Pokemon Gauntlet



by Faucheusestar

The world of Pokémon is an adorable utopia where little Furret eats delicious berries and everyone is happy. Humans are safe: they already have cities, powerful Pokémon, and Poké Balls... Well, not here. You are in the distant past. Poké Balls don't exist, and cities are, at best, caves with a handful of humans. Or maybe you're in a future so distant that Pokémon are now terrifying machines, or even in an apocalypse after a meteor strike. In any case, you're in a situation far scarier than your favorite colorful world. Good luck!

Take **0 Choice Points** to fund your adventures… It’s a gauntlet after all!

Starting Location

You can choose your preferred Pokémon region and era.

Age and Gender

Freely choose your own age or gender.

Origins

Any origin can be taken as a Drop In.

Primal Warrior [Free]
If you prefer to explore the past during this jump, then this origin is perfect for you.

Apocalypse scavenger [Free]
Searching buildings overgrown with vegetation and attempting to recreate a semblance of civilization with the remnants of the old world.

Futuristic engineer [Free]
Perhaps you yourself are a bit of a machine, or one of the rare engineers capable of understanding its singularity AI and their machine.

Race

Human [Free]
You are a human, Although you come from the Pokémon world, you are physically superior to normal humans from other worlds.

Pokemon [variable CP]
Take any non-legendary Pokémon and look at its total stats. Round it down to the nearest hundred. That will be the CP cost divided by 2 to obtain this form. Example: Garchomp will cost you 300 CP.

Perks

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

General Perk

Aura guardian [200 CP]
You can use your aura initially just to perceive it, as well as to project it to create barriers and aura spheres, but with time and practice you will be able to master more esoteric techniques and even create your own techniques.

Psychic [200 CP]
You have psychic powers such as telekinesis and telepathy. Your powers increase with time and training, allowing you to unlock other powers such as clairvoyance. You could even end up reaching the same level as masters like Sabrina.

Primal Warrior

They can walk [100 CP | Free for Primal Warrior]
The other Pokémon are powerful and capable of many things. You? You are capable of walking, and as long as you hum the Furret theme song, you will tire very slowly and be able to travel long distances.

Hunter [100 CP | Free for Primal Warrior]
You are an expert in hunting, whether it's tracking your prey or making traps and basic weapons out of bones, wood, and stones.



Ancient Power [200 CP | Discounted for Primal Warrior]
This is the same attack used by many monsters of that era. By concentrating, you can cause fossils filled with rock energy to appear from the ground and hurl them at your targets. This power also temporarily increases all your attributes, including your strength, speed, and defense.

Primitive physiology [200 CP | Discounted for Primal Warrior]
Facing supernatural dinosaurs in your everyday life has made you particularly tough. You will never take knockback damage or ricochet dangerously during even your most risky attacks, just as if you were a Pokémon with the Rock Head ability. Your body is also much stronger, allowing you to survive claw and fang attacks that would kill a normal human (critical hit immunity, like the Shell Armor ability). What's more, you give off a primitive and intimidating aura that tires your opponents out much faster when you want it to.



Old reliable [400 CP | Discounted for Primal Warrior]
You have adopted the methods of that era, and as long as you do not use technology more advanced than the creations of ancient civilizations, you will notice that your abilities and those of your equipment increase exponentially.

Apricorn and other natural miracle [400 CP | Discounted for Primal Warrior]
With the right know-how, Apricorns can be just as effective as advanced technology, which is where Pokeball comes from. With this, you will often find plants and natural materials that can mimic technology. It will take some research, expect to see plants, minerals, and creatures that did not exist during your adventures.



Antique craftsman [600 CP | Discounted for Primal Warrior]
You are definitely not just anyone. It can no longer be said that you are lost in these lands. On the contrary, you could well be the pioneer responsible for all the creations of ancient Pokémon civilizations! Whether it's the creation of stone/apricorn Pokeball, Regis, Pokémon created by ancient civilizations, or even strange mechanisms involving the Unknown, you know exactly how to make them.

Apocalypse scavenger



All Terrain [100 CP | Free for Apocalypse scavenger]
Whether it's knowing when the ground is likely to collapse, swimming through a shipwreck, or climbing over piles of wrecked cars and ruined buildings blocking your path, you're a true acrobat in ruined places!



Pickup [100 CP | Free for Apocalypse scavenger]
You have an eye for finding treasures, a real little Zigzagoon, even though many might say it's actually trash. You can find a useful purpose for it in these troubled times. After all, one man's trash is another man's treasure!

gratitude of abandoned goods [200 CP | Discounted for Apocalypse scavenger]
You have the strange ability to become more efficient when using objects that you have collected yourself, whether for crafting or for direct use. You will notice that they can always be repaired by you and become better with use and care. It is as if all these abandoned objects, like Banette, long for a new owner and thank you for it.

