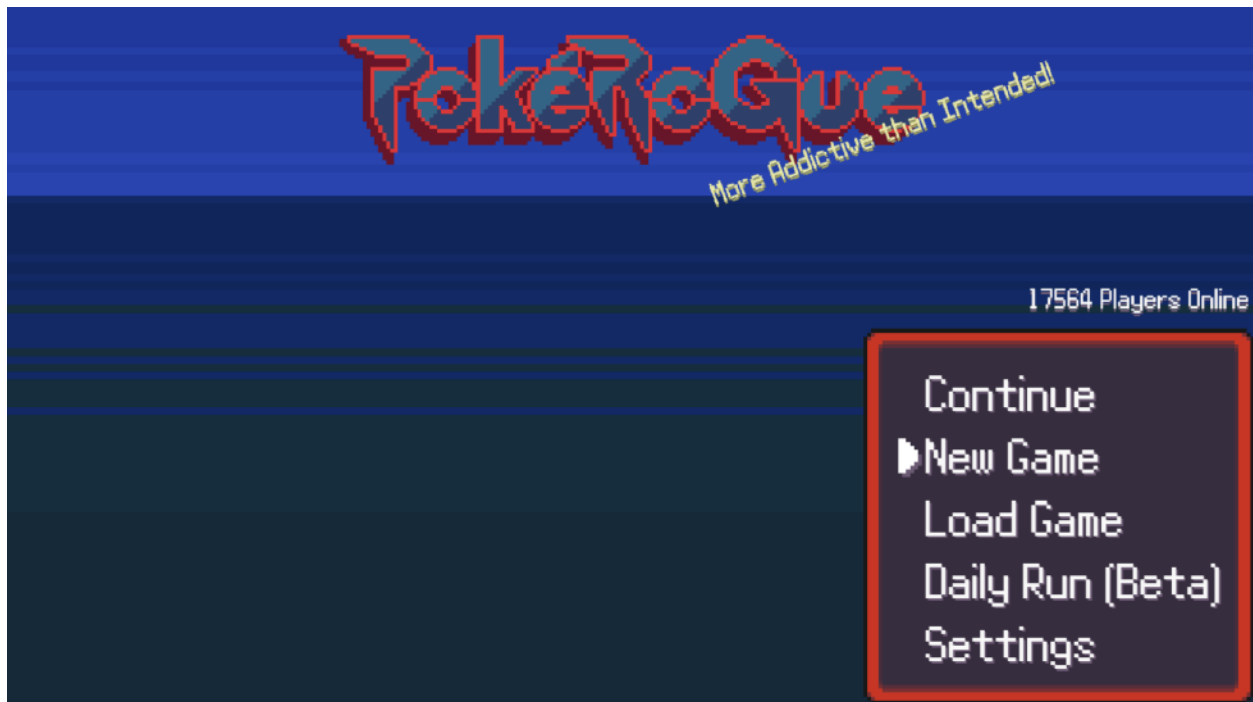




PokéRogue

A Jumpchain Document by:



Welcome to a world of Pokémon!

Though... not as you might remember it. There's something uncanny about this place, something decidedly artificial. People doesn't seem to be interested in much beyond Pokémon battling, even more so than usual, familiar faces aren't where they should be, and everything works off rules that are just slightly different.

Nonetheless, you're bound and determined to realize a dream here: To be the very best, like no one ever was. An undefeated Pokémon Champion, and true Pokémon Master.

First, though, you have somewhere important to be.

+o CP

This Jump uses Gauntlet rules: You cannot break your Chain here.

TRAINER MEMO

Hardy nature,
apparently met at Lv5,
Somewhere you can't remember.

You find yourself floating in a peaceful off-white void, calming ambient music drifting in from nowhere in particular. Though you cannot access your prior powers, items, or Warehouse here, destiny will be shaped here in the form of your starter Pokémon.

Soon, you'll awaken in a small, nondescript town and begin a journey of two hundred days and two hundred battles, with wild Pokémon and Pokémon Trainers of all stripes. Succeed, become the Champion while battling off all comers, and you may unravel the mystery of this world.

Suffer defeat even once, and you'll find yourself returning here, to the beginning.

Freebies:

All of the following abilities are available for free while you're here, but may not be carried forward with you on your Chain unless you complete your journey, and with it, your primary objective.

-Somewhere You Can't Remember (Free):

The void is a place of reflection and preparation. You'll choose your starter Pokémon here—initially, this will be any traditional starter, from Bulbasaur to Quaxly, but in this world, and future worlds, your Starter Pokémon may be any non-evolved Pokémon that you've caught since you arrived here (with limitations; see *Idea Construct*, below).

Once you leave this place, you'll find their Pokéballs on your person, and nobody will find it particularly strange that you have these Pokémon as your starting companions, even if they're a pack of baby Legendaries, Mythicals, or Ultra Beasts.

As the name implies, however, Somewhere You Can't Remember is not a strictly *real* place; time and space don't exist here, and nothing that transpires here will be carried forward when you awaken, including memories: It exists only to set up your initial conditions and imply strategy through them.

In addition to being reset here if you lose during this Jump, at the beginning of each future Jump, you may elect to visit Somewhere You Can't Remember before you're properly embodied into the world, allowing you to test and configure the Perks and Items you've purchased before beginning the Jump proper; it is otherwise inaccessible, on account of not properly existing.

After the conclusion of your Chain, regardless of whether you retired to your home world, died and were returned there, retired to a new world, or achieved your Spark, you may elect to visit Somewhere You Can't Remember automatically whenever time would be reversed by more than 200 days, or through your dreams on the first night of each new year.

-Fragments Of What Could Have Been (Free):

When you return to the void, everything will begin again: Time, space, even people will be reset, and the who, what, and where of your encounters will be different this time around; a new challenge. This looping isn't perfect, however, and you'll be able to take small pieces of information with you: Not memories, exactly, but foreknowledge of things like which Pokémon you've encountered before and the timing of major events like Rival and Gym battles will persist across your temporality/memory/existence being reset.

Whenever you catch or hatch a Pokémon, its information will also be recorded and encoded into Somewhere You Can't Remember's library: Species, Gender, Ability, Nature, best IVs, Shiny status, and egg moves (if any).

Note: Some Legendary and Mythical Pokémon can't be encountered in the wild here and must be hatched, such as Jirachi, Arceus, Phione, and Manaphy.

In future Jumps, Fragments may additionally constitute any kind of important information that would normally be collected in an unlockable database, like achievements, enemy statistics, elemental weaknesses, audio logs, and so forth.

-Idea Construct (Free):

Your starter Pokémon are created by and within Somewhere You Can't Remember using your Fragments Of What Could Have Been: You have up to 10 points to assign to up to six starters, with weak Pokémon like early route rodents and bugs usually being worth 1 point, traditional starters 3, and Legendary Pokémon typically 7 or more. You may only have one Idea Construct of any given species at a time.

All starters may be assigned any Gender, Ability, Nature, or Shiny status you've previously collected, have the best cumulative IVs of all members of that species you've caught (the traditional starters you begin with have a random neutral Nature, and have 15 in all IVs), and can be assigned to begin knowing any move they could learn at level 1, including egg moves (though each species learns 4 egg moves unique to this world that must be collected through hatching, rather than traditional egg moves).

Once you leave Somewhere You Can't Remember, Idea Construct Pokémon are young, level 5 members of their species, and real in every meaningful way except one: They are temporary existences and will not persist across timeline resets or Jump transitions.

Taking an Idea Construct as a Companion will solidify its existence and make it a permanent entity, which you may choose to do at the end of a run or Jump: Reserving a slot costs 50 CP in this world and 100 CP in future worlds. These slots are **export-only**; you may always save an Idea Construct you like, but this Perk does not permit you to import Companions to Jumps that don't allow them.

In future Jumps, Idea Constructs may also be created from any other kind of collectible critter you've accumulated Fragments for.

Post-Chain, whenever you visit Somewhere You Can't Remember, you may choose whether to create a new roster of Idea Constructs or retain your current one. Additionally, you may crystallize a single Idea Construct (current or new) into a real entity (as if you had paid CP to make it a Companion).

