

Generic Pokemon Mystery Dungeon AU

By Fanficwriter

Welcome Jumper, to the world of Pokemon Mystery Dungeon...Well, strictly speaking this isn't the canon verse, you've got the Quicksilver version for that one. No, this is the AU version, the fanfiction jump, in a way. Here you may visit any fanon continuity you wish, or even make up your own using elements from various fanfictions, comics or other such media.
Whether you're here for adventure, exploring or saving people, we have it all and you may or may not need these here:

1000 Unown Points

Have Fun, and remember:
Smiles go for Miles!

Location:

So, since you're going to a generic, or not so generic, AU of the main games, we won't saddle you with exact locations or dice rolling. Instead you may pick any of these AU options for free:

Generic AU:

This AU barely even registers as such, it follows the closest to the game's continuities, whether that be the first pair, the second trio, or the two following stand-alone games Gates of Infinity or Super Mystery Dungeon. Choose the relevant towns in question if you want or maybe make one up set in the same continuity or world. You can naturally just say they're all in the same continuity in different locations/continents or something.
You can start either at the start of the game's timeline or, alternately, after the post-game content.

Pokemon Fantasy High:

This AU is home to the Pokemon Fantasy High setting as established on Deviantart.com. As you will likely infer this is a highschool AU, but with a twist, or rather two: All characters are anthropomorphic Pokemon and those who join the local DnD club gain the ability to travel to an alternate world, one where the game is set in their respective characters. Believe me, it's less comfortable for some than others. You can make two alt-forms for this, but only one will have your OUP and purchased powers, other than powers from other settings which don't openly show that you're supernatural or are passive.
As a bonus, dying here is basically a slap on the wrist. You can build a character largely using DnD bits and pieces, if you want, and will encounter the students and their fantasy characters from the RPG in this AU.
You start at the beginning of the first transition into the RPG's setting.

Memory Path AU:

Welcome to this particular cluster of AU. In this setting there are various worlds interconnected to one another by what is called the "Memory Path", creatures called "Amophnisms" or the "Berserk Virus" appear a few days following the birth of a Eevee that would later become known as Speedy and evolve into a Jolteon. A particularly interconnected timeline is the world of "Eeveelution Squad where Speedy, his siblings Crystal and Solarflare and his adopted daughter Sunshine the Eevee, would come to live with a group of other Eeveelutions.
Beware that the "Berserk Virus" is rather dangerous, more a form of parasite that feeds off of blood and reproduces itself in the heart of the victim. This virus has a 70% mortality chance, a 25% to drive it's surviving victim mad, and only a 5% chance of a victim surviving with their mind intact but hunted by both of the above. These Amorphnisms are however also the shattered soul and mind of the original Sunshine from another timeline, and you will start four years before Speedy 2.0, an AI made by uploading Speedy's mind into a "Evolution Medal", will gather what Amophnisms are scathered around the Memory Path and starts to try and heal Sunshine 0.1
Mind your sugar levels, this place is full of adorable Eevee, especially if you live near or with the squad itself, thanks to Sunshine.

Origins:

These are Origins you may choose freely, your choice of Pokemon will naturally be at least as important but oh well. You can choose any non-legendary, unevolved Pokemon for free to start off as, but must pay 200 UP for one of the "Rare but not powerful" Legendary Pokemon (Shaymin, Meloetta or Manaphy), 400 for Pokemon on the order of Legendary Birds or Legendary Beasts and finally 600 UP to become a higher tier but not cosmic/titanic legendary. (aka stuff like Lake Trio or Mew, no Creation Trio, Weather Trio or Tao Trio, so no big Three tier).

You will start most fairly young with a starting level, without purchases, of 5 unless otherwise stated.

Any Origin here can be taken as a Drop-In Origin in which case you may start as one of the various humans who seem to randomly fall out of the sky, or you've been a Pokemon already and had a Magna Portal accident or something.

Rescue Team:

You're a member of a Rescue Team, introduced in the first games of the Mystery Dungeon spin-off Series they focus on rescue missions and item retrieval. Technically the easiest option, Rescue Teams aren't usually tasked with fighting outlaws or exploring the unknown.

Explorer Team:

The more famous Explorer Teams are a weird mixture of Rescue Team, Mercenary and Bounty Hunter with a main focus on exploring the unknown, to boldly go where No Mon has Gone Before, as it is. Most common in the area of Treasure Town, Explorer Teams are often sponsored by a larger guild, which may include fees of 90% of monetary income being cut out. At least the average pay has ten times the pay of a Rescue Team to compensate, but still…

Trader:

Not all who venture into Dungeons are out there for adventure, discovery or because that Spoink is paying 2.5k in cash for someone to get him his pearl back or to grab that Drowzee who's abducted a little Azurill. Some instead are here for profit, and so are you. You are a member of the illustrious economy, a trader who deals in various wares for those other people to use alongside various other services.

Wild Pokemon:

You're not one of those city dwellers, you're wild! Dungeons are your home and beating up those intruders is your duty! Why do you do that? Well… Instincts I guess?

Companion:

Before going any further, let's establish some ground rules for imports and the like.
You get 1 Companion free, this can either be an imported Companion or a new Partner, which will be the role they play. Your Partner will form, or have already formed, a Team corresponding to your Origin or, if you're a Wild Pokemon, have lived with you, unless other circumstances occur. They gain the same Origin as you along with all freebies and 600 UP for Perks and 600 UP for Items.

New Friend or Blast from the Past? (-50 UP/-200 UP):

You may import or create 1 additional Companion for 50 UP each or eight for 200 UP. They gain 600 UP for Perks and 600 UP for items along with an Origin and Pokemon Form they must pay for themselves.

Canon Friend (-50 UP):

You gain, with this choice, 1 character that is canon to the timeline you're in and, after the jump if they agree to come along, gain 300 UP in Perks and 300 UP in items to take along.

Gardevoir's Soul (-100 UP, Free if in Nearly Canon AU):

An unbreakable bond is between a Gardevoir and it's master. This spirit of a deceased Gardevoir has been following you as a guardian since your appearance in this world and will be willing to join you on your adventure. Every jump you may import her for free with 300 UP to spend on Perks and 300 UP to spend on items along with a free Origin. She can freely switch between a physical form outside your body or in symbiosis, in which case you gain access to all her perks and be recognized as the owner of all items she has purchased. You cannot import an existing character into this companion.

