



Pokémon GO

JumpChain CYOA

by Sonic0704

Greetings, Jumper! Looks just like your homeworld's Earth, right? Well, do not get your hopes up too much, by now you should have known that nothing is ever that simple about jumpchain. This world might look like your Earth, but there is one stark difference.

Pokémon.

Several months ago they started appearing all over the world, forever disrupting life as it was. Companies and scientists jumped all over the phenomenon, companies in an attempt to earn some money from it, scientists to study the Pokémon and figure out why they started appearing. Technology permitting Pokéballs was quickly developed as were special Candies and Stardust that can be used to help Pokémon power-up and evolve into higher forms.

Governments mandated the formation of teams, requiring all would-be Pokémon trainers to register with one. Gyms sprang up and started hosting official Pokémon battles between captured Pokémon. Trainers started forming into raids to capture legendary and mythical Pokémon. And so on.

You begin your jump on 22nd July 2016, the day that Teams start freely accepting trainers into their midst. It is going to last for 10 years. You get 1000 Choice Points to spend on your purchases in this jump.

Origin

First, you must decide what are you for this jump. Are you a **Human** or are you a **Pokémon**? Pick your age and gender freely. Any of the following options can be done as Drop-In.

If you picked Human then you are automatically a Pokémon Trainer. To which team do you belong:

Team Mystic (free) - Team that is researching Pokémon evolution. Its members tend to believe that by staying calm and analyzing every situation it is not possible for them to lose. This team's mascot is the Articuno Pokémon and its leader is Blanche.

Team Instinct (free) - Team that is researching Pokémon breeding and how a Pokémon's intuition relates to how they hatch. This team's mascot is a Zapdos Pokémon and its leader is Spark.

Team Valor (free) - Team that is researching Pokémon strength. Trainers belonging to this team believe that their Pokémon are the strongest, because they train to naturally enhance a Pokémon's power, all in search of true strength. This team's mascot is the Moltres Pokémon and its leader is Candela.

Team GO Rocket (free) - Team GO Rocket is a villainous team in pursuit of evil and the exploitation of Pokémon. Their objective is to invade PokéStops for their resources by using Shadow Pokémon.

If you instead decided to be Pokémon, then you can be:

Tamed Pokémon (free) - You are a Pokémon 'belonging' to one of Trainers, having either been caught as a wild Pokémon, traded from another Trainer or hatched from Pokémon Egg.

Wild Pokémon (free) - You are a wild Pokémon.

As Pokémon you also need to pick your form:

Baby Form Pokémon (free)

First Stage Starter Pokémon (free) - Includes all official Starter Pokémon (from the entire franchise), as well as Pikachu and Eevee.

First Stage Non-Starter Pokémon (-100 CP)

Single Stage Pokémon (-200 CP)

Second Stage Pokémon (-200 CP)

Third Stage Pokémon (-300 CP)

Legendary or Mythical Pokémon (-600 CP)

Special:

Fakémon (additional -100 CP) - There exist a lot of fanart, animations and other works of fan-made Pokémon, which are universally called Fakémon. This includes fan-made regional variants and any other sort of Pokémon or its variant that does not exist as an official part of the franchise. With the purchase of this option, you can now become such Fakémon by paying an additional 100 CP to the base price of your form as outlined above this option. For example, Baby Form Fakémon and First Stage Starter Fakémon cost 100 CP, while Third Stage Fakémon will cost 400 CP and Legendary Fakémon will cost 700 CP. This option can alternatively be used for other Pokémon-like creatures (for example Miscrits, EvoCreo monsters, Terra Monsters, etc.) instead of Fakémon.

If you already possess a Pokémon form from one of the previous Jumps you may become that Pokémon for free.

Starting Location

Humans can start wherever in the world they want to. Pokémon are limited to start in their natural environment.

Perks



Team Mystic

Blanche's Student (-100 CP, free for Team Mystic) - As one of Blanche's students you are expert in the scientific field of Pokémon evolution. By taking this you've become an expert in the field of evolution; allowing you to easily guide the development of creatures in your care, and help them adapt to situations and their surroundings. When working with a Pokémon you can easily identify its possible evolutionary paths and what it would take to reach them; making it a breeze for a Pokémon in your care to achieve evolutions despite obtuse requirements. With great effort, you may even devise ways to achieve a form native to another region; assuming you can replicate the required conditions. Directing an Eevee to evolve into a specific evolution is now a simple thing for you.

Crystal Mind (-300 CP, discount for Team Mystic) - Your analytical skills have been enhanced, allowing you to notice and connect details more easily. Furthermore, your memory has been enhanced, so you now possess an eidetic memory with perfect indexing and unlimited storage.

