



POKEMON MIRAGEA'S TRAVELER JUMPCHAIN

Welcome to the region of Miragea, a land of lush forests, crystal caverns, and coastal villages. The traditional Pokemon League has been replaced by the Trainer Union, an organization dedicated to helping people, protecting Pokemon, and safeguarding the natural world.

While Union Leader John wrestles with a growing number of missing person cases, poachers lurk in each area, exploiting Pokemon for profit whenever they can.

You have **1000 CP** to spend.

LOCATION

You may choose your age and sex for free.
Roll 1d8 for location or pay **100 CP** to choose freely.



- 1: Trainer Union** – The Trainer Union itself. The Union has numerous resources and several specialized buildings, such as the wildcare shelter for injured or abandoned Pokemon, and various apartments, cantinas, libraries, infirmaries, and training grounds for Union trainers.
- 2: Pine Village** – An unremarkable coastal village. The lack of infrastructure means most villagers become sailors or join the nearby Trainer Union. A Pokemon professor lives here.
- 3: Stonescape Trail** – Lightly wooded and suitable for trainers with little to no experience. The small towns of Ruphis and Rockbloom Crest are connected to this area.
- 4: Sapodilla Woods** – Forested with cavernous tunnels. The coastal town of Sandilla and the metropolitan city of Dewsbury are connected to this area.
- 5: Crimson Thicket** – An enchanted forest with connections to Miragea's past. Sylfleur City and the town of Lumifae are connected to this area, rooted in tradition and regional history.
- 6: Solmira Desert** – A harsh and hostile desert. Most trainers are barred from entering for their own safety. Solmira City and Scoria Village are connected to this area.
- 7: Snowreach Isle** – A relatively unknown island disconnected from the mainland. Cold.
- 8: Free Pick** – An older woman with a Noctowl offers to fly you anywhere you'd like.

ORIGINS



You can choose to enter with memories appropriate to your origin, or take any background as a **Drop-In** with no existing memories or history.

Drop-In (Free)

You arrive in Miragea with no history, but some knowledge of the world.
You can change your location to **Pine Village** for free.

Union Trainer (Free)

You are a rookie in the Trainer Union. You know the protocols, the politics, and the dangers. You start at Rank 1 with basic training, but advancement can be swift if you prove yourself capable.
You can change your location to **Trainer Union** for free.

Local (Free)

You are a citizen of Miragea. You know the land better than any map, and other locals trust you more than the Union. You might be a independent trainer, or you might work a mundane job relevant to your starting location.
You can change your location to **any village, town, or city** for free.

Poacher (Free)

A current member of the criminal syndicate plaguing Miragea or a defector seeking redemption, your skills were forged in illegality. You don't play by the rules of the Union; you play to win, to profit, and to survive.
You can change your location to **Stonescape Trail, Sapodilla Woods, or Crimson Thicket** for free.

PERKS

The **100 CP** perk from your chosen origin is free.
Other perks from your origin are half-price.

=== General Perks ===

Regional Adaptation (100 CP)

The Miragea region is home to some unique regional forms. You can bring out dormant genetic potential in your Pokemon by training them in a specific environment, shifting their typing and appearance into a regional variant suitable for that biome. This won't happen unless you want it to happen.



Weak Made Strong (100 CP)

Most weak Pokemon are useful now. You can bring out the potential in traditionally weak Pokemon, putting them on even standing with the strongest Pokemon around. This is a direct boost to their physical and magical ability; you still need to train them if you want them to be effective.



=== Drop-In Perks ===



Natural Explorer (100 CP)

Optional routes, secrets, and side content. You have an instinct for finding hidden paths and secrets. You can treat wounds, find clean water, and sleep comfortably even in a stormy forest. You also know when a location contains Pokemon far too strong for you to handle.

Team Heart (200 CP)

Your sincerity is disarming. Even prickly rivals or nervous partners quickly warm up to you. You can build deep bonds with people and Pokemon simply by being kind and persistent.