-Candy Power (Free):

Catching any Pokémon will grant you 1 Pokémon Candy for that species, hatching 2, and catching or hatching a Shiny Pokémon even more. Additionally, you'll earn a candy every time you gain a certain amount of Friendship with a given species of Pokémon (cumulative).

These candies can be spent in Somewhere You Don't Remember to lower the cost of that species' Idea Constructs by 1 point (up to two times per Pokémon, down to a minimum of 0.5 points; each upgrade becomes more expensive the cheaper a Pokémon is), unlock a second Passive Ability for that species which can be used concurrently with their regular Ability, or, if their Passive Ability has already been unlocked, purchase additional eggs belonging to that species, allowing you to maximize its potential through grinding.

In future Jumps, the same principles apply to other (non-Pokémon) kinds of Idea Constructs.

-Rogue Pokémon (Free):

This world, and the creatures that inhabit it, operate on slightly different rules than the original world(s) of Pokémon. Idea Construct Pokémon and those you import have the following traits:

- Instead of only one, Pokémon can carry and use a nearly limitless number of held items: Up to two of each restorative berry, up to three of each stat-boosting berry, and 3-5 of most other items.
- While in your party and not fainted, Shiny Pokémon make you luckier, increasing the likelihood that you'll happen upon rare items and encounters. In addition to their Shiny variant, many Pokémon have additional Rare and Epic shiny forms that add even more luck.
- Your Pokémon's levels will be capped periodically throughout your journey, but as your training mastery eclipses the ken of mere mortals, you'll find it's possible to push Pokémon past level 100, to an ultimate cap of level 200. Even this can potentially be surpassed, pushing Pokémon even further beyond through liberal application of Rare Candy.

For additional details, see *Notes & Changelog*, below.

In future Jumps, these attributes can be imbued into a regular Pokémon through an intensive training regimen that lasts about a month.



Drawbacks:

-Disorientation (+100 CP):

Your sense of direction's taken a nosedive. You'll never find a Map from rewards, are half as likely to find hidden routes, and often find yourself getting stuck in loops through the same biomes.

-Gacha Gotcha (+100 CP):

Your item luck sucks. You'll still find high-level rewards, but the weights on those rewards are badly skewed against you. Excited to see ultra drops because you need an EXP. All to catch your party up? Too bad, enjoy your 40th Max Lure or useless TM.

-Klutz (+100 CP):

You are physically incapable of landing Critical Captures, regardless of their normal likelihood or your modifiers to their rate. Very rarely, you may also miss when throwing a Pokéball, wasting the Ball (Master Balls are auto-targeting and will never miss).

-Consumed (+100 CP):

You don't just have a dream; you're completely obsessed with being the strongest. Though you'll still only have one battle per day of travel, you scarcely allow yourself any free time at all regardless, driven to constantly drill and strategize, even at the expense of eating and sleeping. Late in your journey, people will start to wonder if you're even human anymore.

-Unfashionable (+100 CP):

You can neither find nor utilize Mega Bracelets or any corresponding Mega Stones, including Primal Reversion using the Red and Blue Orbs. This only affects your use of a few Pokémon, but is a disadvantage your opponents don't have to labor under.

-Teraable (+100 CP):

You can neither find nor utilize Tera Orbs or any corresponding Tera Shards. Terapagos will still be able to assume its Terastal Form, but not its Stellar Form. While not a huge handicap, it's a disadvantage your opponents don't have to labor under.

-Dynamimum (+100 CP):

Eternatus refuses its power to you. You can neither find nor utilize Dynamax Bands or any corresponding Max Mushrooms. This only affects your use of a few Pokémon (since Pokémon in this world can only be Gigantamaxed or Eternamaxed), but is a disadvantage your opponents don't have to labor under.

-Ultra Beast Blues (+100 CP):

Ultra Beasts are super rare and exotic dimensional aliens of Pokémon that don't ordinarily play well with standard Pokéball technology—but, fortunately, this world is itself a strange, exotic dimension, negating this issue. Or at least it would have, had you not picked this. Worse, Beast Balls don't exist in this world, meaning you're going to be stuck with a x0.2 catch rate on everything except Master Balls for any UB you encounter.

-Challenge: Inverse (+100 CP):

The type matchup chart is flipped, with weaknesses becoming resistances and resistances/immunities becoming weaknesses (this means that Pokémon can only gain type immunities from Abilities). For example, the Ghost Type is now:

>Super-Effective: Normal, Dark

>Not Very Effective: Ghost, Psychic

>Weak To: Normal, Fighting, Poison, Bug

>Resists: Ghost, Dark

Nobody else finds this confusing, because it was always already the case.

-Remember Super Training? (+200 CP):

One change of this world's rules you might be pleasantly surprised by is that Effort Values don't exist, meaning you only have to worry about raw IVs rather than EV training. Or at least, they didn't, and now they do: EV training provides a little bit of a power boost beyond the normal to properly-trained Pokémon, but is mostly annoying, difficult to track, and bloats your rewards with EV-management items, making it even more difficult to find items you need.

Naturally, high-level opponents like your Rival, Evil Team Leaders, and the Elite Four and Champion will also take advantage of optimal EVs to make your life more difficult.

-Paradox Rift (+200 CP):

Previously, Paradox Pokémon could only be captured if you'd hatched at least one of that species previously. Now, the strange forces of The End prevent Pokéballs from functioning entirely, making them impossible to capture at all— they must be hatched from eggs. Similarly, Eternatus can't be captured; it'll still deign to join you if you've obtained every other starter Pokémon, but you'll have to defeat it the hard way first.

-Challenge: Monotype (+200 CP):

Choose a type: You may capture any Pokémon you like, but you're restricted to only using Pokémon of the chosen type in battle; other Pokémon you catch and keep are unusable and useless outside of a few niche Abilities they can use without being sent out (such as Honey Gather or Pickup), and you will lose the run if you run out of Pokémon of the chosen type.

If you choose a type other than Fire, Grass, or Water, this drawback will count as one of those three until you actually catch a Pokémon of the type of your choice, switching to it at the start of your next run (unless you already have access to one through *Another World's Pokédex*, below).

-Challenge: Generation (+200 CP):

Choose a region: You may capture any Pokémon you like, but you're restricted to only using Pokémon originating from the chosen region in battle; other Pokémon you catch and keep are unusable and useless outside of a few niche Abilities they can use without being sent out, and you will lose the run if you run out of Pokémon from the chosen region.

-Challenge: Classic Mode (+200 CP):

As if every run was your first, you're restricted to starting with only the traditional 27 starter Pokémon, though you may still capture and use other Pokémon, and your starters will still benefit from Fragments and Candies in subsequent attempts.

This can't be chosen alongside Challenge: Monotype unless the chosen type is Fire, Water, or Grass.

-Gremlins (+200 CP):

It's just a Sturdy Forretress with Explosion kind of time. Wild Pokémon dislike you, and if they have the moveset to do so, will always elect to flee using moves like Teleport, Roar, and Whirlwind, or else spite you with moves like Destiny Bond and Self-Destruct.

Battles that end with the wild Pokémon fleeing won't give you any rewards.

-Only A Game (+300 CP):

There's a sense of strange artificiality about this world, but you take it perhaps a bit too far: A combination of solipsism and drive to 'win' the 'game' lead you to seeing people and Pokémon of this world as empty pawns, tools rather than beings in their own right and means to an end, which doesn't ingratiate you to either. Your callousness and casual disregard inspire opposing Trainers to defeat you, making them dramatically less likely to make tactical mistakes in battle, while Pokémon have difficulty forming bonds with you; they start with half as much Friendship, gain it half as quickly from defeating opponents and being fed Rare Candy, and lose it twice as quickly from being knocked out.

-Embargo (+300 CP):

You can't access shops after battles. You'll still find rewards, and you can still spend money on rerolling those rewards, but you won't have access to on-demand healing and revival, forcing you to rely on healing moves, items, and berries that you can find or steal, Pokémon moves, and the Pokémon Center you'll find every 10 days.

