

You wake up in an empty clearing...
Well, might as well stand up and-

...You have no idea where you are.
-What the heck? Why can't you... oh.

...Oh dear.

Pokémon CYOA

v1.0 (JumpChain Compliant)



YOU ARE A POKÉMON.



Welcome to the world of Pokemon! No, not that one. The other one. Unlike the world you may think of normally, the world of Pokemon Mystery Dungeon is almost entirely devoid of humans. In this world, humans are little more than myth and legend, a race from a faraway land or an era since passed. In their stead, Pokemon have united to form towns, sanctuaries where Pokemon of all shapes and sizes work together to form a functional, if technologically primitive, society.

All is not well in this world. For some strange reason, a surge of natural disasters has opened access to Mystery Dungeons: strange labyrinths with seemingly random, changing layouts and hostile Pokemon that have been driven to insanity. In response, the towns formed Rescue and Exploration teams to venture into these Mystery Dungeons. These teams save Pokemon in need, hunt for treasure, and stop dangerous threats.

YOU ARE IN THIS WORLD NOW. TO HELP YOU OUT, TAKE 1000cp TO CUSTOMIZE YOURSELF.

WHAT POKÉMON ARE YOU?

This is the part where you get to pick what species of Pokemon you are. Normally there would be a personality test, but for the sake of time you will not have to take it. Instead, you choose directly. There is a group of 28 default Pokemon that you can choose from without paying anything.



[BULBASAUR](#)



[CHARMANDER](#)



[SQUIRTLE](#)



[PIKACHU](#)



[VULPIX](#)



[MEOWTH](#)



[EEVEE](#)



[CHIKORITA](#)



[CYNDAQUIL](#)



[TOTODILE](#)



[PHANPY](#)



[TREECKO](#)



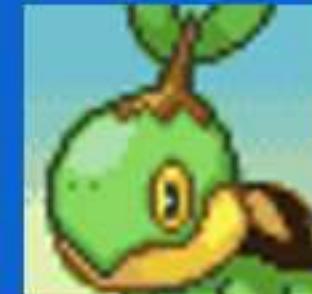
[TORCHIC](#)



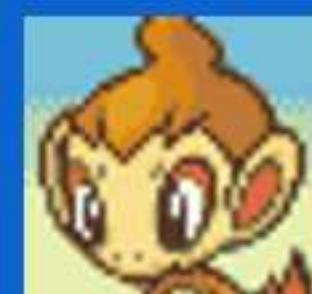
[MUDKIP](#)



[SKITTY](#)



[TURTWIG](#)



[CHIMCHAR](#)



[PIPLUP](#)



[SHINX](#)



[MUNCHLAX](#)



[RIOLU](#)



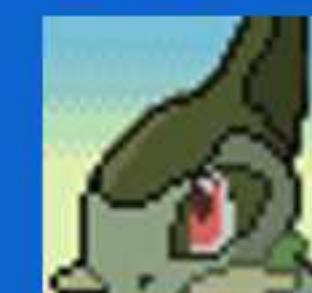
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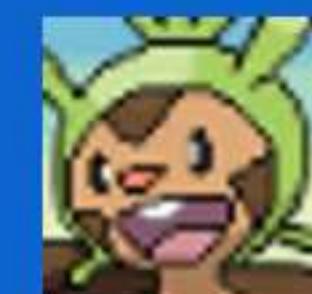
[TEPIG](#)



[OSHAWOTT](#)



[AXEW](#)



[CHESPIN](#)



[FENNEKIN](#)



[FROAKIE](#)

For any other unevolved non-legendary, round the Pokemon's Base Stat Total to the nearest hundred. That number becomes the cp cost. You can find a list of every Pokemon and their corresponding BST on Bulbapedia.

You will have a Partner who will accompany you on your adventure. Your Partner uses the same species rules as you, but the cp cost is cut in half if you decide to purchase something different from the default 28.



Human - (Free)

If you truly value your own humanity above all else, you may instead retain your original form. Take note, however, that humans have no special moves or abilities. You may be a creature of myth in this world, but you are also very squishy.