Fluffy! (-100 UP, Free if in Memory Path AU):

Whether this is canon to the AU you find yourself in or not, you now find yourself as a Class-3 Berserker, or in other words, a carrier of a Amorphnism, a normally parasitic organism born of a piece of the soul of a five year old Eevee. This particular shard has decided to be a Symbiote instead of a parasite, residing within your body. Once this jump is over you may take her along with you. Every jump you may import her for free with 300 UP to spend on Perks and 300 UP to spend on items along with a free Origin. She can freely switch between a physical form outside your body or in symbiosis, in which case you gain access to all her perks and be recognized as the owner of all items she has purchased. You cannot import an existing character into this companion.

Fantasy Character (100 UP, Free if in Pokemon Fantasy High AU):

This is a rather peculiar new friend you've got there. This is the fantasy character you made up of a DnD race or some level of Anthropomorphism, and a Pokemon with classes, stats and skills matching a Level 20 Character in DnD. They are completely custom but will have had a life before you were connected. During the jump you can switch into his body in his world. Once this jump is over you may take her along with you. Every jump you may import them for free with 300 UP to spend on Perks and 300 UP to spend on items along with a free Origin. They can freely switch between a

physical form outside your body or in symbiosis, in which case you gain access to all their perks and be recognized as the owner of all items they have purchased. You cannot import an existing character into this companion.

Perks

All 100 UP perks are free to their Origin and all other perks are discounted to the appropriate Origin. Aka: Standard handling of discounts apply.

Undiscounted

Starting Set (Free):

A full set of four moves available to your Pokemon Species, regardless of level Requirement.

Perfect Adaptation (Free):

Regardless of how strange your new form may seem compared to a human, you no longer will feel the effects of Body Dysmorphia and will be able to adapt to any other non-humanoid alt-form much faster and easier than normal.

Might of the Mon (Free):

This perk increases all of your physical characteristics, such as strength, speed, endurance and durability are enhanced, increasing to be twice what you had before.

Pokeglot (Free):

As a Pokemon it would be awkward if you couldn't understand what is being said. Indeed, now you will find yourself capable of this most basic of all Pokemon skills. In future jumps you may take one 100 UP or less Drawback to gain a complete and perfect understanding of any animal you come across in that world or, alternately, to understand any spoken language unique to that setting.

Status Awareness (Free):

You would find yourself in quite a bit of a pickle if you couldn't see how you and your partner were doing during a dungeon expedition. More than a simple HUD, this perk grants you access to a game-like interface similar to that of a Pokemon Mystery Dungeon game of your choice. After this jump you may alter aesthetics or some functions within the limits of various "Gamer" based settings once per jump.

Pool of Power (Free):

You know all those energies within you? And how Pokemon moves take an energy generally seen as Power Points or PP to perform? Well, with this perk you may now use any pool of energy you have within you to fuel any supernatural power you possess, including Pokemon Moves as if it was the same energy.

Evolution (-100 UP, Non-Legendary Only):

You know how I said you can be any unevolved Pokemon for free? Yeah, now you may start as an evolved form. You can purchase this as many times as you have evolutions available.

Stronger Start (-50 UP):

Thanks to this perk you start off with a level bonus of +5 per purchase. Outside this jump you may start at any approximate and reasonably higher skill/power level than should be otherwise possible, scaling to the number of purchases of this perk.

Auto Mapping (-50 UP):

This special skill allows you to create working maps of your surroundings. If you explore an area you haven't been to before or which can be considered a labyrinth, building or cave of any sort. If it has a clear layout this perk will activate, creating a map in your mind which slowly updates as you explore.

Crush (Free, not mandatory):

This perk ensures that your partner will develop a crush on you. This is merely a guarantee that the Pokemon you partner up with will have feelings, it isn't binding you to a relationship, but it will give you an easier time to see past appearances and maybe even develop feelings of your own. Though again, nothing is set in stone, and you don't have to take this, free or not.

Synchronized Souls (-100 UP):

That partner you have? You have a strong bond with them don't you? Thanks to this perk you not only gain a +50% boost to all of your stats while within 20 meters of your partner, but you also gain STAB to all of your moves of the same type as your partner.

Tutor of Moves (-200 UP):

Moves are the building blocks of Pokemon Society around here. Indeed, you couldn't make it far without at least rudimentary understanding of fighting, so even young children will know how to at least tackle somebody. However, for anything more, most need a teacher, and you are an expert at that. You may impart any skill or ability you have onto others, as long as you take the time to teach them. If you buy "Link Box" you can teach one perk instantly once per jump. Yes, Pokemon Moves work for this, even with those who aren't Pokemon.

Self-Insert Crossover (Free/800 UP, can only be taken if AU is part of a crossover fanfiction inserting a character into PMD):

Congrats Jumper, it appears you're not actually a generic character or just a generic protagonist of the PMD games. If the AU you're going to is part of a crossover that sees a character from another franchise such as Luffy, Naruto or similar characters, being sent into the world of PMD you may insert as them with this perk, gaining all of their abilities from outside the setting for free. However, to retain this powerset after the jump you need to pay 800 UP here. Also only works on worlds based on existing, published fanfiction that you haven't written, so no you can't write a fanfic where Goku is sent here and call it a day.

Rescue Team:

Dire Need (-100 UP)

To be a Rescue Team means to be on the scene as fast as possible, to save the lives of those caught in an accident or catastrophe. Yet even Rescuers need help sometimes. Thanks to this perk, should you be seriously injured you will instead of dying be knocked out and put into a pocket dimension. A distress beacon will be set up and your companions have 10 hours to search for you, and if they succeed you will be healed completely. If they fail, well, chain end.

Hiking all Terrains (-200 UP):

An ability introduced first in the original Mystery Dungeon games, All-Terrain-Hiker is the ability for those who learn it, to traverse any and all floor types, whether that be water, lava or even clouds and bottomless pits. Hell, anything short of literal flying is possible if it means you're trying to traverse a, to you, ground-level obstacles that would make traversing the area harder, as long as it is still just a chasm or the like, and not the divide between two mountains and the two areas are still connected to one another on the same relative level as you. If you purchase this your companions gain it for free.