-Your Move (N) (+300 CP):

Some Pokémon moves aren't entirely functional in this world. They'll still be learned occasionally, but several of them have missing effects, and some outright can't be used at all. This mostly applies to moves that are complex, niche, ~~and hard to program~~, but some of them will be ones that are important to strategies you'd prefer to use, forcing you to rely on less efficient alternatives, less familiar Pokémon, or less comfortable/cheesy strategies.

-Rainbow Episode (+400 CP):

Each time you attempt your journey, you'll eventually bump into a gang or crime syndicate in the form of one of Pokémon's Evil Teams, and ultimately have to battle their Boss; once with a conventional team, and later a rematch showdown where they've obtained powerful Legendary and Paradox Pokémon. Thanks to exploitation of the weak boundaries of reality or some kind of outside assistance, however, these Bosses have become terrifying, disproportionately powerful obstacles, not only coming out swinging with Legendary Pokémon during their first battle, but upgrading their team further in the second:

- Giovanni will swap his Mega Evolution pick from Kangaskhan to Mewtwo (X or Y, randomly).
- Archie and Maxie have access to the Primal Reversions of Kyogre and Groudon, respectively (in addition to their Mega Sharpedo and Camerupt).
- Cyrus will drop his Lake Trio pick in favor of Arceus (with a random Plate).
- Ghetsis will upgrade Kyurem into either Kyurem-White or Kyurem-Black (at random).
- Lysandre will supplement his Yveltal with a Power Construct Zygarde 50% (which will become Zygarde Complete when damaged as normal).
- Lusamine will upgrade her Necrozma into either Dawn Wings Necrozma or Dusk Mane Necrozma (at random).
- Guzma lost out on the Legendary lottery and only gets a couple of Ultra Beasts. He is, however, the big bad Boss who beats you down and beats you down and never lets up: In his rematch, *all* of his Pokémon are Boss Pokémon with at least one shield.
- Rose will swap his Gigantamax pick from Copperajah to Melmetal, making it a Boss Pokémon as well.
- Penny will swap her Zamazenta for Zacian, and her Sylveon becomes a Boss Pokémon with one shield.

-Challenge: Misdreadful (+500 CP):

This challenge replaces, and is thus incompatible with, other Challenge drawbacks, except for Inverse. Specifically, it's both Generation: 2 and Type: Ghost, meaning that the *only* Pokémon you are permitted to use in battle (and which will be provided to you in lieu of regular starters) is Misdreavus.

Good luck. If you want to catch more Misdreavus, they can only be found in the Graveyard, are rare to boot, and can't even be evolved (as Mismagius is Generation 4, thus becoming unusable on evolution).

-Astral Chaos (+500 CP):

The forces holding this world together are stretched precariously thin. Sometimes, at random, the facade will abruptly shatter when it's not meant to, thrusting you into The End for 1-3 days, forcing you to battle with Paradox Pokémon— Paradox Pokémon who are not level balanced to wherever you were previously in space and time, averaging about Level 165. Expect to lose more than a few runs to 'Roaring Moon out of nowhere with a steel chair'. If you manage to survive and return, you'll proceed to the next biome, rather than returning to the one you were in.

Perks:

-Synchronize (100 CP):

Whenever you attempt to catch a Pokémon, you can perform a small cantrip, such as squeezing a button or tapping or gesturing in time with the motion of the ball, to calm the Pokémon inside and increase the likelihood of catching it by a small but appreciable amount.

-Harvest (100 CP):

You're exceptionally talented at safely collecting and swiftly selling products derived from Pokémon: While honey gathered by e.g. Combee is the most obvious and profitable, this encapsulates a wide variety of potential materials, such as milk from Miltank, wool from Mareep or Wooloo, Tropius' fruit, Pansage's medicinal leaves, Eldegoss' seeds, Alcremie's cream, Slowpoke tails, and so on, practically guaranteeing you a small but steady stream of income.

-Quick Feet (100 CP):

You're naturally skilled at navigating wilderness environments, and can cover a vast amount of ground in a surprisingly short time; in this world, you're twice as likely to find hidden routes and secret passages, and may elect to change biomes every five days instead of ten. This knack for finding obscure places carries over to future worlds, where you'll find yourself able to easily navigate rough terrain like ruins and thick jungles, and hike almost indefinitely without tiring yourself out.

-Hustle (100 CP):

Magikarp and Abra that are hatched under your care or created as Idea Constructs learn Tackle and Confusion (respectively) starting from level 1. Not only does this make them significantly easier to raise, since they're no longer completely helpless in battle until a certain level, but it means it's no longer impossible for you to attempt things like Magikarp-only challenges.

-Supersweet Syrup (100 CP):

Shuckles that are hatched under your care or created as Idea Constructs gain a unique trait that hasn't been seen in generations: Every two to three days, they will automatically convert a random Berry that they're holding into a Berry Juice item. This trait doesn't require the Shuckle to be your lead Pokémon, or even sent outside of its ball, to work.

-Forecast (100 CP):

You can instinctively predict the weather in the next area you'll be traveling to— or, in future worlds where the weather's a bit less static, the weather in your current general area for the next 24 hours. Only applies to natural climate and weather phenomena.

-Protean (100 CP):

You gain an alt-form that is recognizably you, but of the opposite sex. This form comes with its own bespoke outfit; when you swap forms (at will), you'll automatically swap to whatever the other form's wearing.

During this Jump (only), swapping forms will automatically and mysteriously swap between Rivals as well.

-Parental Bond (100 CP):

You're attuned to the needs and desires of Pokémon: You can visualize a Pokémon's Friendship value as a discrete number, and quickly intuit an individual Pokémon's likes, dislikes, and behavioral quirks, making it much easier to befriend them (and other unusual fauna).

-Opportunist (100 CP):

You're a bit of a weirdness magnet, being about twice as likely to find Mystery Encounters. In future Jumps, this will manifest as notably unusual events that occasionally crop up in your vicinity—not always *good* events, but generally ones that you can reap benefits from through the right combination of strength, ingenuity, and resourcefulness.

-Guts (200 CP):

Pokémon Masters don't quit, no matter what anyone says.

The more pressure is applied to a material, the denser it becomes, and the same is true of your spirit: The more physical, mental, emotional, or spiritual duress you find yourself under, the easier you find it to rally against those same forces, clearing your thoughts and solidifying your convictions and resolve.

-Commander (200 CP):

You're deeply attuned to the minutia of conflict, allowing you to easily and intuitively track an opponent's moves, abilities, items, remaining energy, elemental weaknesses, and so forth. This doesn't give you information you don't already know, but ensures details that are easy to overlook and

forget, but are highly relevant, like the fact that your opponent only has 1 PP left for Fire Blast, are kept at your fingertips, making it much easier to predict and dictate the pace of battle.

-Anticipation (200 CP):

With each attempt to complete your journey, it'll quickly become obvious that certain battles are inevitably fought at certain times, no matter where you happen to be at that point. Others are less predictable, however, and stumbling into a Trainer battle blindly can spell the surprise death of a run due to being under-strength, out of position, or just plain unlucky. A minor form of danger sense, this Perk will give you up to 24 hours advance notice if you're *likely* to fight a *significant* opponent, allowing you an opportunity to prepare appropriately—though this may be useless information in dangerous worlds where you're fighting for your life every day.

If you took the *Astral Chaos* Drawback, this gives you a 50% chance of predicting an unplanned trip to The End before it happens.

-Good As Gold (200 CP):

You're exceptionally skilled and/or lucky at finding gold Nuggets, be it after battles or on the ground. In future worlds, you'll find that individuals and institutions are not only more willing to trade for gold, but more willing to extend you lines of credit, almost implicitly trusting your ability to repay debts.