Drops Of Water (-600 CP, discount for Team Mystic) - One drop of water does not amount to much, but put countless drops together and you can get a river. Same goes for your team of Pokémon, one of them alone might not be enough to stop your adversaries, but several of them working together can bring down even the toughest opponent. With this you are now master of teamwork and getting your Pokémon to work together, knowing how to best synergize their capabilities. Whether combining one another's powers in grand displays and impressive attacks, or interweaving their actions like a maestro on the battlefield to maximize their advantages and cover one another's weaknesses. In the end, any foe foolish enough to face you will find themselves facing a well-coordinated team rather than than a rag-tag group of misfits. This also extends to your non-Pokémon allies. Beware though, as this does not make them more powerful in any way, so your adversary's power is still an important factor.



Team Instinct

Spark's Student (-100 CP, free for Team Instinct) - As one of Spark's students you are expert in the scientific field of Pokémon breeding. Getting a pair of Pokémon to mate and produce an Egg, which will hatch into a desired Pokémon, is now a simple challenge for you. More than that, with this expertise you could reliably pass on desired traits from two creatures (egg moves, abilities and IVs), or even bring out dormant traits and potential hidden within their line (Shinies and Hidden Abilities). With enough time, effort, and suitable parents you too can bring forth a paragon of pokemon kind through the power of breeding (i.e. Smogon-tier mon with perfect IVs, competitive move lists, etc.).

Electric Intuition (-300 CP, discount for Team Instinct) - You gain intuition, a sixth sense, on how your adversary will react to certain things, which in turn will make it easier for you to trick them into a stance preferred by you. This works off of the intuition, so sensing generic things is easier than complex stuff, for example whether your foe is going to go on the offensive or fall for your bait would be easier to sense, while predicting which attack your adversary will use would be more difficult. This interacts with the knowledge you have of your foe, so the better you know them the better you'll be able to predict what they will do.

Mental Bond (-600 CP, discount for Team Instinct) - By using your instincts and intuition you have bonded with your Pokémon so closely that you have developed the ability to form a mental bond with your Pokémon and mentally communicate with them. It works only with one Pokémon at a time and is limited to your Pokémon, but you can switch this bond freely among them. If you maintain a mental bond with a specific Pokémon for long enough without switching it elsewhere then there is a chance it might become permanent. Your ability to form a temporary bond with your other Pokémon remains unaffected by this and there is no limit on how many permanent bonds you can develop.



Team Valor

Candela's Student (-100 CP, free for Team Valor) - As one of Candela's students you are expert in training your Pokémon to their fullest potential, capable of constructing and executing a training plan that enhances their strengths and minimizes their weaknesses. This does not affect their power cap in any way, but lets you train them to the full capacity of it in all ways.

Fiery Strength (-300 CP, discount for Team Valor) - Your physical strength has now been enhanced to the limits of what is physically possible for humans. The bulky muscular appearance is optional.

Exploding Limit (-600 CP, discount for Team Valor) - It seems that your Pokémon are incapable of reaching their limits, not because they cannot improve, but because you have this perk, which removes their limits and lets them reach higher, even if it might take a lot of effort and training to reach that. The only limit thus becomes the amount of time you spend training them, although this perk works only on those you are actually training and only for the duration of training. Post-jump this limit-removal extends to all individuals you are training in some way.



Team GO Rocket

Looming In The Shadows (-100 CP, free for Team GO Rocket) - As a member of Team GO Rocket Shadow Pokémon will represent your primary source of Pokémon. With this perk you gain knowledge on processes how to steal claimed Pokémon from other Trainers and how to transform them into Shadow Pokémon, granting them a temporary power-up.

Rocket Elite (-300 CP, discount for Team GO Rocket) - You are not just normal Team GO Rocket's grunt, you are one of their elite agents thanks to this perk. You are now skilled in one form of hand-to-hand fighting of your choice, which can be a type of martial arts, military hand-to-hand combat fighting, or street fighting. You are also expert at larceny, infiltration and other stuff from with criminal skill package.

Schemer (-600 CP, discount for Team GO Rocket) - Suffice to say you are now on par with Giovanni when it comes to running and organizing a criminal organization, including having the charisma needed to convince people to join you and all the other skills you would need for such a thing.



Tamed Pokémon

Buddy Pokémon (-100 CP, free for Tamed Pokémon) - A Buddy Pokémon is a Pokémon that a trainer permits to travel with them outside of a PokéBall, meaning that you are most likely the first of your trainer's Pokémon to respond to attacks by wild Pokémon, as well as receiving the most attention from your trainer. Post-jump or without a Pokémon form this translates into a slight charisma boost.

Lucky Pokémon (-300 CP, discount for Tamed Pokémon) - You are one Lucky Pokémon, with your IVs - your Individual Values, and consequently stats, so high that you are considered to be among the upper 20% of your species power-wise.