JUMPCHAIN NOTE: IN LIEU OF A NORMAL PARTNER, YOU CAN SUBSTITUTE YOUR STARTER FROM THE POKEMON TRAINER CYOA. YOUR STARTER REVERTS TO HIS OR HER FIRST EVOLUTIONARY STAGE BUT KEEPS ALL MOVES. YOUR PARTNER GAINS A LIFETIME OF MEMORIES IN THIS WORLD AND PLAYS THE EXACT SAME ROLE AS A NORMAL PARTNER. THIS FEATURE COSTS **150CP**

PERKS, SKILLS, & MOVES

Free Skills!

- +Any four moves your Pokemon can learn. All moves draw energy from the same PP reserve.
- +Muscle memory, allowing you to move and control your new body with relative ease.
- +Increased strength, endurance, speed, and agility beyond that of a human.
- +Combat Diagnostics - You can accurately approximate your own remaining health and PP.
- +Pokeglot - You can converse fluently with other Pokemon. This is more than a little useful.

Crush

During the course of your adventure, your Partner will develop a crush on you, and eventually confront you over it. If you reciprocate, you will both enter into a romantic relationship. Enjoy!

FREE

Natural Instinct

Survival instincts in humans have been lost in favor of thinking and planning skills. By taking this, you get a set of Pokemon instincts, increasing your awareness, intuition, and body's muscle memory.

100cp

Multitalent

Your endurance is enhanced. You can use moves more often without getting tired. Your PP reserves are 50% larger than normal. You go longer without tiring and only need 4 hours of sleep.

100cp

Evolution

If you have one, you evolve to your next evolutionary stage without using normal methods. This can be taken multiple times and can be applied to either you or your Partner.

200cp

Map Surveyor

You gain great insight into navigation, pathfinding, and dungeoneering. You get a mental map, a sense of which direction magnetic north is, and will never be lost even in the middle of nowhere.

200cp

Move Expert

Your ability to use Moves is unmatched. You can either gain a 5th move from your Pokemon's learnset or replace one of your current four with any non-legendary-signature move. Your PP is unchanged.

200cp

Synchronized Souls

If you are nearby (20m) your Partner, you both double your HP and stamina recovery and deal 1.5x as much damage. You also can share emotions and telepathic speech via an empathic link when separate.

300cp

All-Terrain Hiker

You gain the inexplicable power of traversing almost any terrain. Walk on water, lava, unstable ground, even clouds without being slowed down. Also applies to your Partner and any teammates.

350cp

Hyperkinesis

Your mind and body are in perfect sync. You get perfect balance, motor skills, control, and more. Thought and action are intrinsically linked, with no reaction time beyond the physical limit of your muscles.

400cp

ITEMS, GEAR, & SUPPLIES

Items can be bought multiple times, such as scarves for both you and your Partner.

Explorer / Rescue Badge

Can be used twice per day to teleport to the entrance of any building you are in, including Mystery Dungeons. Only in Mystery Dungeons, the badge will teleport you automatically if you are on the brink of death/KO'ed. **FREE**

Aura Ribbon

A ribbon that matches the color of your Aura (Also your favorite color). Slightly boosts Attack, Defense, Special Attack, and Special Defense. Can also be purchased for Partners, but that one may not work on you. **50cp**

Persim Band

This armband, when worn, confers immunity to confusion. You will always be able to keep track of what is going on and will never accidentally attack teammates thinking they are enemies **150cp**

X-Ray Specs

Special glasses that, while worn, allow you to see all enemies and items in the same general area as you. This makes keeping track of potential threats much easier, as you can even see through walls. **300cp**

Blast Seed Bag

This small bag contains five Blast Seeds. When eaten or thrown at a target, the target will breathe a burst of fire, damaging itself and anything right in front of it. Once per day, a used seed will replenish in the bag. **200cp**

Vanish Seed Bag

This bag contains five Vanish Seeds. If eaten or thrown at a target, the target will turn invisible for 20 minutes. Target still makes noise, but has no shadow. Once daily, a used seed will replenish in the bag. **300cp**