Never Too Late (-400 UP):

Ever wonder how Rescue Teams manage to, time and time again, save Pokemon from perilous situations without being too late to save them? Me too, buddy. However, thanks to this you have now no longer to worry if you will make it in time, as long as you put in the genuine effort you will always arrive on time to save lives, stop atrocities and interrupt the evil plans of your nemesis. Mind you, you can't rely on it delaying the horrible fates forever, so hurry.

Lucario's Legacy (-600 UP):

Once upon a time there was a great Rescue Team leader known as Lucario. His deeds are so great and remembered with such reverence to this day that the highest rank of Rescue Teams can achieve was named after him. With this perk you won't instantly be as legendary as him, or have the Lucario Rank, but instead any great deed you have performed in this, past and future jumps can, at your discretion, become a known legend based on fact and people will associate, if you so wish, that legend with you.
Not only does this give you incredible bragging rights, but your foes will be extremely reluctant to cross you, even those who could have a chance against you, and your allies will fight harder, march longer and be filled with the bravery and knowledge that you are with them, allowing them to overcome all fear and perform feats of legend.
What's more, this perk also grants you another bonus: Any training, studying or other way of improving yourself, will now be 10 times more effective and never cease to bear fruit for you.

Exploration Team

Heart of an Explorer (-100 UP):

The heart of an explorer beats within you. You have a seventh sense for mystery, a skill at unraveling the mysteries of the world and a thirst for discovery that is only matched by your honesty and willingness to lend a hand to those who need aid. A heart such as this will have no problems finding new friends and even can turn the ways of an enemy if given a chance as well as breaking through the madness of tortured gods themselves.

Chosen by the Relic (-200 UP):

There is a McGuffin Jumper, an artefact that is key to the fate of this world. It will only respond to a certain kind of people, and that sort of people are you. No matter what the normal conditions would be, artefacts of technology or magic will never question your worthiness from today onward. Even if you are the most unlikely of people to be the chosen one, even if you're a coward too scared to enter a guild because someone shouted from below at you, your heart is pure and that is all you need.

Outside of Time (-400 UP)

Don't you hate those time paradoxes? Yeah, me too. Travel into the past, change one thing, kill one mosquito, stop time from being broken by Darkrai, and boom! You're fading away within a few minutes. Well, that may have been until now. From this day forward, with this perk, you are exempt from any and all changes to the past that would negatively affect you and even guarantees that you being stuck in a world if you time travel will no longer work so long as you did it for the betterment of others.

Dimensional Scream (-600 UP):

The Dimensional Scream is a unique power that can be wielded by both man and Pokemon alike. A form of precognition paired with the ability to also see the past, the Dimensional Scream is activated normally on accident while touching an item or person, triggering a vision relating to that which was touched.
Your own version is a bit better though, not only can you control when it triggers, but should you ever find yourself in a sticky situation this perk can grant you a vision of the future or past to see how to escape. More importantly this ability will protect you against abilities which would freeze you in time, allowing you to move freely under such conditions, even if time itself no longer functions in general.
Should you also be within 20 meters of a trusted ally such as a companion you will be granted a much clearer vision, allowing you to more clearly perceive what the vision is trying to tell you. Even should time not exist you will be able to use this power, though it will concentrate almost exclusively on how to resolve this problem in some way. And there will be one you can reach.

Trader:

Just what You Need (-100 UP):

Traders aren't the adventurous type, yet all the Kecleon manage to have a decently sized inventory for people to purchase, including things such as TMs, Reviver Seeds, scarfs, Orbs and any other form of item they may need. Like them you now have the ability to summon a Kecleon Shop's worth of items in a large crate for you to sell. Mind you, you can't use them yourself, but selling them is perfectly fine. Even if it is to yourself, strictly speaking. It will always contain at least two Reviver Seeds and one Apple, or similar items in future jumps. Do not underestimate the value of a good apple in a dungeon.

No-Strike Zone (-200 UP):

Ever notice how Kecleon in dungeons are perfectly safe from attacks, even though they're definitely no wild Pokemon by most standards? From now on you too can open up a shop in any hazardous location you wish and be absolutely safe from any attacks, other than thieves, but those may as well be baby Pokemon to you, am I right?

Territory Claim (-400 UP):

Naturally, making a shop would be impossible in a dungeon if you can't define it, right? Well, now you can skip any troubles. In any open area you can find you may mark an area that is of equal size on all sides as your own shop, making a small, red carpet appear there, perfect to lay out some of your wares. This functions as a shop in dungeons and you cannot be robbed by wild Pokemon there. They know better.

Revenge of the Shopkeeper (-600 UP):

You know why Rescue Teams and Explorer Teams, even the most ruthless of the bunch, never even dare to steal from Kecleon markets? It's because they're fucking nuts! You can beat gods for all they care, they'll take you out in one swipe! They're One-Punch-Mon! And you can't fucking beat them unless you're just as nuts as them! And if you do? Then more will show up!
And yeah, that's what you get here! If anyone steals from you, or otherwise offends you, you can channel the power of Shopkeepers who risk their lives to sell their wares while some idiots are exploring a dungeon! Or in other words, you can wreck Arceus' ass if he so much as looks at your wares wrong!
I'm not kidding buddy, literal gods can't hold up to an angry Kecleon.

Wild Pokemon

Natural Instinct (-100 UP):

Humans have lost most of their natural instincts in favor of reason and the like. Likewise Pokemon who have formed larger, more intricate societies, gave up their more powerful combat instincts in favor of other skills and mindsets. You didn't. Your senses are sharper, your combat instincts more pronounced and your spatial awareness is only matched by Lucario and their like with their Aura vision. Regardless of your form, you will never lag behind in any of these fields compared to the greatest of each that you know.

Super Skills (-200 UP):

While this doesn't make you a paragon of this world in terms of power, you have a headstart on anyone else. You may choose a fifth move from your species and/or evolved line, or replace one of the four you have with a signature move of another species. You gain not only that move but your internal energy will be increased by 50% and you only need half as much sleep as you'd originally need.