Quest Log (400 CP)

Life is confusing, but not for you. You have a mental mission board that tracks your current objectives, organizes relevant information if you query it, and even offers a subtle compass toward your next goal.

Legendary Resonance (600 CP)

You are a beacon to the divine. Legendary Pokemon feel a pull toward you, appearing even when they have been hidden for centuries. They are naturally inclined to view you as a worthy partner or chosen hero rather than an intruder, allowing you to bypass complex summoning rituals to meet them.

=== Union Trainer Perks ===



"Reports indicate a Luxio in Ruphis has been showing aggressive behavior and is stealing items from passersby.

It's become a danger to anyone who gets too close.

Investigate the cause of its hostility and ensure the situation is safely resolved."

By The Book (100 CP)

You have the entire Union rulebook memorized. Within any organization you're in, you know exactly how to file reports to get extra funding, which regulations can be bent, and how to navigate internal politics without making enemies of the leadership.

Rank Climber (200 CP)

You learn at an accelerated rate. What takes veterans years to master, you can pick up in weeks. Your Pokemon share this growth, gaining levels and trust significantly faster than normal. Promotions come quickly and easily.

Mentor Figure (400 CP)

You are a natural teacher. When you fight alongside allies, their competence increases. They are less likely to panic, their moves are more accurate, and they gain more experience from the battle just by watching you.

Rank 6 Skills (600 CP)

You fight like a top-tier trainer. You understand competitive strategies, held items, and synergy intuitively. You don't just command attacks; you command the flow of battle.

=== Local Perks ===



Berry Master (100 CP)

You know where to find every berry tree in the region. More than that, you can cultivate them to yield triple the harvest in half the time. You can make potions and snacks from natural ingredients that rival store-bought items.

This can apply to berries, herbs, or anything that can be cultivated.

Pokemon Pal (200 CP)

Wild Pokemon will generally not attack you unless provoked. In fact, if you are in danger, wild Pokemon may jump in to defend you. Form a strong enough connection to a wild Pokemon and it might even offer itself to you, letting you capture them without needing to fight.

Hidden Base Decorator (400 CP)

You can turn any cave, tree, or hole in the wall into a cozy, fully functional home. You can source furniture from nowhere and set up electricity and healing machines in the wild.

Civilian Trust (600 CP)

The people love you. Shopkeepers give you discounts, idle chit-chat can net you rare items like TMs or keys, and if you have a problem, the common folk will do everything in their power to help you.

=== Poacher Perks ===



Shadow Walker (100 CP)

You are used to avoiding attention. You can slip past guards, wild Pokemon, and Union patrols without making a sound. You could live in the woods or even own an apartment in the city without attracting unwanted attention to yourself or your operation.

Black Market Connections (200 CP)

You know where to sell things that regular marts won't buy. You can fence stolen goods, sell captured Pokemon for cash, or even buy them yourself.

Snare & Cage (400 CP)

You don't always need a Pokeball or a battle to catch something. You are an expert at crafting traps like pitfalls, electric nets, and snare wires using basic materials. These traps can immobilize people and Pokemon without a battle encounter, allowing you to capture or bypass them effortlessly.

Snagged (600 CP)

You can steal Pokemon directly from other trainers. When you completely wipe out an opponent's Pokemon, or if you separate a Pokemon from its owner, you can choose capture it instead of it returning to their ball. The original trainer's bond is severed, and the Pokemon becomes yours completely. This is more difficult than catching a Pokemon in the wild.

ITEMS

You receive a **200 CP** stipend to use in this section only.

Freebies (Free)

One set of all-terrain all-weather clothes and a pair of fitted running shoes, one wallet containing ₱2000 and a trainer card, as well a backpack containing 10 Pokeballs, 10 Potions, one bottle of fresh water, some travel rations including dried berries, and a map of the Miragea region.

These items do not replenish themselves once they're used up.