-Emergency Exit (200 CP):

Sometimes winning means not losing, and not losing means bailing on an unwinnable situation to fight another day. You can always disengage from a Pokémon battle so long as you have a Pokémon with the Run Away Ability in your party, even if it's fainted or inactive. This can even be used during Trainer battles— not including destined battles like your Rival, the Team Boss, the Elite Four, and the Champion— though you'll invariably and mysteriously drop a bunch of cash on your way out. Battles that you escape from don't give any rewards.

In future worlds where Pokémon battling is less immediately relevant, you'll have an instinctive sense of where the closest and fastest (though not necessarily safest) means of escape from a given situation is.

-Flame Body (200 CP):

Through esoteric metabolic control, you can burn calories to raise your body temperature significantly, warding off cold, hatching Pokémon eggs twice as quickly, and, with some concentration, even potentially burning opponents that try to strike or grapple you unprotected, though you aren't capable of actually igniting objects.

-Sniper (200/400 CP):

You're a Pokéball deadeye. Your chance to land a Critical Capture is slightly increased, but is enhanced even further the more unique species of Pokémon you capture, capping at 2.5x for 800 or more.

For an additional 200 CP, Critical Captures are guaranteed to capture the target Pokémon, regardless of catch rate or ball used (normally, Critical Captures increase the odds of a capture by approximately 3x).

-Super Luck (400 CP):

By focusing intently on a specific event, like a crucial attack you want to hit or miss, you can actually bend probability slightly, making your desired outcome more likely. This stacks with other luck effects, but the concentration and effort of will required make it difficult to use consecutively, and your attempt to force the event will be obvious to those who can supernaturally perceive or manipulate luck or fate.

-Victory Star (400 CP):

Your force of personality inspires your allies through your mere presence, and they fight like hell under your leadership, hitting just a bit harder than you'd expect and barely withstanding blows that should have otherwise taken them out, as if the cosmic dice were biased in their favor.

-Wandering Spirit (600 CP):

Not only are you a Jumper, but you're now also a Slider. When time shenanigans are afoot, you maintain the same 'primary perspective' as any prospective chronomancer; if they rewind time, you'll remember events that have no longer happened yet, and if a branch timeline is created or destroyed, you'll be transported along with them to or from that branch. This Perk doesn't actually let you *do* anything about people fooling about with the timestream, but you'll always be aware that it's happened, and are additionally rendered immune to Grandfather Paradoxes.

-Mind's Eye (600 CP):

Well, that's it. You've been outnumbered, outgunned, outmaneuvered, or just outmatched in general. Back to the void... only, no, that was merely a vision of future events—the actual battle has only just begun. This future sight is perfect—if you do the same things, the same outcomes will occur. Only, you always *lose* in these visions, so you'll probably want to use the information gleaned to adapt your strategies accordingly.

While here, you may use this ability with no limits; as long as you don't give up, you'll never *really* lose... though giving up may be unavoidable in matchups where, due to unfortunate circumstances, victory is essentially impossible. In future worlds, you may have up to 10 such visions per year before your defeats start becoming very much real— you can use them one at a time as a mulligan for unfair or surprise attacks, perhaps, or maybe burn all ten on a single intricate battle against a superior foe to pick them apart like a puzzle.

-Soul-Heart (600 CP):

Should you ever be struck down— not a concern here, but certainly elsewhere— but you have 1UPs that would prevent your death, you may choose to return to Somewhere You Can't Remember instead of reviving on the spot, rolling back time to the beginning of the Jump in addition to any other effects the Perk in question might have. This does not reset the cooldown period on any of your Perks or abilities, however, meaning that (among, possibly, other things) the 1UP you used will be inaccessible for your next attempt.

Post-Chain, this Perk can rewind time by up to 10 years (starting from when you ended your Chain; you can't 'un-Spark', for instance).

Items:



Items that specify a limit may be purchased multiple times, up to that limit. Items that are lost, expended, or destroyed will be restored at the beginning of your next run, or, in future worlds, after a week.

-Pokéballs (50 CP) (Unlimited):

For each purchase, choose one:

- 20 Pokéballs (Catch rate: x1)
- 10 Great Balls (Catch rate: x1.5)

- 5 Ultra Balls (Catch rate: x2)
- 2.5 Rogue Balls (Catch rate: x3)
- 0.25 Master Balls (Catch rate: 100%)

Fractions are rounded down. Rogue Balls have midnight blue shells with a red band.

-Amulet Coin (50 CP) (Limit 5):

While wearing this lucky amulet, whenever you would find or receive money as a reward, you'll get 20% more (up to 100%).

-Golden Punch (50 CP) (Unlimited):

An item meant to be held by a Pokémon (limit 5). Whenever it would deal direct damage to an opponent, you receive that much money— OHKOing a Pokémon with 50 HP would grant you 50 Pokédollars, for example (up to x5 damage).

-Candy Jar (50 CP) (Limit 99):

While in your possession, this glass bowl increases the number of levels granted by Rare Candies by 1.

-Shiny Ticket (50 CP):

This ticket may be cashed in to initiate a Shiny Event.

- During this Jump, Shiny Tickets are redeemed in Somewhere You Can't Remember: For the duration of the next run, Shiny Pokémon are twice as likely to appear. In addition, when your Rival gives you a Super EXP Charm and an EXP All after your first battle, they'll also give you a Shiny Charm and an Ability Charm; when they give you a second EXP All after your second battle, they'll also give you a second Shiny Charm.
- In future Jumps, Shiny Tickets may be redeemed at any time, and make Shiny Pokémon twice as likely to appear for the next three days.

This does not affect the rarity of Shiny Pokémon, only their rate. You receive a new ticket once every year ('s worth of time).

-GTS Burner Link (50 CP) (Unlimited):

A cubic plastic box with a cheap touch screen on the lid, about 8 inches on a side. It may be activated at any time, and when activated, it instantly connects with the Global Trading System, irrespective of the boundaries of time, space, and dimensions. Not sophisticated enough to allow you to browse trade offers, each device is good for a single Wonder Trade or Item Trade—simply place the Pokéball or

item to be traded into the box, close it, confirm the trade, and, with a flash of light (that also flash-fries its internal components), it will be exchanged for a random new one.

For some reason, the trading partner connected with is always shown as “Timmy”. Any item that fits in the box may be Item Traded, and the Burner Link’s connection is untraceable (no amount of tinkering or study will divine how it works across universes).

-EXP Charm (50/100 CP) (Limit: 99/99):

A blue/green hexagonal talisman; while in your possession, Pokémon you train gain 20%/60% more experience (additive).

For an additional one-time 100 CP surcharge, these are changed to stack multiplicatively instead of additively.

-Strategic Arsenal (100 CP) (Unlimited):

For each purchase, choose one:

- A Mega Bracelet, or a Mega Stone of your choice.
- A Dynamax Band, or a Max Mushroom.
- A Tera Orb, or three Tera Shards of your choice.
- A Z-Ring, or a Z-Crystal of your choice.

-Reviver Seed (100 CP) (Unlimited):

An item meant to be held by a Pokémon (limit 1). When the holder would be knocked out by direct damage, the Seed is automatically consumed, acting as if it was a Revive; the Pokémon's stats and condition are reset, and it regains half of its HP. Doesn't work against indirect damage, OHKO moves, or if the holder uses a suicide move.

-IV Scanner (100 CP) (Limit: 3):

Whenever you encounter a wild Pokémon, this handheld gadget can be used to determine their approximate IVs. Each level of the scanner will identify 2 IVs, starting with their best; any IV better than the highest you've recorded for that species will be highlighted.

-Soul Dew (100 CP) (Unlimited):

Not to be confused with the *other* Soul Dew that boosts Latios and Latias, this form of Soul Dew is not a held item; when applied to a Pokémon, it increases the effects of its Nature on its stats (both positive and negative), up to 100% (for 10 Soul Dews).

-Grip Claw (100 CP) (Unlimited):

An item meant to be held by a Pokemon (limit 5). Not to be confused with the *other* Grip Claw that extends the duration of trapping moves, this claw grants the user a 10% chance to steal one of an opponent's held items whenever they attack, up to 50%. Applies to every hit of multi-hit moves.