Scavenger physiology [200 CP | Discounted for Apocalypse scavenger]
Your stomach is made of steel! Seriously, you could eat things so strange and expired that even a Grimer might be edible to you... Well, you'd need some really good seasoning to make it tasty, but you wouldn't get sick. What's more, any attack that drains your life/mana/blood or whatever inflicts damage equal to what the attacker would have gained on the attacker instead, as well as poisoning them. No one can steal your items anymore either, you worked hard to get them, after all!



Absol [400 CP | Discounted for Apocalypse scavenger]
You have the same instinct for sensing impending disaster as the eponymous Pokémon. But it doesn't stop there. When you make a jump, whether it's this one or another, you can decide to start one month before the apocalypse. Unfortunately, just like Absol, few people will believe you if you announce the imminent disaster that is emblematic of this universe.



Apocalyptic enginer[600 CP | Discounted for Apocalypse scavenger]
With all this time spent exploring the wonders of the apocalyptic era, you have become a master in the art of reverse engineering. No technology is too complicated for you to understand how it works and create an equivalent using recycled materials as long as it came from an abandoned place .

Futuristic engineer

Engineer [100 CP | Free for Futuristic engineer]
You know how to build small robots and other technological gadgets. With time and practice, you can even start building Magnemite. What's more, you find it easier to understand how to use any technology you come across.

Borg physiology [100 CP | Free for Futuristic engineer]
Your physiology is perfectly suited to cybernetic implants and machines. You will not experience rejection due to nanomachines or other transplants. Furthermore, over time, these can become part of your body and regenerate along with your own regeneration or other means of healing biological beings.

Mechanical fuse [200 CP | Discounted for Futuristic engineer]
Just like Beldum, you can fuse, although this is not limited to this Pokémon and your own species. You can enter this state with any friendly metallic/robotic creature of your choice. There is no maximum limit to the number you can contain, and this super form can take the shape of a super robot or a more miniature form similar to your base size.



Hacker [200 CP | Discounted for Futuristic engineer]
It's the future, and the creators of all these scary machines are long dead, so they won't hold it against you! You know how to hack any security system or machine. Although you're talented, the difficulty of the program you'll need to create for the hacks can take a long time if you try to invade a sufficiently advanced machine.

Pokémon Storage System[400 CP | Discounted for Futuristic engineer]
You are a programming master comparable to other geniuses in the Pokémon world. You can create servers capable of digitizing matter and retrieving it on any PC-type machine or other connected device, as well as creating Porygon and other virtual creatures.

Chemist [400 CP | Discounted for Futuristic engineer]
You have mastered the art of manufacturing complex chemicals on an industrial scale using a fraction of the resources and at a fraction of the cost that anyone else would need. This enables you to create a pharmaceutical industry selling potions in a world where lemonade, a can of soda, or even mineral water would have been just as effective a cure. You also know all the recipes for potions, elixirs, and chemicals in the Pokémon world.

Robotization master[600 CP | Discounted for Futuristic engineer]
You are comparable to the singularity AIs that caused the end of the world in terms of processing speed. Building mechanical versions of any Pokémon or life form you encounter is possible for you.

Items

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

Primal warrior

Antique pouch [100 CP | Free for Primal Warrior]
A fur pouch containing flint, pieces of obsidian, Peat Block, as well as ancient plant seeds and objects specific to the ancient/dinosaur era of the jumps you visit.



Herbarium [100 CP | Free for Primal Warrior]
A beautifully illustrated herbarium guides you through the edible and medicinal plants found in the surrounding area, helping you easily become the tribe's shaman or avoid eating all those pretty red mushrooms with white spots.

The Helix fossil [200 CP | Discounted for Primal Warrior]
A strange fossil that some believe to be from a deity. Holding it in your hand fills you with courage and whispers strange but always useful advice from countless voices.



Explorat kit [200 CP | Discounted for Primal Warrior]
A strange machine appeared during a temporal disturbance. It is capable of digging/terraforming the ground and uncovering treasures such as shards, evolutionary stones, ancient objects, and Pokémon fossils, as well as bringing them back to life. The revived Pokémon are initially weak but can quickly reach an appropriate level with training.



A cave [400 CP | Discounted for Primal Warrior]
But not just any cave, this one acts as a secret base and will always be difficult for anyone other than you to track down. What's more, this cave and everything you place in it will be fiat backed. The cave also expands continuously without taking up any more space outside, allowing you to add comfortable environments for your fellow Pokémon. It starts with a small indoor pool and either Kabuto or Amonita.



