pikachu [+100 CP / +200 CP]
You are hopeless in romancing your favored partners, and always mess something up that leads to your rejection. Needless to say this makes gaining and maintaining romantic or even friendly relationships difficult if not downright impossible depending on the level taken.

For **100 CP** this is generally the product of accidents and misunderstandings and can be worked through with effort and persistence.

For **200 CP** though you have absolutely no social skill and have the pickup skills of a rather aggressive, condescending, and oblivious skunk.

Coffee Addict [+200 CP]
You are massively addicted to coffee, the stronger the better. When you do not imbibe at least one cup every two hours you will start getting sluggish, but when you drink one you will be inversely energized to hyperactive and slightly twitchy levels. Have fun balancing this for your stay here.

Ditto? [+200 CP]
Something goes wrong upon entering into this universe and you end up stuck as a Ditto similar to Howard Clifford's assistant for the extent of your time here. You start off with the transformation ability and that's about it. This transformation is not perfect with an obvious tell like messed up facial features, though these errors in transformation can be trained away with time and effort.
You must take either level of the **Power Loss** drawback, and **Form Lock**.

You keep this as an alt-form post jump, and the Ditto's Transform ability becomes a perk that can be used in any form and is perfected to become a flawless transformation. Your original chosen Race form will still be an alt-form after this jump.

Rage Serum [+200 CP]
You are constantly aggressively running into Pokémon that are hopped up one some chemical or another, whether it is the **R Serum** or something else does not matter as they will find something to get high on and rage after you.

Warehouse Access Denied [+200 CP]
You lose access to your warehouse and anything you were not able to physically carry or wasn't already on one of your properties.

Reflective Pikachu [+200 CP / +400 CP]
There is now a hostile force at work against you for the entirety of your time in this jump.

For **+200 CP** this is simply a pissed off and persistent trainer who has a full team of Pokémon lead by a jacked Pikachu at their disposal. They will focus on bringing down any ventures or plans you try and make, and seem to think that you have done something to them personally, maybe they blame you for getting stuck in one of their Pokémon forms thinking that you were responsible.
If you manage to calm your rival down and convince them of your innocence then you can take them and their team of six Pokémon with you for free as a companion. This won't be easy as they are rather hot headed and pissed off, going for an attack first and asking questions that never approach.

For **+400 CP** this is a well funded and outright hostile organization similar to the original Team Rocket in scope and power themed on Pikachu's, with a very mafia-like structure and competence level.

If you manage to beat this organization then you can take them over and take the entire team as your very own underworld organization. Be warned though that this will be a challenge as they have fingers in many pies and legions of mooks.

Power Loss (+200 CP / +400 CP)
The following condition lasts for the duration of your time here and you are physically reduced to your Body Mod.

For **+200 CP** you lose access to any perks or items that are not from a Pokémon universe.

For **+400 CP** you lose access to **all** of your out of jump perks, powers, and items.

Choices

Go Home: What, done already? Alright then hope you had fun and enjoy your trip home.

Stay: So you enjoy your time here that much huh. Well, continue to enjoy it then.

Continue: On you go then, take your purchase, companions (voluntary or otherwise) and get onto your next conquest.

Updates

v1.0
- Jump Doc created.

v1.1
- Grammar, phrasing, and spelling changes.
- Added **Uncanny Valley, Horrible Trainer, Coffee Addict,** and **Drugged up Pokémon** drawbacks.
- Edited some layout aspects.
- Added **Prime Directive Pikachu**, and **Defective Pikachu** companions.

v1.2
- Added **Soldier Pikachu** companion.
- Added an explanation of Mewtwo's genderless status and willingness having no preference for gender importation.

v2.0
- Altered **"Power Loss"** drawback to be two levels for +200 and +400.
- Move Warehouse lockout into its own +200 CP drawback called "**Warehouse Access Denied**".
- Move credits to the end of the document.
- Moved **Starting Location** to after the **Origin** and **Race** selection.
- Changed **"Drugged up Pokémon"** to **"Rage Serum"**.
- Changed the "**No More Detective Pikachu"** drawback to a Scenario.
- Added the**"Protective Pikachu" scenario.**
- Added **"Rejected Pikachu", "Foreign Pikachu", "Prospective Pikachu",** and **"Reflective Pikachu"** Drawbacks.
- Name of **Uncanny Valley** changed to **Uncanny Pikachu.**

Notes

Additional credits to redditors the following from the following reddit discussion.
https://www.reddit.com/r/JumpChain/comments/bster3/spoilers_rjumpchain_cooperative_jumpdoc_detective/

richardwhereat | Juan_Akissyu | Trekshcool | He_Who_Writes