Hyperkinesis (-400 UP):

There is always a lag between body and mind and this can be rather annoying. Thankfully, as a wild Pokemon it has become almost automatic. There will be no lag between your thoughts and reaction, allowing you to almost instantly react as you wish. Furthermore even when surprised you will react as if you had seconds to think, because your perception has been sped up by 20 times it's normal speed. Lastly, as you're a wild Pokemon, no matter where you are, you can detect the layout almost instantly and know where intruders or others are.

Legacy of the Coastal Tribe (-600 UP):

Once upon a time there was a tribe of Eevee living on the coast of a continent that had been ravaged by nuclear war mere millenia ago. They mutated, gaining an enhanced power form in the process. Similar to another world's "Berserker", this powered up form gave them a great increase in power but was taxing on the body. While you may or may not be an Eeveelution, you too bear this mutation in your blood, allowing you to go into bursts of power that will enhance your abilities, powers and skills by a factor of 20 times their base value. It doesn't boost your endurance or durability though, don't get hit by that Groudon.

Items

All Origins get 2 items of each price category at a discount with 100 and below items being free if the discount is applied to them.

Team Badge (Free):

This is a badge which signifies your status as an Rescue/Explorer Team or local equivalent. It allows you to teleport non-hostile sophonts (even if they're not that bright) out of any building you find yourself in. Once per day this can also be used by you to teleport yourself and your comrades back to your nearest base.

Wonder Map (Free):

This is a magical map, or at least it seems so. It doesn't include any detailed layouts but instead will work in tandem with Auto Mapping to automatically create a map of your surrounding area. More importantly, if you know of a location such as a Mystery Dungeon or town, you may teleport to it's entrance at will, you need to have knowledge of it however. Furthermore, as you wander the world this map will expand itself and update to any data you come across. This map may take the form of an enchanted piece of parchment or as a solid hologram projected in front of you and at your full control.

Treasure Bag (Free):

This is one of the most basic items you can come across, a Pokemon-sized bag or box which can carry up to 20 items of any size. Items that can be stacked, such as rocks and other projectiles, take only one such slot at a time with a maximum of 999 per stack. If you gain a higher rank, regardless of which rank that is, your bag will expand to have 10 more such slots for items of your choice.
You may import any container item into this one. Items put into this bag will be treated as Fiat Backed but won't respawn. For Clarification: Items put in this bag won't break, won't go bad on their own, cannot be removed without your permission or by use of appropriate moves and are protected in general as your definition of CP Purchased items would be protected.

Starter Kit (Free):

This sampling of items is a collection of basic items which are a good match for an Exploration or Rescue Team. Items included are as follows:
2 Aura Ribbons in a color of your choice.
4 Oran Berries
2 Reviver Seeds
2 TM of your Choice
2000 Poke
You may not buy this item multiple times but companions get their own Starter Kit, obviously. Items in this item do not respawn after being used, destroyed or stolen other than the Aura Ribbons, which respawn if destroyed.

Seed Bag (-50 UP):

Contains 2 Reviver, Blast, Quick, Vanish and Warp Seeds each. If used up the bag will refill itself after 24 hours have passed.

Money Bags (-50 UP):

A bag full of 500 Poke (money) which refills at midnight if the money has been removed in any amount. After this jump the contents of this bag, along with any money put inside of it, can be converted to a numerically equivalent amount of another monetary unit of your choice. If you purchase this item multiple times, multiply the money in this bag by 10 each time.

Speedy Armor (-200 UP):

This doesn't belong here, does it? … Wait, does it? Sorry Jumper, a bit confusing over here. This is a suit of Power Armor constructed in the "Memory Path" AU for the Rescue Team veteran "Speedy" the Jolteon. You can consider it an Iron-Mon Suit if you want, it hardly matters. This suit comes armed with a variety of weapons with the most basic being a front and back chest laser, an internal power source and a variety of other functions, including flight and other weapons and systems.
You may choose one of three armors to be this:
Base Model: A balanced suit of armor with a blade stashed under the right shoulder pauldron and plasma projectors at the hands/paws that project 4 inch claws of Plasma.
Stealth Model: The fastest moving of the armors, this suit is equipped with stealth functionality and can turn invisible for short periods of time. It is equipped with a Katana-style Plasma sword and aspect seeking missile launchers roughly equivalent to a Blast Seed in power.
Destroyer Model: Uff, this is the heavy hitter. This thing is basically a flying tank, equipped with heavy weapons and designed to fight numerically superior undead monsters, this thing is armed with more cannons, missiles and other assorted weapons than the other two combined. Think of this as if the Warmachine and Hulkbuster Armor had a lovechild or something.
Regardless of your species the armor will be tailor made for you even in future jumps.

Evolution Medal (-100/-200/-400 UP):

This is another oddity from that AU, this medal is a technological device manufactured in the Memory Path AU which imitates the effects of a Evolution Stone and allows both evolution when equipped as well as reverting to the prior state at will. This only works on compatible Pokemon. Medals function based on Fire-, Thunder-, Water- and Leafstones, Icy and Mossy Rocks, Sun and Moon Shards as well as whatever you would call the Sylveon option. No, I will not come up with it. These things are generally compatible with most Eeveelution forms. You may only choose one of those above.
For another 100 UP this medal has not only this functionality but also an advanced AI modeled after previous owners, which may be Speedy the Jolteon or similar Pokemon. This AI can interface with the Speedy Armor above if you have it and acts as a companion similar to the above examples in the companion options.
For a total of 400 UP you will further not only get the AI, but can designate one Pokemon of your choice, the medal now allows you to "Evolve" into this Pokemon for short periods of time.You may only choose a non-legendary Pokemon for this. After this jump you may still use this medal to turn into the evolved or alternate form as appropriate, for example a

Flareon who holds a Mossy Rock medal can turn into a Leafeon at will and you can still turn into that Pokemon even if you would be barred from alt-forms.

Box of Entercards (-100 UP):

These are special, rather impressive you got them actually. This is a box of 40 “Entercards”, which are designed to create Mystery Dungeons which lead to other locations. Using these Entercards you can open up passages to anywhere that the combination and layout of the cards would allow, though you need four of those cards to do so.