Second Charged Attack (-600 CP, discount for Tamed Pokémon) - Pokémon of this world have two attacks, one Fast Attack and one Charged Attack. Rare are Pokémon which have the potential to learn a second Charged Attack. You are even better, not just having that potential, but actually knowing a second Charged Attack.

Wild Pokémon

Ambush Predator (-100 CP, free for Wild Pokémon) - You are expert at ambushing Trainers, random passers-by and other wild Pokémon, capable of seemingly appearing out of nowhere and easily catching your targets by surprise.

Escape Artist (-300 CP, discount for Wild Pokémon) - Ambush can sometimes turn around and you might end up getting caught and trapped, so escaping might be difficult. With the help of this perk you are now easily capable of escaping from most traps imaginable and even when facing new types of traps might need only a bit of time before you figure out how to manage it. Yes, this includes escaping from Pokéballs.

Alpha Of The Pack (-600 CP, discount for Wild Pokémon) - Wild Pokémon have to deal with many dangers and one of the best general defences for that is to gang up into packs, flocks, herds or other similar groupings. Any such group needs a leader, an alpha. You are now perfectly predisposition for this, having natural leadership qualities, like being just a touch more powerful than everybody else and having this aura of command that lets you command them all.

General

Inner Compass (-100 CP) - You seem to have been born with an inner compass and mental map, as you seem to be incapable of getting lost and can orient yourself insanely easily. You can also effortlessly backtrack your path.

Shiny Pokémon (-100 CP) - You are now a Shiny Pokémon. Comes as a change in your appearance, which causes you to gain an increase in status and always get you a good first impression based on your appearance. Has the same effect on non-Pokémon.

Into the Light (-100 CP) - Counterpart to Looming In The Shadows, with this perk you now have all the knowledge needed to purify Shadow Pokémon and help them recover from their ordeal.

Items

Unless otherwise noted items can be purchased as many times as desired. If you already own similar item you can use purchase instead to upgrade them to specified capabilities.

Accessory (free) - You have a simple accessory by which everyone can easily identify you as you. It can be whatever you want it to be, like a hat or a scarf. It will always be perfectly fitted for you, will not be capable of getting dirty and will repair itself by the next day should it get damaged in any way.

Smartphone (free/-50 CP) - Top-of-the-line smartphone. For an additional 50 CP it never needs to be recharged or maintained, is immune to malware and hacking, and will always have a signal, along with unlimited data and memory. This can be taken only once.

ID & Passport (free) - Chasing after wild Pokémon and enemy teams can become problematic if you need to go far in order to catch them. This might even involve having to cross over the border. With this, you get an ID, passport and all other types of documentation and paperwork. Post-jump they automatically update to reflect your new identity.

Pokédex (free) - A device that is used for identifying Pokémon and comes with a detailed database on each known Pokémon species, along with the capability to incorporate new information about known Pokémon and to incorporate previously-unknown Pokémon into it. It can be combined with the Smartphone into one item.

Pokémon Tracker (free) - A handheld device that is used to track down wild Pokémon in your proximity. It can be combined with the Smartphone into one item.

Camera (free) - A camera with which you can photograph wild Pokémon. It can be combined with the Smartphone into one item.

Bag (free, -50 CP per upgrade) - This themed backpack/bag is dimensionally bigger on the inside. Basic variant holds 1/8 of a cubic meter (125 litres) and each additional upgrade increases this volume by a factor of two (1/4 of a cubic meter for the second tier, 1/2 of a cubic meter for the third tier, etc.). The bag keeps the same exterior dimensions and apparent mass no matter the tier, always seemingly weighing about a kilogram.

Pokémon Storage (free, -100 CP per upgrade) - Portable hard drive that is capable of storing Pokémon data in stasis, with a capacity of hundred Pokémon in base form. It can be connected to any device with a USB port. Each additional upgrade costs 100 CP and doubles storage capacity.

Egg Incubator (first free, -100 CP) - A device that incubates an Egg until it is ready to hatch. Comes with a removable battery and charger that recharges it while you walk around.

Bicycle (-50 CP) - A folding bicycle, which makes it easier to search for wild Pokémon. It can take the form of any commonly available bicycle model and comes with a special smartphone and Pokéball holders.

Candies (free) - These special candies are required for Pokémon to power up and evolve. You receive a free set of candies for each Pokémon you catch, hatch or trade (check out Bulbapedia for rates).

Rare Candies (-50 CP per purchase) - A special type of candy, which can transform into any specific candy. Per each purchase of this option, 10 such candies will appear in your Warehouse each week.

Stardust (special/-50 CP per purchase) - Another type of special item needed for Pokémon to power up and evolve. Also used to give second Charged Attack to Pokémon, assuming you have the required TM in your possession. You receive a free set of stardust for each Pokémon you catch, hatch or trade (check out Bulbapedia for rates). Additionally, by paying 50 CP, a collection of 100 containers of Stardust will appear in your Warehouse each week. Can be purchased more than once.