Charms (100, **Free** for Drop-In)

A full set of traditional charms: A catching charm to increase the chances of critical success when catching a Pokemon, an experience charm to increase the experience points that your Pokemon get from training and battle, an oval charm to increase the fertility of your Pokemon, and a shiny charm to increase the odds of finding rare Pokemon and unique colorations.

Amethyst Union Badge (100, **Free** for Union Trainer)

A fully upgraded Union Badge, granting you access to the all of the facilities at the Trainer Union as well as the Amethyst Hall, a dedicated space for high ranking Union members. In future worlds, this license gives you access to most guilds or unions, as well as their facilities and resources.

Furniture Catalog (100, **Free** for Local & Poacher)

A digital catalog of furniture. Delivery is instant, whether you're inside a volcano or on another world. More just fashionable, the items available in the catalog could turn any space into a veritable Pokemon Center or facility on par with what the Trainer Union has to offer, or set up your own business.

Intel (100 CP, **Free** for Poacher)

A stolen drive containing the suspected locations of rare Pokemon, hidden paths, supply caches, and noteworthy landmarks that aren't common knowledge. This provides the information, but taking advantage of it is entirely up to you.

Technical Machines (200 CP)

A full set of TMs, typical to many regions around the world and lacking in anything particularly unique. The TMs included are single-use, but they replenish themselves at the beginning of each week.

Adventuring Basics (200 CP)

A folding bicycle for transportation, an Itemfinder that points in the direction of useful items nearby, a Sprayduck that vastly increases the speed and yield of plants, a fishing rod that naturally attracts Pokemon even without bait, and an escape rope that can be used as an indestructible rope, or focused on with your eyes closed to instantly escape from a cave or dungeon.

Secret Base (200 CP)

You can find hidden entrances in nature that lead to this personal base. It comes equipped with a PC, a bed you can recover in, and a pot for growing nature mints. You can bond with your Pokemon by watching TV, and occasionally rare Pokemon wander inside that you can battle and capture.



Mega Ring (400 CP)

A bracelet containing a key stone. While mega stones are rare in Miragea, this ring guarantees you can use them if you find them. Comes with one mega stone of your choice. There are mega evolutions unique to the Miragea region that haven't been seen anywhere else, so it's possible that there could be a mega stone for any Pokemon you own.

Additional mega stones can be purchased for **100 CP** each.

Crescent Plume (400 CP)

A radiant, crescent-shaped feather that pulses with light. Holding it makes it impossible for others to drain, sense, or otherwise tamper with your life force, energy, or mana. It restores lost stamina and mental energy, allowing you or your Pokemon to recover from exhaustion in minutes, and naturally repels bad dreams away from anyone sleeping near it.

Earl's Fading Charm (600 CP)

A one-of-a-kind charm made from a special kind of ash, blown into glass. The charm can be used to revive and fully heal you and all of your Pokemon, and will activate itself automatically should you receive fatal damage. The charm fades away after use, reappearing only at the start of your next jump.

Holds a note inside.



Good luck, kiddo!

COMPANIONS

Import (Free)

Import or create up to 8 companions. Companions may take any origin and receive their associated freebies and discounts, but cannot take drawbacks.

Each companion imported or created this way gains **300 CP** to spend. Additionally, for each **100 CP** you donate, each of your companions imported or created this way gains **an additional 300 CP** to spend.

Starter Pokemon (Free)



Glacifern is a feline Dark/Ice type with great defenses.

Buneaf is a leporine Grass/Fairy type with great speed.

Your chosen starter comes with perfect IVs and an ideal nature. Give them time and attention and they can evolve into a true cornerstone for any team.

In fact, they have multiple possible evolutions, with different typings.

Special Pokemon (100 CP)



This Pokemon has a unique coloration, but it isn't a shiny. For whatever reason, this Pokemon is stronger than other members of its species. It can be any non-legendary Pokemon. However, the weaker the Pokemon's species is normally, the larger the increase in power for this specimen. It is only a Pokemon, and thus receives no perks and no CP to spend. It will be treated as a follower unless you choose to make it a true companion.