Foe-Petrify Orb

This magical orb, when used, will stun all enemies within 200 feet of you (or in the same building) for 10 minutes. This orb can only be used twice per week, and can be resisted with the right powers. **300cp**

Wonder Map

This map automatically charts itself, marking any wall or structure you can see. It displays the location of you, your teammates, and all points of interest you have discovered. Can zoom from 10 feet up to 10 miles. **200cp**

Heal Ribbon

A ribbon that increases your body's natural healing rate. As long as you are wearing it, wounds heal twice as fast. For humans, that shortens a week to days. For Pokemon, it shortens to hours. Can't heal statuses. **100cp**

Sneak Scarf

This scarf, while worn, makes your footsteps almost silent and makes you slightly less conspicuous. If someone is looking for you they will still see you, but sneaking past sleeping people is now easy. **200cp**

Gummi Bag

A massive bag containing dozens of Gummies. Gummies come in many different colors, each one loved by a different Pokemon type. If eaten by the type that favours it, increases the Pokemon's IQ. Does not replenish. **200cp**

Quick Seed Bag

This bag contains five Quick Seeds. If eaten or thrown at a target, the target will begin to move much faster temporarily, moving much faster than normal for 10 minutes. Once daily, a used seed replenishes in the bag. **200cp**

Harp Seed Bag

This bag contains five Harp Seeds. If eaten or thrown at a target, the target will teleport to a random spot within 500 feet. Teleport destination will always be empty. A used seed replenishes every two days. **200cp**

Weather Scarf

This scarf, when worn, confers complete immunity to all weather. Rain or shine, you will always be dry and the ambient temperature will always feel perfect, as if curled up next to a fire with cocoa. **200cp**

Treasure Bag

A bigger-on-the-inside bag that is tough and sturdy. It can hold a large number of items and is easily held by any pokemon no matter their body type. Be careful to clean it out or the items inside could get gummed up. **50cp**

Pecha Scarf

This scarf, when worn, confers total immunity to all poisons and toxins. Note that it doesn't block the damage an acidic attack would do immediately, it simply removes debilitating effects. **150cp**

Goggle Specs

Special glasses that, while worn, allow you to see hidden traps and storage caches. They also reveal invisible enemies, making it much easier to fight back against them. **200cp**

Heal Seed Bag

This small bag contains five Heal Seeds. When eaten or thrown at a target, Heal Seeds remove all debilitating effects including Poisons, Burns, and Paralysis. Once per day, a used seed will replenish in the bag. **200cp**

Reviver Seed Bag

This bag contains three Reviver Seeds. If thrown at a fainted/critically injured target, will revive target with full health and PP. If one is used, it will replenish in the bag four days later. **350cp**

Geo Pebble Bag

This bag contains thirty Geo Pebbles. They can be thrown at a target far away for long range moderate damage. Travels in an arc. Used Geo Pebbles replenish in the bag at a rate of five per day. **200cp**

Link Box

This machine lets you link moves together. Linked moves consume the PP cost of both and can't be used separately, but you can use two moves combined at the same time. Can also unlink moves. **300cp**

WHERE YOU ARE

Roll 1d8 to determine starting town. Or pay 100cp to pick.

1&2: Pokemon Square

This setting takes place earliest in the timeline. For some reason, nature has been imbalanced. Natural disasters run rampant, and Rescue Teams are formed to combat the crisis. You are awoken by your Partner in the woods near town. You enter a nearby Mystery Dungeon to save a Caterpie. You and your Partner form a Rescue Team together.



3&4: Treasure Town

This setting is later in the timeline, in a land distant from Pokemon Square. Someone is stealing the Time Gears, relics and magical artefacts that make time move forward. You are awoken by your Partner on a beach near town. Helping your Partner overcome cowardice, you decide to team up to join the Higglytuff Guild and form an Exploration Team.