Légendary metal bird weapon [400 CP | Discounted for Primal Warrior]
This weapon was created using feathers from the great metal bird (Skarmory). In a world where the metal age has not yet arrived, it is an incredible weapon that could even seriously injure the most powerful Pokémon, assuming you manage to hit them and survive. The weapon will always be viable regardless of your power.

Jewel of Life [600 CP | Discounted for Primal Warrior]
Where did you find that?! It's the authentic Jewel of Life created by Arceus himself. With it, you could transform barren land into a prosperous country, just like Damos did. You'll also notice that friendly Pokémon will appear on this land, along with all kinds of rare and delicious berries.



Apocalypse scavenger

Starter kit[100 CP | Free for Apocalypse scavenger]



This is a camping kit that includes a lantern, a tarp that can be used as a tent, a pot, a map with a compass, rope, a few jars of condiments, two bags, and a suitcase equipped with technology that allows you to carry much more than a normal bag, some potions, and a few Poké Balls. Everything looks a little worn and the potions are half empty, but once you buy this kit, you will sometimes find these same worn items during your searches.

Soda pop Caps [200 CP | Discounted for Apocalypse scavenger]



Collecting delicious bottles of soda pop is always fun. Not only do they heal you, but their caps can be used as currency! And no vendor will bat an eye if you use bottle caps to pay them, assuming you have enough. You'll find these bottles and a few additional Pokémon items when you search abandoned locations.

Old world log [200 CP | Discounted for Apocalypse scavenger]

Journals left behind by the former inhabitants of the places you explore, whether it be the secret recipe for a particularly tasty dish or some of the skills and knowledge of famous figures recorded in a logbook that is surprisingly easy to learn from. You will always find them during your expeditions.

Vehicle compactor [400 CP | Discounted for Apocalypse scavenger]



Oh no! Where did you find that thing?! If you fill this vehicle compactor with items and creatures that are emblematic of your current jump into a vehicle, they will be compacted into an old Gameboy. By turning it on, you can appear in a region-sized version (such as Kanto, for example) that corresponds to the world of the jump. To exit, simply turn off the console. The items and creatures collected there can be taken with you, and the press reappears wherever you need it.

Bus [400 CP | Discounted for Apocalypse scavenger]

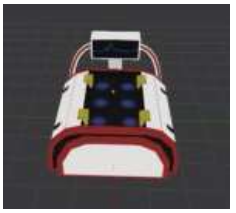
It is a bus reinforced with metal plates, spikes, and nitro, making it perfect for traversing the apocalypse. It is powered by a Revavroom engine that is much more powerful than the others. Some of the seats have been converted into a mini greenhouse for growing berries or a small workshop for making bullets or other useful items for surviving the apocalypse of your choice. Without expanding externally, the bus still seems to have enough seating for its number of passengers. It also has a motorcycle and a bicycle in the back.

Futuristic engineer

Technical Machine[100 CP | Free for Futuristic engineer]
A machine that allows you to download skills into the minds of those who carry them using discs. You also get a handful of TMs, and if you search around, you will sometimes find others.



Container [200 CP | Discounted for Futuristic engineer]
A container filled with materials from the Pokémon world, mainly electrical parts and other manufacturing materials for machines. It is filled every week.



Healing machine [200 CP | Discounted for Futuristic engineer]
This is the same machine found in Pokémon Centers. This one doesn't need energy and comes with plans and software to make more.

Bunker [400 CP | Discounted for Futuristic engineer]
This is an old bunker that was probably used by Team Rocket. It still contains numerous research notes and equipment used to run laboratories. You can choose between cloning or robotics, but you will find notes on how to build the other specialization yourself. In addition, you get a handful of electric Pokémon of the same species for free, which are used to power the bunker.



Time machine[600 CP | Discounted for Futuristic engineer]
This imposing machine allows you to receive objects or life forms from a futuristic version of your current world. What appears is random, so you will most often obtain things that are particularly common.



Companions

Pokémon do not count toward your companion slot but can follow you for free.

Companion Import [50-200]
Do you want to bring your friends to this adventure? Or can create new friends (pokemon or not), this is for you

50 CP/companion, 200 CP/8 companions, each gets 600 CP.

Pokemon dino friend [50 CP/ One Free with Explorat kit and/or Primal warrior]
You can choose a small dinosaur Pokémon at its basic stage. It can be one of the fossil Pokémon or a Pokémon that resembles a dinosaur, such as Chikorita, in which case The Pokémon gains the Rock type if you wish. The Pokémon will be friendly and consider you family.