DRAWBACKS

You can gain a maximum of +1000 CP from drawbacks.



Hard Mode (+100 CP)

Trainers are smarter, your rivals and rank guardians have better options, and wild Pokemon you encounter are stronger than they should be. This isn't just a casual walk in the park any more, and genuine threats just became that much more dangerous.

... (+100 CP)

People love to take a moment of silence mid-conversation in order to amp up the tension. Unfortunately, they love doing this a little too much. Talking to people seems to take twice as long as more, just because they keep pausing to soak in new information or to make their next line sound more impactful. Many union missions involve talking to various citizens for information.

Rank 1 Scrub (+200 CP)

You are stuck at Rank 1, or the equivalent for your origin. No matter how many missions you do, paperwork errors or jealous rivals keep you from promoting. You won't get access to better shops or areas easily.

Criminal Nuisance (+200 CP)

You will frequently be ambushed by Poachers, and routes you frequent will be fill with traps that could delay you if you dismantle them or get you stuck entirely if you misstep. They aren't threatening, and won't resort to anything more than robbing you of any non-fiat valuables, but it will be annoying.

Alpha Territory (+400 CP)

Alpha Pokemon claim territory on most major routes and will chase you down if you dare to intrude or try to run past them. These Pokemon are sometimes as strong as a whole trainer. You could request Trainer Union support, but good luck getting them to respond in any timely manner.

Unskippable Drama (+400 CP)

You cannot simply walk away from conversations. When an NPC starts talking, you are frozen in place until they are finished pouring their heart out. This applies even to villains monologuing before a fight or rivals stopping you every few minutes to discuss their feelings, no matter how urgent your current objective is. Thankfully, they won't exploit this drawback on purpose.

Missing Person (+600 CP)

You are one of the various missing persons cases that have started cropping up around the region. The truth is, upon arrival, your energy was drained and you were kidnapped, sucked through a rift leading to the Distortion World. You've been stripped down to your body mod and whatever perks and items you took in this jump only. Your goal now is simple: Defeat Giratina or escape the Distortion World. Succeeding at either will allow you to retrieve your power. Failing at both will leave you comatose and trapped in the Distortion World forever, ending your chain.



ENDING



Stay Here:

You've found your place in the Miragea Region. Perhaps you became the next Union Leader. Maybe you settle down in one of the towns or cities. You spend your days living your best life with your Pokemon team and allies. This is home now.

Go Home:

The rift shows you an image of the world you came from before your chain began. You have grown weary of the constant battles and the endless shifting of worlds. You step through, returning to your original life. You keep your powers, your Pokemon, and your memories, but your journey across the multiverse ends here.

Continue Your Chain:

The call of the unknown is too strong to ignore. You bid farewell and step into the light, seeking another world to travel.

NOTES

>is this game good?

Yeah this one kinda rocks actually.

It's only a demo but it goes up to Level 70 or so and there's good content.

>you made a jump for an unfinished fangame?

Yeah.

>are you going to update the jump when/if the full version comes out?

Probably not.

>are perks that only affect pokemon useless after this jump?

If a perk says that it affects Pokemon, assume that in future jumps it applies to any summoned or tamed creature, as well as any human or humanoid allies.

>what are the regional forms? custom pokemon? custom mega evolutions?

Too many to list. It's a nice selection.

>are any legendary pokemon available?

Yes, actually.

Shaymin (and Gracidea) exist in the region. Celebi has a shrine and may contact you if you visit it. You can acquire a Manaphy egg, which you might be able to hatch during your jump. Latios and Latias will appear if you somehow obtain Soul Dew and visit their shrine.

There are temples to Heatran and Reshiram, but they're currently vacant.

Cresselia and Giratina are present, but good luck capturing them.

There's also Noxune, related to Cresselia and may be a legendary Pokemon.



For any questions about specific numbers, wank it.

For any questions about how things work, play the game or make stuff up.

<https://eeveexpo.com/threads/8824/>