Bag of HMs (-100 UP):

This is a small bag of 2 ™ of moderate power. Nothing game breaking but they will be ones you and/or your partner can learn.

Team Base (-100/200/400 UP):

Welcome Jumper, to the base of your team! This nice little home you now share with your team. At 100 this base is a single room hidden base that has the basic needs such as a food storage, kitchen for simple fruit preparation and a washing room. At 200 your base is the size of a house, with bedrooms for you and your companions. It has it’s own full on plumbing, a proper kitchen and comes with various food stuff. At 400 UP you get a large guild building in a cliff with three levels, it’s own mission boards and Followers that serve the various functions of not only the Wigglytuff Guild but the entirety of Treasure Town’s various shops.
After this jump the base will become a Warehouse attachment and can be imported into new jumps as a secure bunker or similar building with all amenities being upgraded and converted to their local equivalents if you so choose.

Market Place (-200/400 UP):

Your very own small market. This place can, at 200 UP, be just a large item shop you now own. It comes with a small daily restocking number of items thematic to this jump and after the jump may even include things you find in past jumps. For 400 UP it is a large open air market on the same scale as the large towns you find in Pokemon Mystery Dungeon with all manner of amenities and functions.known in this universe, including a shop that can decipher artifacts, restore them, and a Food Parlor.

Marowak’s Dojo (-200 UP):

Welcome to Marowak’s Dojo. This is a place where you can train yourself in a relatively safe Dungeon 10 levels deep and with up to 20 thematic dungeons either based around various types or previous jumps. Unlike the one you find in this world, this dojo doesn’t rob you of your items when you enter it and there is no risk for your money either in losing. We guarantee that any fights here will be as challenging as you desire and like in this world you will grow stronger as if you were under the influence of a Game system, if you don’t have one yet.

A Technical Machine (-200 UP):

This is a TM, a single one yes. However, this TM can not only be used infinitely, but can be any move known to exist in Pokemon Mystery Dungeon and can be taught to anyone regardless of whether they can learn it or not. The only restriction is that it cannot be Transform or the signature ove of a Legendary Pokemon.

Auxilia (-200 UP):

It is curious, the various teams of this world tend to be made from one or two core members, sometimes three, which attend nearly every mission together. However, these are just the core, the founding members, of the team. Further team members can be recruited through the rule of "Friendship through superior Beat-Downs". This item consists of three members of your new team. They aren't companions and must be non-legendary Pokemon and they cannot be Ditto, however in exchange you may import them into future jumps as members of whatever species you can find in that universe with skills associated with them and a background based around that. They don't get any perks or fiat backed items this way, but they will accumulate the skills and abilities they pick up this way.

Perfect Apple Collection (-200 UP):

Perfect Apples are an unique item most famous for Wigglytuff being absolutely obsessed with them and causing minor natural disasters when he can't get them. You may not, however, know that these apples are truly and absolutely delicious. They not only fill your stomach up to the point of not needing to eat for three days, unless you're a glutton or Wigglytuff, but they have miraculous healing properties which allow them to bring you back from the brink of death or insanity. Chatot sometimes eats them to deal with the BS his boss is putting him through. It contains 20 apples when observed, but more will appear when one is taken out.

Link Box (-400 UP):

The Humble Link Box, an item of… arguable usefulness. Normally only useful to link two or more moves on the move, allowing them to be used rapidly during battle, this one is special. Not only does it not break apart when used but it can "Link" your various perks, creating more powerful ones from the hybridization with linear improvement. Meaning for example that speed increasing perks will add their kilometers per hour onto one another. Another function of this item is that you may link two attributes, such as intelligence and strength, to one another, which results in them gaining a bonus equal to their opposite's base stat. Note that Perks can only be combined with similar or related perks and a perk that has been made from linking two or more together may not be used to link with another for one year.

Link Cable (-400 UP):

This curious item hasn't been seen since the age of Rescue Team Red and Blue. It is a strangle cable with two ports on either end that fits into a Gameboy Advance, or so they look. This Item allows you to link companions, meaning that they can, when linked, occupy the same companion slot and share all of their perks and items with one another. You can also use this on yourself and a companion, if you so desire, meaning that they would be imported for free alongside you but if they die, your chain ends with them as if you had died.

Regi Guardians (-400 UP):

Regirock, RegIce, Registeel, Regigigas. These are the four "Golem" Pokemon of legend. Guardians of ancient ruins and treasures, formers of continents. These ancient, Automata-like Pokemon stand a silent Vigil above this world and normally wouldn't stoop so low as to be the personal guards of some uppity explorer's base. Well, except this quartet. You have the four Regis now as followers, each of them is powerful enough to blow holes into battleships with their Hyperbeams, tank high explosive and armor piercing rounds with ease and their Operating System is top notch so they won't glitch out on you and attack you or your friends.

Time Gear (-400 UP):

Time Gears are the building blocks of time. They anchor the flow of time to make it work properly regardless of the normal state of the world, though their power is limited. Normally hidden well inside of dangerous dungeons and often guarded zealously by assigned Pokemon, this Time Gear is a bit outside of that. Instead it serves you, allowing you to ignore temporal effects, time freezes and even, once per Jump, break it to negate any time distortions, time travel or to permanently, in that jump, restore time if it has frozen like in the dark future. It will be restored after the end of the jump or 10 years have passed.

Celebi's Time Hole (-400 UP):

Huh, curious. This is a tunnel or hole in time used by a certain Shiny Celebi to travel to distant eras in the past and future. For the duration of this jump you may call upon this item to travel into the distant past or distant future once per week. In future jumps it becomes a Warehouse Attachment you can summon to yourself to perform smaller time jumps once per year or larger jumps as normal once per week. This will not erase you or cause Chain Failure even if there is such a nonsensical rule in the jump.

Explorer's Guild (-600 UP):

This isn't a building, but an entire guild of 12 Exploration or Rescue Teams subordinate to you. They are around equal in capability to Silver Rank Explorers Rescuers, which is a moderate level capable of taking on Monster Houses, and each team is comprised of two core members. In future Jumps you can either decide to import them as a mass companion or as followers with the same benefits as "Auxilia". If imported as companions you can recruit further members into the guild and all members share perks and gain copies of all non-unique items of prizes 400 or less they purchases with anything else being up to you to decide.