5&6: Post Town

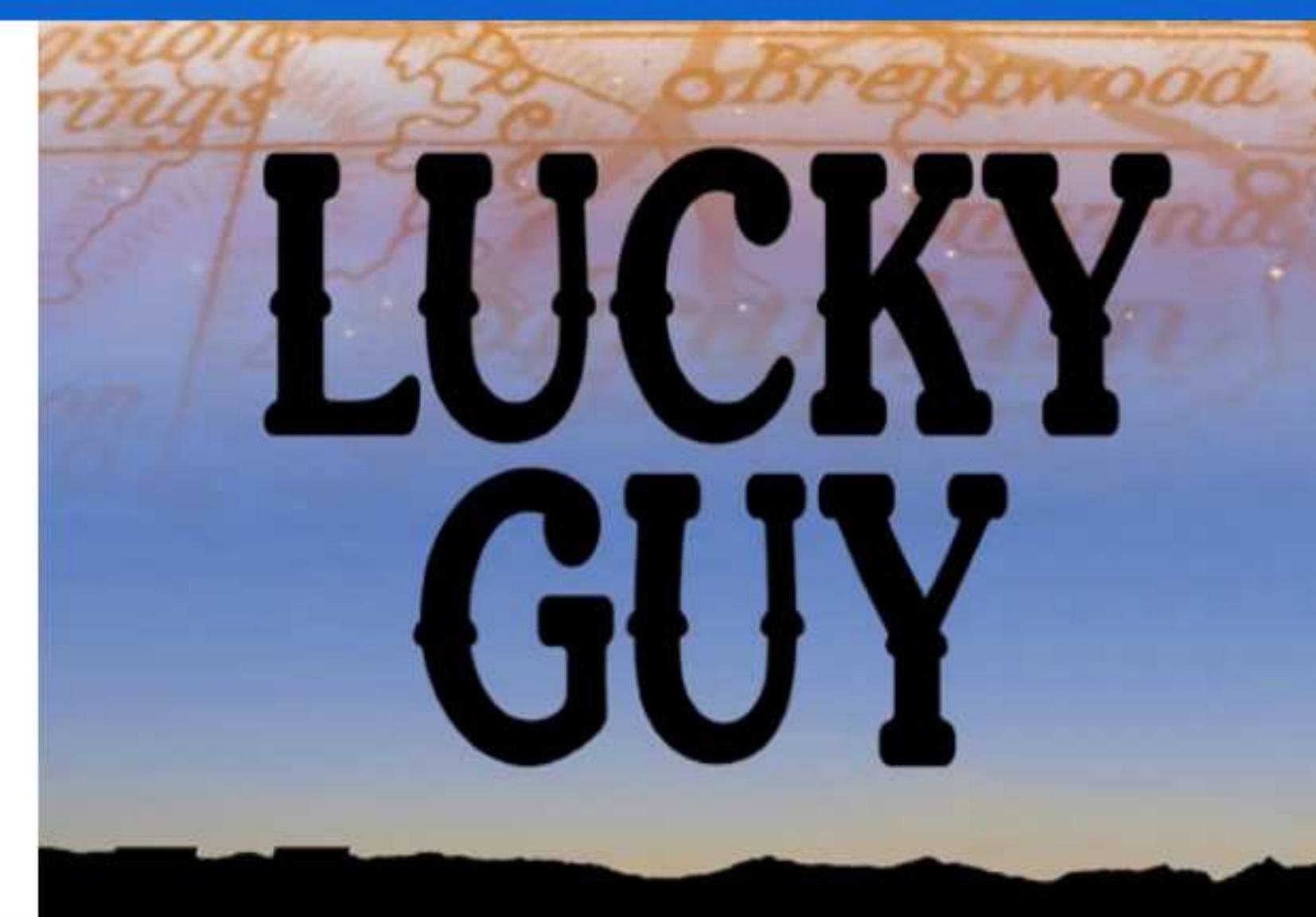
Later on in the timeline and in a different land, Post Town is beset by Magnagates: Mysterious portals that can lead to anywhere, but normally lead to Mystery Dungeons. You are awoken by your partner far away from town. You both journey through a mountainous Mystery Dungeon and crossroads to town, where you both form a team.



7&8: Free Pick

Pick any of the above three.

As a side note, in each of the three settings, the events within the story have stopped Pokemon from evolving. Until they are resolved, neither you, your partner, nor any teammates will be able to evolve unless you buy the perk.