-Care Package (200 CP) (Unlimited):

Choose up to three Nature Mints and/or Vitamins.

- When a Mint is used to change a Pokémon's Nature, that Nature will also be recorded as a Fragment.
- Vitamins increase their respective stat by 10%; this is a permanent modifier. A given Pokémon can benefit from as many doses of a given Vitamin as they have IVs in that stat (0-31).

This Care Package is replenished every week; when this occurs, you may pick new Mints and/or Vitamins to appear in the new batch.

-EXP All (200 CP) (Limit: 5):

Similar to an EXP Share from other worlds, this device grants 20% experience to any party Pokémon who didn't participate in a battle, though it can be upgraded up to 4 times, for 100% experience shared.

-EXP Balance (200 CP) (Limit: 4):

A modified EXP sharing device for rapidly training weak Pokémon, EXP Balance funnels 20% of shared party experience into the lowest-leveled Pokémon in your party (up to 80%).

-Ability Charm (200 CP) (Limit: 4):

These small glittering orb talismans double the likelihood that an encountered wild Pokémon will have their Hidden Ability (from 1/128 to 1/64 / 1/32 / 1/16 / 1/8).

-Shiny Charm (200 CP) (Limit: 4):

These small crystal talismans increase the odds of an encountered wild Pokémon being Shiny; first by a factor of 4 (from 1/1024 to 1/256), then by a factor of 2 (1/128 / 1/64 / 1/32). Does not affect the

rarity of the Shiny Pokémon: Any encountered Shiny has a 60% chance to be Common, 30% to be Rare, and 10% to be Epic.

-Catch Charm (200 CP) (Limit: 3):

These small glossy scale talismans increase the odds of landing a Critical Capture on a wild Pokémon by (2x/2.5x/3x).

-Healing Charm (200 CP) (Limit: 5):

This heart-shaped badge increases the effects of healing moves and items on your party Pokémon by 10% (up to 50%). Doesn't affect Revives.

-DNA Splicers (200 CP) (Unlimited):

These spike-like devices appear similar to those utilized by Team Plasma to fuse Kyurem with either Reshiram or Zekrom, but operate under different principles.

To create a Fused Pokémon, you need two Pokémon: The Primary Pokémon and the Sacrifice. Once combined, the stats of both Pokémon will be averaged, and the Fusion will learn all of the Sacrifice's moves (allowing you to decide which to keep and which to forget; it can remember moves from both constituent move lists).

The Fusion will have the Primary Pokémon's first/only type as its first type, Passive Ability (if unlocked), Level, IVs, and Nature, and the Sacrifice's second/only type and Ability (if its second type is the same, it'll use the first instead). If both Pokémon are Shiny, their Shiny Luck will be added together.

While fused, both halves evolve independently as normal: For instance, a Charmander/Scatterbug would evolve into a Charmander/Spewpa at level 8, a Charmander/Vivillon at level 12, and a Charmeleon/Vivillon at level 16. If both Pokémon are the same gender, the Fusion will retain its gender; if they're opposite genders, or one part is genderless, the fusion will be genderless, which will prevent any gender-based evolutions from occurring.

This Fusion may be undone at any time, but if unfused, the Sacrifice **will be lost permanently**, leaving only the Primary Pokémon; it will retain any moves it knows, but will be unable to remember any moves it inherited from the Sacrifice if they're forgotten.

-Golden Bug Net (200 CP):

An antique net handed down across generations of Bug Maniacs, and a universally-understood symbol of their camaraderie. Whenever you would encounter a Pokémon with this net on your person, there's a 10% chance it will be a rare Bug-Type Pokémon instead.

Outside of this Jump, it will increase your likelihood of finding rare non-Pokémon bugs, and can be used as a regular bug net would—albeit one of superlative quality, that scoops up such creepy-crawlies with almost supernatural ease.

-Multi-Lens (400 CP) (Unlimited):

An item intended to be held by a Pokémon (limit 3). This unique lens allows the holder to attack multiple times, though with reduced power (40%/25%/12.5%), similar though not identical to the Parental Bond Ability. This attack multiplication applies to each hit of a multi-hit attack (for a hypothetical maximum of 40 12.5% strength hits for a full-strength Population Bomb).

-Baton (400):

An item intended to be held by a Pokémon. This red lacquered commander's rod is topped with an amethyst crystal; when its holder is switched out of battle (either manually or through a move, but not by fainting or being forced out), it will automatically pass on all of its effects and stat changes—and the Baton itself— to its replacement as if it had used the Baton Pass move, as well as enabling that Pokémon to avoid entry hazards.

-Lock Capsule (400 CP):

Whenever you would receive random rewards (e.g. loot drops) and have the ability to reroll those rewards, this device can be used to lock their rarity, so, for instance, if you got a trash Legendary item, you could guarantee another Legendary item on the reroll. If rerolling has a cost, locking rarities increases that cost by x1.5.

-Golden Ball (400 CP) (Limit: 3):

A trophy of achievement, rather than an actual usable Ball. While carried, whenever you would receive random rewards, you receive one more than normal (up to 3).

-Egg Gacha (400 CP) (Limit: 3):

These Gachapon machines are filled with Pokémon eggs instead of capsules, and are operated using special tickets. Single-pull tickets can be found occasionally as treasure or from tough opponents, while 5-, 10-, and 25-pull tickets are significantly rarer, and rarely found from proportionately stronger enemies. Each pull gives you a random egg: Common Eggs have 1-3 point Pokémon (before any price reductions you might have applied), Rare Eggs 4-5 points, Epic Eggs 6-7 points, and Legendary Eggs 8-9 points (the only 10-point Pokémon is Eternatus, who can't be hatched). Special Manaphy Eggs (at the same rarity as Legendary eggs) can hatch into either Phione (7/8 chance) or Manaphy (1/8 chance).

The machine you pull from influences the egg you receive (Pick one machine for each purchase):

- Eggs from the grey Move UP! machine are twice as likely to gain their Rare Egg Move instead of one of their three regular Egg Moves.
- Eggs from the red (Legendary) UP! machine are twice as likely to contain whatever the current banner Legendary Pokémon is; this changes daily, and has a fixed rotation.
- Eggs from the yellow Shiny UP! machine are twice as likely to be Shiny Pokémon (1/64, as eggs from the other machines already have a 1/128 chance of being Shiny).

Includes pity mechanics: If you don't receive an egg of a certain rarity after a certain number of pulls (depending on the rarity), your next Common egg will be upgraded to that rarity. Additionally, if you've hatched 10 eggs of a given rarity and not received any new Pokémon, it will attempt to force the 11th egg of that rarity to be a new Pokémon.

During your journey here, hatched Pokémon don't actually join your party, but are recorded as Fragments instead. In future worlds, you may choose whether or not a given egg contains a physical Pokémon.

-Miniature Black Hole (600 CP):

An item intended to be held by a Pokémon. Every turn the holder is in combat, it will automatically steal an item from an opposing Pokémon if possible. Not normally obtainable until after you've completed your journey.



Another World:

-Another World's Pokédex (200 CP):

You may **import** the databanks of any Pokédex that you've previously owned; this database is automatically converted to Fragments, granting you immediate access to Pokémon you've caught in previous worlds as Idea Constructs.

-Another World's [Pokémon] (50+ CP):

You may **import** a Pokémon of any species that you've already had as a Companion or Follower prior to this Jump. They gain a slot in Somewhere You Can't Remember as "Another World's [Species]" (two if their species has a Baby evolution), separate from their original species and using their own statistics. As an Idea Construct normally would, they begin your journey at Level 5.

Imported Pokémon may not access any alt-forms or non-Pokémon powers or abilities they might possess (from being a Companion) during this Jump.

For an additional 50 CP, choose one:

- Your Pokémon shares one of its attributes with its corresponding species' Fragments: Choose one of Gender, Nature, Ability, IVs, or Shiny Status. Whenever you pass through Somewhere You Can't Remember, you may modify your Pokémon with any of those attributes you have corresponding Fragments of for that species.