Relic Fragment (-600 UP, Free for "Time Crumbles" scenario):

This is a curious artifact originally held by a certain uncertain Pokemon dreaming of becoming a Explorer. While you may not be them, this may be that same artifact or something else entirely. Functioning as a key into any place of mystic significance it is also a sign of you being worthy, if that is a concern you can take this authentication to *be* worthy.

Looplet (-600 UP):

Looplets are special rings that can be put on by any Pokemon and embedded with “Emera”, special stones that can be found in Mystery Dungeons and boast various effects. Looplets can also function as Keystones. This Looplet is a bit special, between being an “Air Looplet” by default, thus preventing its wearer from going Berserk while Mega Evolved, but the looplet type can be changed on selection, as well as having a total of 10 notches by default for Emera. Even if this is not normally part of your AU, this Item will cause Emera to spawn in Dungeons and areas around them. Emera embedded into this item won’t break once you leave a dungeon.
In future jumps, if you enter an area not inhabited by human civilization, in other words wilderness, you will find Emera in these locations as if they were Mystery Dungeons.
Note: How Emera interact after the jump is up to you.

Emera Bag (-600):

This is a simple bag containing five Emera, the exact types of Emera you have in here is up to you to decide but may also contain the following special Emera:
Evo Emera: If Embedded into a Looplet you can evolve into a higher state at will. This will empty your stomach by 20% each time. These evolutions can be reverted at no cost. If used as an Item it increases your HP.
Gold Emera: Doubles EXP gain from battle. When used as an item it increases your speed temporarily.
Note: The bag refills ever 24 hours to capacity when one is removed, but after the first five the Emera will be “Random” (aka decide whether or not to do something like randomly selecting, throwing a dice or something)

Swimming On Time (-600):

This is not a perk displaced from it’s proper place, no. This is Lapras, not just any Lapras but the one tasked to bring the chosen to the Hidden Land. Or one of it’s species with similar capabilities. You can call on Lapras once per month and it will allow you to travel to normally unreachable places, including outer space or lands located between two seconds. It cannot travel through time though.

Drawbacks:

Should you need more points, take these Drawbacks. You may take up to 1000 CP through Drawbacks, but not any more than that.

Extended Stay (+0 UP):

Feel like ten years aren't enough for everything you want to do? Feel like it's too tight a restraint on the time you have for the scenarios below? Now you may extend your stay until 30 years from the countdown start or until all scenarios have been finished, whichever comes first.

Not in this Dimension (+100/500 UP, Basic version Mandatory for and Both Exclusive to "Pokemon Fantasy High AU")

Students of this highschool aren't supernatural, at least in their native universe. Like them, you will be unable to access your powers and items from outside this jump or those you purchased here that don't fit in a modern setting unless you're in the "Fantasy World" of their DnD analogue. For an additional 400 CP this applies to all of your abilities from outside this jump both in the normal, modern world and the fantasy world alongside any items that aren't thematically appropriate.

Unlucky (+100 UP)

Normally you're probably fairly lucky. You may get some critical hits in which double the damage you can do and even avoid taking them. Now no longer. Any and all luck perks will be invalid for you and you have a 50% lesser chance of doing a critical hit when attacking while you're 50% more likely to take a punishing Critical Hit against you in return.

Distrust (+100 UP)

Pokemon are usually very social beings, if you beat one up they may very well try to join your team and all those super great Charisma perks would definitely help you there. Not anymore. During this jump your will have no access to those charisma perks and to even start recruiting anything you will have to go above and beyond the call of duty to not only impress them but to also gain their trust, because you lack that.

Fines to Pay (+100/200 UP)

Well, now this is kinda awkward. Rescue Teams, Explorer Teams and all those other teams normally do jobs to finance themselves and quite a few of them pay fairly well, with Explorers having paychecks in the quadruple digit range. However, you have a problem: 1/10th of your total income in money, that is the only thing you get from jobs as far as monetary goods are concerned. An association or guild will take the remaining 9/10ths of that money for themselves. Items aren't affected but for another 100 UP you will also lose access to respawning goods, needing to pay for them to respawn with their purchase value on the market.

Finance Blockade (+200 UP)

I am sure you have some manner of money producing perks or items that are respawning money in some way, or items that can be sold at high values. Nope, not gonna happen. You cannot exchange money you gained outside this jump for Poke and no items you possess can be sold off to stores in this world.

Bully Team (+200 UP)

There is a team of Pokemon who really don't like your face. Whether that be because you thwarted their plans or are some form of rival in their eyes. They will try anything to get ahead of you, up to and including stealing job requests from you, sabotaging your jobs or trying to ruin your reputation. They are however still conscious that if the world is at stake, they should lay off of you and that if you're getting pretty strong, it would be… rather dumb to go after you.

Fugitive (+200/600 UP)

At some point during your stay people will learn that, in another life, you were human and this will align with a prophecy that foretells of a human appearing when the end times are near. Naturally they take this as you causing the problems around the world, which is kinda unfair but nothing you can do. However, should you be able to locate a Ninetales which was responsible for the prophecy, she will be able to reveal the truth. If you feel starved of points, you can triple this drawback's points but in exchange you now not only have to find Ninetales and avoid capture, but just before reaching her you will be confronted by a three-man team that are also hunting you. This team may or may not be Alakazam's team, but they will always be able to be a danger to you and even to defeat you if you're reckless. Hold them off long enough however and Ninetales will come to your rescue, clearing things up.

Wrong Body (+400 UP)

So, as you're certainly aware you get a perk that would let you control this new body with ease. Now that isn't changed, but it won't work for the duration of this jump. Any perks that would allow you to more easily control your alt-form, regardless of how different it is, are now disabled for the duration of this jump and you will feel great discomfort and difficulty moving about in this new form.

Pokemon Mystery-What? (+400 UP)

Pokemon Mystery Dungeon is pretty simple at it's core, there are even games to play and chances are you know what AU you enter from reading the appropriate fan content. Well, that would give you an unfair advantage. Take this drawback and not only will you lose that knowledge of the specific AU you're in, but on the entire spin-off series as a whole.