DRAWBACKS

Want extra points?

Drawbacks grant extra points in exchange for sacrifices. You can gain up to 800 extra points. Extra drawbacks grant nothing. Be careful, the sacrifice often isn't worth it!

Enervated

As a side effect of once being human, you have a much smaller pool of Natural Energy that you can harness for your moves and power. PP is cut by 25% and you need more sleep. Can't take Multitalent.

100cp

Unlucky

Your luck is utterly awful. You crit less often, enemies crit more often, you find less money and fewer useful items.

100cp

Distrusted

For some reason, most other Pokemon don't trust you. Your Partner is exempt, but the Pokemon in town will not easily get along with you and recruiting new teammates is considerably more difficult.

100cp

Move Loss

You can only learn up to three moves maximum at any time.

This drawback can't be taken with Move Expert.

200cp

Painful Powers

Tapping into the large natural power source you use for moves causes heavy strain on your body and mind. Using any move will be very painful and hurt you slightly. If your PP drops to zero, you faint.

200cp

Followed

A rival team wants to mess with you and will sabotage your efforts when possible. They never act directly, but expect for stuff to start disappearing and for help requests to be stolen.

200cp

Partnerless

You have no Partner, and must go through this alone. You can recruit teammates, but none of them will be the best friend a Partner would be. Can't be taken with Crush or Synchronized Souls.

300cp

Antiglot

You no longer gain the ability to talk to Pokemon just by being one. Communication, even with your Partner, will be much more difficult. Unless you can find some other way of learning it, good luck.

300cp

Wrong Body

You never get the hang of being a Pokemon. Everything from muscle coordination to using moves feels clumsy. You don't get the free Muscle Memory. Can't take Natural Intuition or Hyperkinesis.