- Your Pokémon shares its Egg Moves with its corresponding species (e.g., if your Pokémon was a Rattata, Idea Construct Rattatas would gain access to Bite, Counter, Final Gambit, Flame Wheel, Fury Swipes, Last Resort, Revenge, Reversal, Screech, and Uproar from Level 1).
- Your Pokémon learns any Egg Moves from its corresponding species that you unlock (e.g., if your Pokémon was a Rattata, it could gain access to Hyper Fang, Fire Fang, Psychic Fangs, or Extreme Speed (rare) from Level 1).

In future worlds, whenever you pass through Somewhere You Can't Remember, you may choose whether to reincarnate your Pokémon at Level 5, create a new Idea Construct based off of it, or leave things as they are.

This may be purchased multiple times for different Pokémon (they don't share upgrades).

-Another World's [Companion] (50+ CP):

You may **export** any character you've encountered here as a Companion, so long as you're able to convince them to travel with you. Despite their artificial presence here, they're identical to their original world counterpart in every way that matters. Don't worry about time resetting, either: Their commitment transcends time and space.

In fact, due to the frayed nature of time and space here, you may choose to make this pact with multiple different iterations of the same person: Feel free to export six Acerolas, so long as you've fought the Alola Elite 4 at least six times— just be prepared to explain things when they meet each other. Companions exported in this way won't have a home world to return to, but may still elect to stay behind in their current world if they become dissatisfied with you.

For each additional 50 CP, they may take one of their Pokémon with them, at the level they had it when you encountered them, starting with their signature Pokémon, if applicable.

-Expert Pokémon Breeder (100 CP):

A kind, friendly, and eccentric woman always seen wearing a space suit with pink accents (she is, in fact, sometimes found in outer space), and this dimension's premier Pokémon breeding expert. Concerned primarily with Pokémon's health and happiness, she receives the Harvest and Parental Bond Perks for free. Purchasing this Companion guarantees that you'll see at least one 'Expert Pokémon Breeder' Mystery Encounter during your stay here, and makes them more common overall.

In other Pokémon worlds, she has an encyclopedic knowledge of Pokémon breeding and Egg Moves, and will happily assist you in breeding desired Pokémon and finding homes/trades for excess eggs and Pokémon—Outside of them, she's quick to pick up on the husbandry, care, and breeding of other supernatural fauna.

She retains her signature Pokémon (once you depart from this world), an Adamant Tera-Steel Cleffa/Clefairy/Clefable (at the highest level you've encountered it) with perfect IVs and Meteor Mash, Fire Punch, Ice Punch, and Thunder Punch.

-Your Rival (200 CP):

Your best friend from birth, who grows alongside you on your journey and represents one of your greatest obstacles along it. **Ivy** (if you are (primarily) male) is a mischievous and carefree tomboy, while **Finn** (if you are (primarily) female) is calm, responsible and level-headed—while either will support you in your dream, they're concerned for your safety, and are driven to beat you so that you can return home.

Unfortunately, you have no memory of them, and they are just as ignorant of the cyclical nature of the world as anyone else, being artificial constructs of this world designed to stop you. Only by taking them as a Companion can you liberate them from their circumstances and allow the two of you to form a real, lasting relationship.

Your Rival receives the Guts Perk for free, and retains their signature Pokémon (once you depart from this world), a Level 185 Rare Shiny Rayquaza, for which they have a Mega Bracelet and a Rayquazite.

If you purchased the *Protean* Perk (above), you may purchase this Companion twice, tricking this world into letting you take both Rivals with you when you leave.

-??? (200 CP):

A shadowy woman in grey and black, shrouded by eerie smoke and bedecked in red and gold accents that evoke a certain Legendary Pokémon. Creepy and maternal in a creepy way, but powerful— she seems to have some access to the firmament of this dimension, able to see all of your past and future selves iterating through the cycle and to manipulate space, time, minds, and dreams to a worrying extent. Purchasing this Companion guarantees that you'll see at least one 'Weird Dream' Mystery Encounter during your stay here, and makes them more common overall.

After this Jump, her powers are somewhat blunted (on account of the boundaries of reality being far more rigidly defined), but she still has some powers of pre- and post-cognition, and the ability to alter dreams and paralyze the minds of the weak-willed—powers which she can still use in conjunction once every few months to mutate Pokémon, similarly supernatural creatures, and/or Idea Constructs in unpredictable but generally positive ways (as she would during the aforementioned Mystery Encounter).

The Journey:

Any day not specified is a regular battle with a wild Pokémon.

-Day 5: Your first Trainer battle. After this, you'll encounter Pokémon Trainers randomly, though never within 5 days of each other, or during another scheduled event.

-Day 8: Your first battle with your Rival, who has a random Starter Pokémon and regional bird, both at Level 7.

-Day 10: Your first Boss Pokémon encounter. Boss Pokémon have their Passive Ability (if wild) and one or more shields, dividing up their HP into equal segments; When a shield is reached, it will gain +1 stage in a random stat, and stop taking damage unless it took more than twice as much damage as the health of that segment. Boss Pokémon can only be caught when on their last segment, unless you use a Master Ball.

On this day, and every 10th day hereafter, you'll receive full healing at a Pokémon Center instead of regular rewards and then move to another biome.

Between Day 10 and Day 180, whenever there isn't another event scheduled, you may find a Mystery Encounter instead of a battle.

-Day 20: There's a 50% chance you'll encounter your first Gym Leader here; if not, you're guaranteed to encounter it on Day 30 instead. Future gym battles will occur every 30 days after that point (until the Elite 4)— every 10th day that isn't occupied by another event is either a Gym or a Boss Pokémon. The Gym leader you encounter will depend on the biome you're currently in.

-Day 25: Your second Rival battle: They'll have evolved their Pokémon, and added a third team member (any single-stage Pokémon above 450 BST that isn't otherwise special, like a Legendary or Paradox Pokémon).

-Day 35: Your first encounter with an Evil Team Grunt. Evil Team encounters are always of the same team: You'll meet them again on Days 62, 64, and 112.

-Day 55: Your third Rival Battle: Their Starter Pokémon is now fully evolved, and added their fourth team member (any Pokémon whose final evolution has a BST above 540 and isn't otherwise special).

-Day 66: After pummeling your way through their Grunts, you'll encounter a Team Admin here, and on day 114.

-Day 95: Your fourth Rival Battle. It's been so long now, and they have become Consumed in their pursuit of you. Their Starter Pokémon is now Terastalized to its primary type, their fourth Pokémon evolved (if applicable), and their fifth team member added (same criteria as the fourth, as long as it doesn't overlap types with the fourth).

-Day 115: Your first encounter with the Evil Team's leader, who has eclipsed Level 100; their signature Pokémon is a Boss Pokémon with one shield, and may (in some cases) also be Mega Evolved.

-Day 145: Your fifth Rival Battle. Words are no longer necessary, only battle, pushing the boundaries of what it means to be a human Pokémon Trainer. All of their Pokémon are fully evolved now, if they

weren't already, and they've added their sixth member: A Rare Shiny Rayquaza, which is also a Boss Pokémon with one shield.

-Day 165: A rematch with the Evil Team Boss: They're now packing a Legendary Pokémon (which is also a Boss with one shield), and, usually, a Paradox Pokémon to reinforce their team.

-Day 170/180: Your final Gym Leader battle.

-Day 182/184/186/188: The Elite Four challenge. Unlike Gym Leaders, the E4 will always be from the same region, and protecting a Champion from that region.

-Day 190: The final throwdown with the Champion. While they don't have any Boss Pokémon, three of their Pokémon are Terastalized, they gain access to rare items that only you would otherwise obtain, and each has at least one Legendary Pokémon, and one that's either a Mega Evolution, Gigantamax Pokémon, or a second Legendary.



The End:

Your journey is not quite finished.

Wherever you were, the walls of reality now fall away, exposing a chaotic maelstrom of light and color.