Lonely Beginnings (+400 UP)

Normally you would arrive in this world as an adult or adolescent Pokemon, maybe even as a human just transformed. Now that isn't the case. You will awaken inside an enclosed space, it is borderline claustrophobic inside and you struggle to escape. When it gives way you find yourself breaking out of a Pokemon Egg, another laying near your own but no

parents anywhere in sight. You may choose an age between 5 and 14, this is how long it will take until the events of the AU will start and other Drawbacks become fully active. After this time is reached, 10 years will pass until the end of the jump itself.

No that Doesn't Belong here! (+200/400 UP, Cannot be taken with "Pokemon Fantasy High AU")

This is basically the Powerloss Drawback. If you want to take these points, hand over every Perk you have that didn't come from the Pokemon Jumps or the "Generic Monster Tamer" Jump. For another 200 UP you may not even keep those for this jump.

What Warehouse? (+200/400 UP, Cannot be taken with "Pokemon Fantasy High AU")

All those fancy items you got there, they must go. Any items that are of human make from before this jump and those that aren't from a Pokemon jump will be unavailable for you to use. Likewise your Warehouse is now disabled but don't worry, your Med-Bay will be installed in a base of yours and all items that would still be applicable and respawning items will appear there. An exception are pure food items as those will still be available. For another 200 UP you lose access to any and all items instead and nothing your warehouse would contain will be transferred here.

Darkness Falls AU (+200/400 UP)

Normally you would be appearing in an okay AU, but like the future where Temporal Tower was shattered, this AU is now in a bad end, with rampant madness, chaos and darkness. Whether this can be reversed is naturally up to you, unless you take another 200 CP, then this is your problem to resolve. Sorry bud.

Scenarios:

Note: You can choose any of the below scenarios as long as they can be worked into the same world and it doesn't clash with your Drawbacks. You gain 200 CP for each Scenario taken.
Note: Scenarios other than "The Mystery Dungeon Experience" can be taken in any order and take effect only when their time comes. Crisis won't occur at the same time. However, "Time's Breaking" and "Space's Distortion" must occur in their regular order as per the games they are based on.

The Mystery Dungeon Experience:

You awaken in an unknown area, wilderness is all around you. There are some Pokemon nearly right next to you and you soon discover that all of you are all human, or at least not Pokemon, turned into various Pokemon, no one knowing what has happened. Your objective becomes to figure out why you lost your memories, how you come here and who you are. Eventually you will slowly recover your memories one at a time until you either regain all your memories before ten years are up or you fail the chain. Should you have taken the "Lonely Beginnings" Drawback you will still be born in a nest, without parents to look after you.

Reward:
Thanks to the experiences in this jump you have gained near perfect immunity to anything that would be messing with your memories or mind, making such attempts completely useless. Furthermore you will find yourself able to recall in excruciating detail anything you would want to know and understanding everything you remember with full clarity.

Heaven's Fall:

Natural Disasters are wreaking havoc across this world. Earthquakes, infernos, hurricanes, Tsunamis. Titans of old awaken and feud like in old times and everyone can feel that there is something horrible coming with Mystery Dungeons popping up everywhere and Pokemon becoming hostile for no good reason. And as you discover, the End Times are near. First you will find Groudon causing trouble, but he was only a symptom of the problem as he was awoken by the tremors. In truth, a giant asteroid was falling from the heavens and only Raiquaza can stop it. However, you and your companion are the only ones that can reach him on the Sky Pillar.

Reward:
For your heroic actions you are awarded the power of Rayquaza. Once every year you may call on Rayquaza to unleash his fury upon your enemy, this power which shatters meteors and safeguards the world from extinction. Furthermore, you can absorb meteorites to gain more power, imitating the Mega Evolution of Rayquaza and allowing you to gain a similar state if you fully charged up this way.

Time's Crumbling:

Time is out of whack. Many areas are starting to show sign of temporal freezing, color is draining from them and even the area's Time Gear won't help, if an area has one. At one point in your stay an explorer named Dusknoir will declare a thief named Reptain to be responsible, stealing Time Gears and having done so with three of five of them already. But the truth is, Reptain is a hero, a time traveller gone back to stop the destruction of time and the planetary paralysis this would cause. You're not aware of it but the you of this world was Reptain's partner who got separated from him. It is now your task to stop the destruction of Temporal Tower, embodiment of time, but in your way are many foes.
Note: Even without "Pokemon Mystery What?" you will not remember the events of the Explorers Games or have memories of your partnership with Reptain even without "The Mystery Dungeon Experience" scenario.

Rewards:
Dialga's light shines upon you Jumper. For your brave actions Dialga has bestowed upon you your personal Hidden Land which you can open rifts to at will from anywhere to either go there, protected from all manner of harm, or to summon it's myriad of powerful Pokemon inhabitants to do battle for your sake. Furthermore, Dialga has given you a Prismatic Orb which allows you to change one event of the past once per year but it may not prevent the birth or cause the death of a person who is still alive. If the "Space's Distortion" scenario has been completed you may also cause things from previous jumps to appear in the current jump, such as nations you knew or people you didn't companion being a historical figure.

Space's Distortion:

Strange Nightmares plague the Pokemon of this world Jumper. Space has been distorted and darkness is creeping into the world. Palkia, the Dragon of Space, is blaming a specific group for this, your group, and a shadowy figure is pulling the strings from the shadows. This is the true mastermind behind the distortion, Darkrai, and he knows you are the one who could ruin his plans forever. He will set traps, send his minions after you, make Palkia believe you are behind all the chaos, and if it all fails? He will do his best to lure you to him in an ambush, to destroy you himself.
Note: Even without "Pokemon Mystery What?" you will not remember the events of the Explorers Games.

Rewards:
Palkia's power over space reaches beyond this world. For your aid in stopping Darkrai Palkia has bestowed upon you a gift of space, expanding the internal space of all of your properties by a factor of 10 in all three dimensions. Furthermore, once every year Palkia allows you to call upon aid from a prior jump, reaching across dimensions to bring an old ally to your side for 48 hours at a time. If you have completed the "Time's Crumbling" scenario as well, then it isn't just individuals you can call upon, but twice per year instead of once, you can call entire groups to your side!