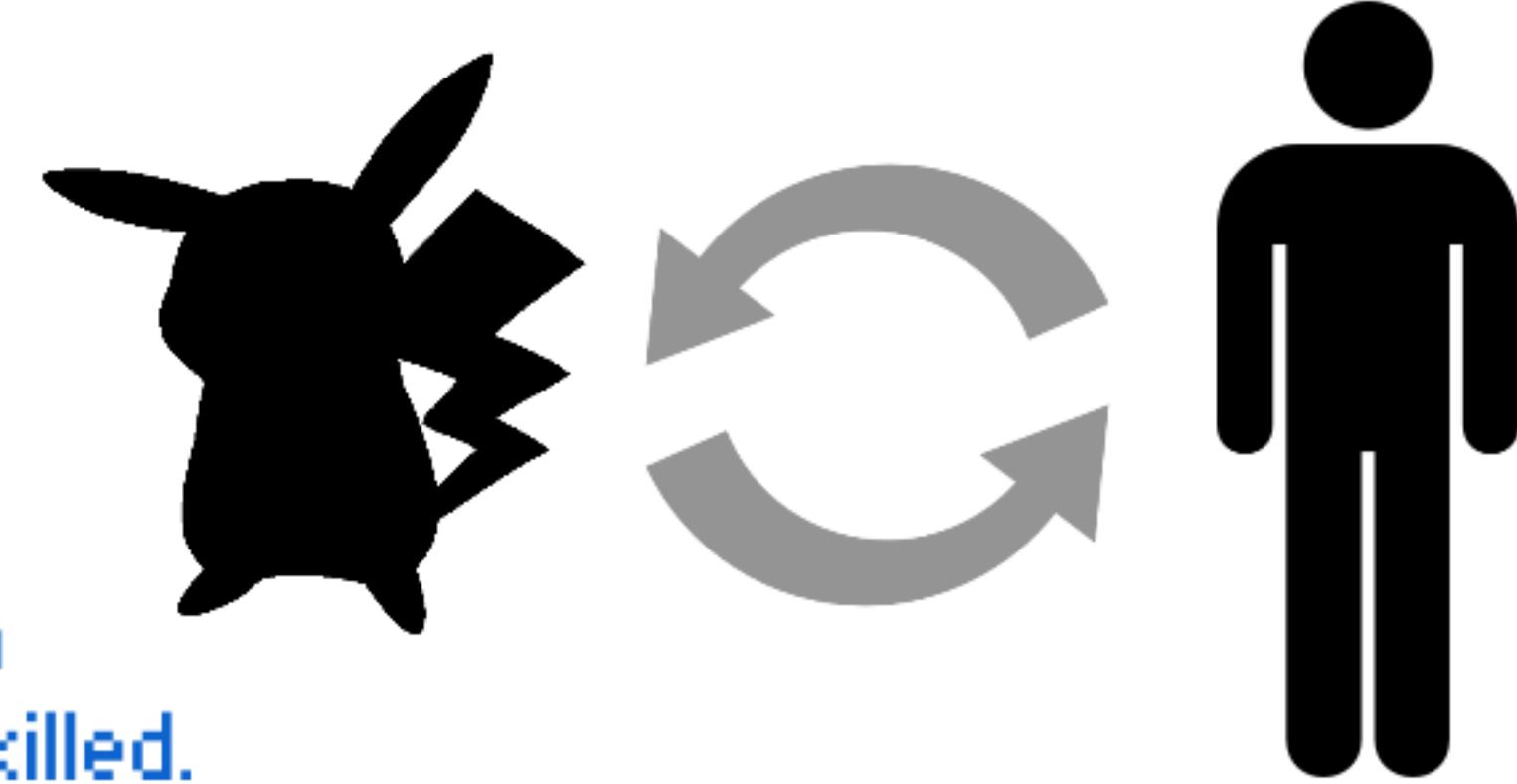
300cp

ENDGAME

The next ten years will be spent in this world. The main story as well as the postgame will take up the first year, the rest can be spent at your leisure. Continue work as Team Leader, get in some R&R, or hone your abilities by training as a Pokemon. Reinvent some modern technology to try and improve the lives of everyone, or instruct a new generation of Teams in the art of navigating Mystery Dungeons. The world is your oyster. But when those ten years are up, you get a wide variety of benefits. You are also offered a choice.

PokeForm

Not only do you get your human body back, but you also gain the power to shift between Pokemon and Human form at will! You can use your Pokemon moves in human form, and get half the boosted strength, endurance, speed, and dexterity. Clothes will be stored in a pocket dimension while in Pokemon form and will appear on your body when you shift back. Bags will adjust to fit your body. You don't die in Pokemon form, but are Knocked Out. You shift to human, remain KO'ed and can be killed.



Partner

Assuming you have a Partner, precautions have been taken such that Jolly Cooperation will continue in the future.

Your Partner gains the same PokeForm perk you do, allowing him or her to shift back and forth at will. He or she will appear in human form as an athletic and physically fit person with traits reminiscent of his or her original species. Nothing out of the ordinary, but general body shape, build, hair color, and eye color will give subtle hints as to his or her species of origin. Your Partner has access to his or her moves and gains muscle memory for using the human body. Your Partner retains half their strength, endurance, speed, and dexterity beyond that of the norm while in human form.

A set of clothes is provided for the sake of prudence. Note that, much like you had no experience with life as a Pokemon, your Partner has no idea what life as a Human is like. This will probably cause shenanigans. I will find it hilarious.

Your Partner's lifespan is tied to yours, ensuring that as long as you still live he or she will too. Your Partner's age will match yours in human form, and will not show age as a Pokemon, excluding evolution.

Drawbacks are all revoked. You no longer suffer from the negative effects of them.

You can stay here.

You can remain in this world for the rest of your natural life, which could quite possibly be several centuries depending on the Pokemon you picked.

Your Partner will remain a loyal friend and companion throughout your life.

With time, you and your Partner will find a way to bridge the gap between the worlds, allowing you to move between the two, taking friends either way.

You can return home.

You can return to the world you left. You keep your powers and abilities, being placed back in your bed at the moment you left. Live your old life.

Your Partner will accompany you to this world if you so choose.

You can continue on.

Continue the **JUMPCHAIN CYOA**.

You can bring your Partner along as a companion, and so long as you live, he or she will live too. Though he or she won't gain the powers of other CYOAs, your Partner will remain a steadfast friend and will support you in all of your adventures.