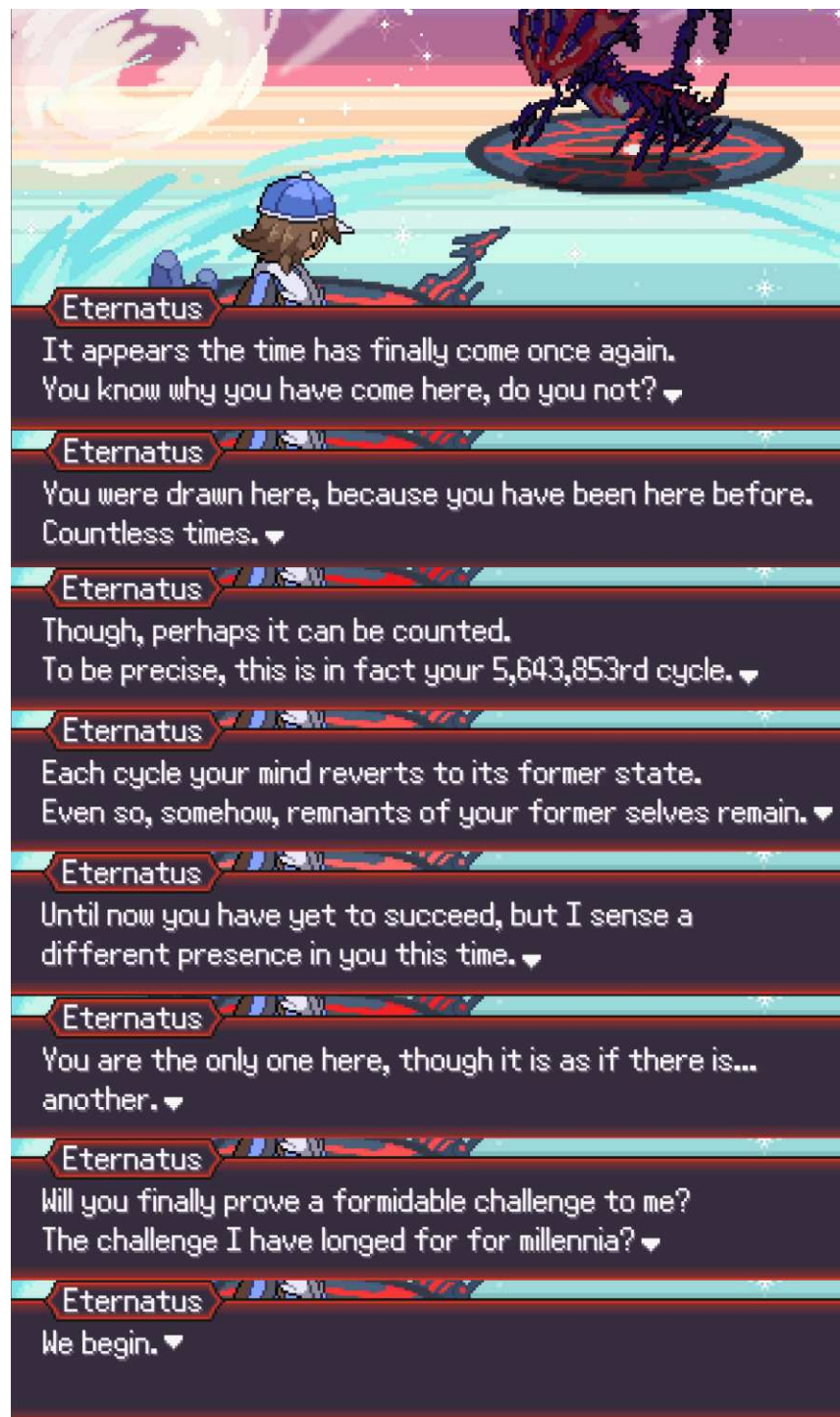
Time and Space hold little meaning here.

Only Paradox Pokémon dwell in this dimension. Unless you've already hatched a given Paradox Pokémon from an egg, mysterious forces will prevent you from catching them, even if you use a Master Ball.

-Day? 195: A final showdown at the very pinnacle. Emerging with clarity from their battle obsession, your Rival has come to realize the nature of this world, and their role in honing you to a razor's edge.

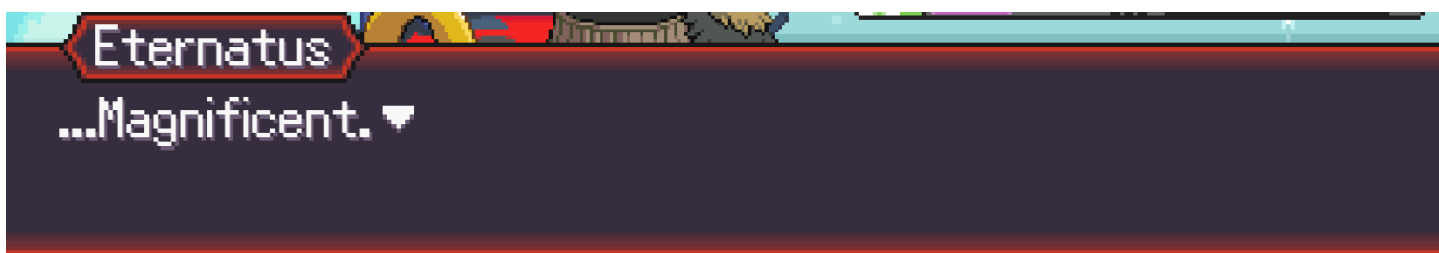
They wish only for you to break the cycle and return safely—if you can defeat them. Their Starter Pokémon and regional bird are now Boss Pokémon with one shield, and their Rayquaza, now Mega Evolved, has two.

-Day? 200:



Eternatus is level 200 and has seven shields (eight health bars). Once the final shield is broken, it will Eternamax, fully restoring its health and shields, ending effects on itself (like Leech Seed or status conditions, e.g., but not stat changes), changing its moveset, obtaining a Miniature Black Hole, and turning the battle into a Double Battle.

Eternatus cannot be captured, even with a Master Ball, unless you've already collected every other Starter Pokémon (being every other unevolved/single-stage Pokémon).



If you defeat Eternatus, your journey shall finally reach its conclusion.

Every Pokémon on your team gains a special Fragment in the form of a unique commemorative ribbon (if a Pokémon is Fused, only the Primary Pokémon will gain the ribbon), and all Drawbacks expire.

You now have a choice to make:

Continue Onward:

Even if you haven't spent ten whole years here yet, you may now escape the cycle and resume your Chain (as early as 200 days, if you manage to win on your first try).

New Game:

You return to the void, to Somewhere You Can't Remember.

Despite its role as apparent architect, Eternatus is not the root of the cycle, and it remains unbroken. Everything shall begin again, slave to some even higher power. For the remainder of your time here, you may attempt the journey again as many times as you like to try to complete your collection, gathering Fragments, meeting new Trainers, and attempting to bring Eternatus itself on side. Leave any time you like; once ten years' worth of days have elapsed, you'll resume your Chain automatically.

Whenever you leave, if you have any real (non-Idea Construct) Pokémon in your party, you may take them as Followers for free.

When starting a new run, you may choose to impose new Challenges on yourself, per the Drawbacks (these don't grant any CP); you'll gain a unique commemorative badge for each Challenge you complete. Pokémon that defeat Eternatus and don't already have a ribbon will gain one.

Days spent here are cumulative across runs: Should you fail to defeat Eternatus even once within ten years, being 3650 total days or about 18 and a quarter full journeys worth of time, you will fail the Gauntlet, continuing your Chain, but forfeiting all of your purchases made here.



Notes & Changelog:

>What the hell did I just read?

PokéRogue, it's like Pokémon but roguelike. Find it here: [PokéRogue \(pokerogue.net\)](http://pokerogue.net)

Warning: Addictive!