Parent of the Young Prince:

A parent is you, Jumper. During the second year of your stay here you will be drawn into exploring an undersea dungeon at whose end a single egg will be found. This egg will hatch mere days after being found into a small Manaphy and it will be your duty to care for this adorable legendary Pokemon of the Seas. However, inevitably Manaphy will fall ill and you will need to travel to the Phione to seek their legendary Panacea. While normally at this point care for Manaphy would fall to Walrein, if you managed to save him, you won't get that out. Raise Manaphy until he reaches 7 years of age and this scenario will be complete.

Rewards:
Manaphy will obviously be your new companion as a reward. Raised by a certainly legendary explorer like you he is no slouch in battle and will have gained all the perks you and your companions have gotten in this jump and some even from other jumps, if there were such. Up to 10 perks from previous jumps that you or your companions have purchased can be selected for Manaphy's Bodymod equivalent and as far as Pokemon Moves go, Manaphy knows Dive, Heart Swap, Recovery, Surf and Hydrocannon, how he learned this is unknown, along with any moves you and your companions know at the time of his hatching.
Like the special companions Manaphy also has a Auto-Import with a 800 CP stipend, though you can't treat him as a symbiotic companion, though you can hand one of them to Manaphy.
Also no Frisky with your baby. Gender is up to you.

Guild Founders:

Note: Cannot be taken with the "Explorer's Guild" Item.

The world is a chaotic place, Explorers and Rescuers have all their paws full, keeping shit together and organizing these forces is no easy task on a national or international level. For this reason the International Emergency Coalition, the Organization responsible for coordinating these teams, has deemed it right to award you and your team the title of Guild Masters of your city, meaning you need to form a Exploration/Rescue Team Guild similar to the Wigglytuff Guild and not only train but also coordinate various teams, recruiting them too, naturally though the Coalition will be sending new teams in your region to you. Don't expect a 90% share of their reward money though, you still need to work missions yourself.
What you have to do ultimately is to ensure that, by the end of these 10 years, your guild is as prosperous and glamorous as the Wigglytuff Guild of Treasure Town, known far and wide for it's students and their accomplishments as well as the many disasters averted and dungeons thoroughly explored.

Reward:
Your Guild becomes your reward. Not only will you gain the equivalent of the Team Base on the 400 UP cost in the form of your Guild Hall, but all of the former and current students of your guild, each of them easily a match for the members of Team Pokepact, Team Go Getters and Team ACT, will follow you as followers like the "Explorers Guild" Item.

Zero to Treasure:

Zero Island, a infamous cluster of four dungeons, each 100 floors deep with special effects that make exploration near impossible. And you need to explore them all before the end of this Decade.
When entering a Zero Island dungeon you will be stripped to your Bodymod with the exception of your perks acquired here. Your level will be reset to 1 and your move pool is reset to what you come in here with. Of the items you have, only three of the fiat backed items can be brought in along for the ride and only you and one of your companions can enter the premises of the dungeon itself.

Rewards:
For completing all four island dungeons you unlock Eternal Cave, a special dungeon with infinite floors where EXP gains are multiplied by 10 and loss simply sends you back out. All the usual rules apply here, random layout, new loot every time, respawning enemies, you get thrown out if you stay on one floor too long. Every 100 floors you will also encounter Jirachi, but this one isn't just able to use psychic powers to make wishes come true in a sense, but is a full blown Genie in terms of capabilities, a one-mon Dragonball set, if you will. It can't do what is beyond it's power however, though each Jirachi is stronger than the one before it.

Ashes of Another Path:

Welcome Jumper, I am Arceus. Yes, that Arceus. More specifically I am one version of me that resides over the world you know as the Pokemon Anime, however I have a small problem. Team Galactic has taken control of some aspects of creation in the distant past and I had to send Ash back into the past. Now myself, Sir Aaron as well as a trio of my children I made originally to send Ash back easier and later to complete the trio, are going through some of what you know as games and- Wait you know that story? Ashes of the Past? Oh… Well that makes things easier.
Here is the deal: You babysit them and until Ash gets around to releasing us from that damn Pokeball that I made as the hull of the impenetrable fortress that protects us. Time will be accelerated here, so it will be around nine years until Ash reaches Sinnoh from the point forward and you get your reward if everyone had a good time and a good adventure. Alternately I can let you come to the battle and take on Team Galactic's Legendary Pokemon in our stead, but they are ten times stronger than the trio with me.

Reward (Normal):
If you complete my little request I will give you another Alt-Form, a Mew form at full "Fanon" powerlevel. At no further cost and as my child. This gives you a egg move in the form of my Judgement and an ability to use any and all Pokemon abilities at will. Am I not generous?

Reward (Alternative):
If you can complete my bigger challenge I shall reward you, for that is worthy of being called a End-Jump Accomplishment. I shall reward you by awakening your Planeswalker Spark, a Old Planeswalker Spark that is. This will be the end of your chain but also the beginning of your time as a transdimensional deity, so I welcome you, my friend.

End Choices

Well Jumper, ten years are up and assuming you've accomplished your objectives, three choices are left for you to make.

Move On:

The Multiverse calls for exploration, you move to your next jump with your companions and rewards as usual.

New Game+:

You decide to stay here with your friends and new family, a life on the furrier side may be your kind of cake I guess. You gain 1000 UP to choose one last time from this document or the original Mystery Dungeon Jump from Quicksilver.

Escape Orb Activated:

As fun as it has been you wish to return home, understandable. Take these 1000 CP to buy from here or any other Pokemon Jump you wish for a last few purchases.

Notes:

1: This is basically a Generic Fanfiction Jump, so yes you can take any fanfiction you like as a basis.
2: When I refer to game mechanics it is for simplicity's sake, use relative analogues if you wish, how you interpret it is up to you.
3: Suggestions are welcome, send them to fanficwriter at Spacebattles.com if you wish.
4: Fanwank responsibly
5: Abilities of your Pokemon Form, like Static, Lightningrod or similar, are determined by your species but if there are two or more known abilities held by that species you can choose between them.

V1.1 Changelog:
1: Added Time Extension toggle
2: Clarified on scenarios

V1.2 Changelog:
1: Added a CP limit to Drawbacks
2: Reduced Scenario payout to 200 CP