High-tech Pokémon [50 CP/ One Free with Futuristic engineer]
You can choose a small tech Pokémon at its basic stage: It could be a Porygon, a weaker and more basic version of the Paradox Pokémon, Beldum/equivalent, or even an alien Pokémon. The Pokémon will be friendly.

Apocalypse buddy [50 CP/ One Free with Apocalypse scavenger]
You can choose a Pokémon that is either a ghost Pokémon or an undead version of an existing Pokémon, or a Pokémon resembling a dog or object. Your choice will be in its basic form and the Pokémon will be friendly..

Canon Companion [Free]
You want one of the canon characters as a companion then this option and for you if you manage to convince the latter he will be able to follow you on your adventures and obtain 300 CP as a gift

Scenarios

Scenario One [Survive]

The end of the world has come. A meteorite has fallen, devastating the world, but it didn't stop there. From its depths emerged a Pokémon: Deoxis.

It lurks in the same region where you are. You will either have to survive here for a year or defeat this alien.



Reward

- 300 CP if you defeated it, take 600 CP instead

Scenario Two [jurassic park]

You must survive a year in the era of dino Pokémon! Surviving the dinosaurs is already complicated, but you can also try to catch or defeat one member of each species.



Reward

- 300 CP if you catch or defeat one member of each species, You can summon the dinosaur-like creatures you encounter during your jumps.

Scenario Three [Cyberpunk]

Today, the Pokémon world is nothing more than a succession of huge mega-buildings and sprawling cities marked by ancient corporations. Today, their human leaders have disappeared, replaced by AI that has gone mad, seeking to maximize the creation of their original product.

Surviving thanks to the industrial quantities of products created by these mad machines, some groups of humans still exist, fighting against the system, while others embrace it despite the risks.

You must survive here for a year, but if you are brave enough... The tallest tower, visible from everywhere, houses the server of the first corporation to have had the bug that started it all.

There is a solution: insert this USB key into the console and the antivirus will disable most of the horribly modified machines. Unfortunately, those belonging to the company in this tower are the most numerous and will fiercely fight every attempt.

Reward

- 300 CP if you destroy the server, you will obtain a USB key containing all the blueprints, although some of the more impressive ones are encrypted.



Drawbacks

Jumpchain [+1000 CP]
That's not really the intended purpose, but if you want to stay in this post-apocalyptic version of Pokémon for ten years and treat it like a normal Jump with all that that entails, you can!

Tasty [+200 CP]
Humans are truly delicious, you know. It's not the Pokémon's fault if they want to eat you more than other Pokémon. You shouldn't be so delicious.



Child play[+200 CP]
Jump! You didn't throw away your childhood stuffed animals, did you? It looks like you did, and now they've turned into Banette and are coming after you. These Banette aren't much stronger than a doll from a horror movie, so as a normal human being, you could easily defeat one. But you didn't throw any of them away, did you?

Night of The Dead [+200 CP]
Who would have thought that with all these deaths, everything would remain quieter? Unfortunately, you won't just have to face a lot more ghost Pokémon. No, a quarter of those who died in the apocalypse will rise as zombies, although they won't spread the disease (you can make them spread the disease, which will give you 200 CP). You can increase by an additional quarter to get 200 more CP, up to 100%.



Re animator[+200 CP]
From time to time, you will encounter aggressive amalgamated zombified creatures. They are technically immortal as long as they have biomass remaining. However, burning or freezing them is still very effective. By searching around the area, you can find notes on how they were created and how to make them yourself.

Mad Max[+200 CP]
Raiders driving custom cars and motorcycles powered by Revavroom are now scouring the region. They can be either humans or Pokémon and will be equipped with spears with explosive tips.



Cursed to live in interesting times [+200 CP]
Surviving here is already difficult, but it seems that trouble likes you. Whether it's a battle between two powerful Pokémon that ends up taking place too close to you, or annoying Pokémon that have decided to wreak havoc in your camp every week, you'll have a new event. This event won't necessarily kill you, but it could still be dangerous.

The Last [+200 CP]
You are the last of your kind. If you are human, there will be no more survivor camps or small villages left.

Lone wanderer [+400 CP]
This world depended heavily on connections before, but I guess that's over now! You can't have more than one Pokémon with you (+50 CP if it's a four-legged Pokémon, +50 extra if it looks like a dog) and couldn't be part of any Pokémon or human community.

Vagabond [+600 CP]
Do your legs yearn for an eternal journey, or perhaps witnessing the collapse of civilization has convinced you that settling down and creating a semblance of civilization is a futile effort? In any case, you cannot stay in one place for more than three days; you must keep moving.

Decisions

You have three choices …

Go to next Jump
Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.