Here's the wiki, since if you've gotten this far, you don't mind spoilers: [start \[PokéRogue Wiki\] \(pokerogue.net\)](http://pokerogue.net/wiki)

Particularly, you'll probably want the page that details all of the changes from regular Pokémon ([gameplay:differences \[PokéRogue Wiki\] \(pokerogue.net\)](http://pokerogue.net/wiki/gameplay:differences)), the one with the map ([biomes:biomes \[PokéRogue Wiki\] \(pokerogue.net\)](http://pokerogue.net/wiki/biomes:biomes)), and the egg move database ([database:pokedex:movepools:egg:eggmoves \[PokéRogue Wiki\] \(pokerogue.net\)](http://pokerogue.net/wiki/database:pokedex:movepools:egg:eggmoves))

>Somewhere You Can't Remember:

This is an isolated, un-real, non-place. Nobody else can enter it, meaning you're alone in the void, and you can do whatever you want in it, but *nothing* you do will propagate outside of it except for choosing the starting configuration for items/perks/Idea Constructs. If you try to do something like escape through dimensional travel or kill yourself, you'll just exit normally, picking up where you left off in real time and space.

>Why 'Idea Construct'?

Riffing off of Zygarde's Power Construct because I needed something to call them.

>Post-Chain, can I use time travel to just duplicate Idea Constructs endlessly?

If you have the required secondary powers, sure. Crystallized constructs don't have the same fiat protections that Companions do since Jump-chan is no longer holding your hand (so rewinding time will undo its creation, meaning you'd normally just be creating the same one over and over again), but you're presumably powerful enough at that point that this isn't a problem for you.

>Can I take Challenge: Kanto and Challenge: Dark?

There aren't any Generation I dark types, so no, it's completely invalid (Eevee isn't dark type and Umbreon isn't gen I). The most masochistic Challenge you can take is Misdreadful (Challenge: Johto/Challenge: Ghost).

>Why isn't there a Drawback for not being able to use Z-Crystals?

Z-Crystals aren't implemented, which means they de-facto don't exist in this world (and also that Marshadow isn't able to change forms). Getting them through Strategic Arsenal, therefore, is a unique advantage.

>What's up with Mind's Eye?

Three words: Semi-Random Numbers.

>What's the distinction between Super Luck and Victory Star?

Both are luck effects, and they overlap somewhat, but they cover different areas. By way of example, let's take a Diablo-style lightning bolt that does 1-300 damage.

- Super Luck would allow you to actively concentrate to affect any random aspect of the spell's execution: Whether it popped off successfully (if there was a chance for it to fail, e.g. the caster being distracted and flubbing it), whether it hit (or scored a critical hit), or roughly how hard it hit.
- Victory Star would automatically bias the damage roll for allies: Higher if they were casting it, or lower if they were getting hit by it.

If you have Mind's Eye, both Perks' values are deterministic, but *when* you decide to use Super Luck will affect everything that comes afterwards.

>DNA Splicer notes:

Damn, these are complicated.

DNA Splicers are *not* used to transform Kyurem or Necrozma; find a Light Stone for Kyurem-White, a Dark Stone for Kyurem-Black, an N-Solarizer for Dusk Mane, or an N-Lunarizer for Dawn Wings. Similarly, they won't create Ultra Necrozma or The Ultimate Dragon if you try stapling e.g. Kyurem-B and Reshiram together; the Splicers operate off of the wrong principles (As of a recent update, Ultra Necrozma is now available through a form changing item if you already have Dawn Wings or Dusk Mane).

Because the Sacrifice is lost if you un-fuse a Fusion Pokémon, it's strongly recommended to use Idea Constructs as Sacrifices. If you use a Companion or Another World's Pokémon as a Sacrifice, they can still respawn/be reincarnated appropriately (e.g. through Somewhere You Can't Remember). Conversely, if a Sacrifice is no longer present (e.g. through an Idea Construct ceasing to exist at the end of a Jump) the Fusion stops being Fused.

Shedinja continues being a weird edge case. If you use Shedinja as a Sacrifice, the Fusion will gain Wonder Guard, be locked to 1 HP, and be either X/Ghost or Ghost/Bug, depending on the Primary Pokémon's first type. If you Fuse a Nincada (in either position) and have a free slot in your party when it evolves, it will split off a new Fusion Pokémon with a Shedinja in the same position: This can be used to effectively 'clone' Pokémon and items.

If you're doing a Challenge (Drawback or postgame), Fusing a legal Pokémon with an illegal one will make the Fusion illegal.

You can't fuse a Fused Pokémon, but you can Fuse the same Primary Pokémon several times successively in order to give it a highly specialized move set.

Fused Pokémon can't change forms (either through an item or an Ability), but form-changed Pokémon *can* be Fused. Just use the form change (Mega Evolution e.g.) before you use the Splicer.

If at least one half of a Fused Pokémon is not fully evolved, the Fusion may gain the benefits of Eviolite (50% effect if only half of it is NFE)

>What if I turn myself or a Companion into a Fusion Pokémon?

Don't be the Sacrifice. Being un-fused as the Sacrifice is functionally equivalent to dying. Otherwise, fanwank it.

>Eternatus:

Once you've obtained Eternatus (by getting the other 500-odd Starters), Eternatus can E-Max using a Dynamax Band and a Max Mushroom. It can also get a ribbon for defeating itself, because space and time are funky here, and catching him multiple times will grant him Fragments as normal.

Eternatus can be Shiny, but as with regular Eternatus, you can only catch Shiny Eternatus if you have every Starter as a Shiny, and the same is true of Rare Shiny and Epic Shiny. Shiny Eternatus might be feasible if you've caught a shitload of shinies before and buy Another World's Pokédex, but rare/epic shiny is almost certainly impossible in the time allotted.

>Do changes that Mystery Encounters/the Giratina lady make to my Pokemon get saved as fragments?

Sometimes, but not generally speaking. Uncaught Pokémon, high IVs, and new natures applied by an event are typically kept, while other changes (type, moves, ability, passive ability, etc.) are usually strictly temporary.

V 0.1: Initial Draft

V 0.5:

- Reduced Hustle to 100 CP
- Clarified that Vitamins are a permanent modifier, not a one-off modifier
- Clarified that Companions imported as Pokémon can't use their non-Pokémon Perks and powers
- Added notes regarding Necrozma and Eternatus
- Added yet another note regarding fusion
- Fixed a spacing issue and a couple typos

V 0.6:

- Added an ability to actually export Idea Constructs as Companions to the Idea Construct Perk
- Added an option to The End to take Pokémon you have with you when you leave as Followers

V 1.0:

- Minor corrections to Idea Construct
- Minor corrections to The Journey
- Typo fixes

V 1.1

- Added the Protean Perk
- Added the Shiny Ticket and Baton Items
- You can now Companion both Rivals if you have the Protean Perk
- Team Admins are now a thing

- Modified the notes regarding Ultra Necrozma (which is now available)
- Hunted down all of the remaining instances of Pokemon v Pokémon

V 1.2

- Added the Challenge: Inverse Drawback
- Updated Challenge: Misdreadful to be compatible with Challenge: Inverse
- Updated the Rainbow Episode Drawback to reflect the addition of the Aether Foundation, Team Skull, and Macro Cosmos
- EXP Charms can now be made multiplicative again for a small fee
- Shiny Charm updated to reflect changes to the base shiny rate (this is an indirect nerf)

V 1.3

- Errata: Initial starter Pokémon are no longer gender-locked and begin with 10 -> 15 IVs
- Added the Klutz Drawback
- Updated the Rainbow Episode Drawback to reflect Team Star's addition to the game
- Added the Parental Bond and Sniper Perks
- Reduced Flame Body's cost from 400 -> 200CP
- Added the Grip Claw, Catch Charm, and Golden Bug Net Items
- Golden Punch now allows unlimited purchases
- Added Expert Pokémon Breeder and ??? to Another World
- Updated The Journey to reflect the addition of Mystery Encounters
- Updated Notes (Fusion Pokemon+Eviolite, Fragments+Mystery Encounters)

V 1.3.5

- Updated Somewhere You Can't Remember and Idea Construct to clarify how they work post-Chain
- Added the Opportunist Perk
- Added the GTS Burner Link Item
- Wording tweaks to ??? to help clarify her status as a Companion rather than an event
- Updated Notes