PokéBall (first six free, -50 CP) - A device for catching wild Pokémon. It is thrown like a ball. One will appear in your Warehouse each week per purchase of this.

Great Ball (-100 CP) - A better variant of PokéBall that has a higher catch rate. One will appear in your Warehouse each week per purchase of this.

Ultra Ball (-150 CP) - A better variant of PokéBall that has a higher catch rate. One will appear in your Warehouse each week per purchase of this.

Collection Of Berries (-100 CP) - Random collection of berries that you can feed to Pokémon. A box of 10 Berries will appear in your Warehouse each week per purchase of this.

Potion (first free, -50 CP) - A spray-type medicine that slightly restores the health of one Pokémon. One will appear in your Warehouse each week per purchase of this.

Super Potion (-100 CP) - A spray-type medicine that restores one-third of one Pokémon's health. One will appear in your Warehouse each week per purchase of this.

Hyper Potion (-150 CP) - A spray-type medicine that restores two-thirds of one Pokémon's health. One will appear in your Warehouse each week per purchase of this.

Max Potion (-250 CP) - A spray-type medicine that restores all health of a single Pokémon. One will appear in your Warehouse each week per purchase of this.

Revive (first free, -50 CP) - A medicine that can revive fainted Pokémon. It also restores half of said fainted Pokémon's health. One will appear in your Warehouse each week per purchase of this.

Max Revive (-300 CP) - A medicine that can revive fainted Pokémon. It also fully restores a fainted Pokémon's health. One will appear in your Warehouse each week per purchase of this.

Fast TM (-100 CP) - A reusable Technical Machine that teaches the Pokémon a new Fast Attack, replacing the previous one. The attack taught is completely random. TM can be used on each

Pokémon only once in a year. Post-Jump it can be used only once per jump, but instead of replacing one of a Pokémon's attacks it gives them a new additional one.

Charged TM (-100 CP) - A reusable Technical Machine that teaches the Pokémon a new Charged Attack, replacing the previous one. The attack taught is completely random. TM can be used on each Pokémon only once in a year. Post-Jump it can be used only once per jump, but instead of replacing one of a Pokémon's attacks it gives them a new additional one.

Incense (-100 CP) - Incense with a mysterious fragrance that lures wild Pokémon to your location for 30 minutes. One will appear in your Warehouse each week per purchase of this.

Lure Module (-100 CP) - A module that can be equipped to one of the official PokéStops. It attracts wild Pokémon to said PokéStop for 30 minutes. One will appear in your Warehouse each week per purchase of this.

Random Evolutionary Item (-100 CP/-200 CP) - A box which contains an evolutionary item when opened. If a specific Pokémon needs such an evolutionary item to evolve to a higher stage, but does not have it yet, it can cause the appearance of said item if it is the one opening the box or in proximity when a box is opened. For an additional 100 CP, this box can be reused once per week to cause the appearance of a new evolutionary item. For the duration of this jump, it is limited to providing only evolutionary items from Pokémon GO, but post-jump it can provide such items for any Pokémon or Pokémon-like creature that would need it.

PokéStop (-200 CP) - A landmark placed in a publicly-accessible location of your choice. Boxes of random loot will be located next to it, in which each trainer will be able to, once per day, find some random loot for themselves.

Gym (-300 CP) - Important public buildings, like libraries, museums, churches, police stations and hospitals, have been upgraded worldwide to also function as gyms, where official Pokémon battles can happen. These gyms are held by one of three teams, with opposing teams capable of winning ownership via Pokémon battles. This does not hold true for your gym, purchased with this option, as you will retain ownership of it through the entirety of jump. This gym comes with facilities for official Pokémon battles, for training Pokémon and other similar stuff such gyms are expected to have. It will be automatically set near your home, but if you have an appropriate public building they can be combined together and placed in-jump wherever you want to. Post-jump it can be used as an extension of your Warehouse or inserted into the jump.

Snag Machine (-200 CP) - A machine with the appearance of a mechanical glove that is going to let you steal Pokémon from their trainers by stealing their Pokéballs. Members of Team GO Rocket use it to acquire Pokémon that they then corrupt into shadow Pokémon, but what you will do with it depends entirely on you.

Hideout (-200 CP) - You have a secret underground hideout hidden in the city of your choice. It can be accessed from any Stop or Gym within 20 km of the centre of the city your team controls, and you can exit it at any such location as well. It comes with comfortable accommodations for up to nine people and their Pokémon, including separate bedrooms and bathrooms, a shared kitchen and dining room, and an exercise/training area. Corrupting and/or purifying Pokémon is twice as quick here. If your team loses access to all Stops and Gyms within the city your hideout becomes accessible through a temporary entrance, but it is located somewhere that is difficult to access. Post-Jump, the Gym and Stop limitation is removed, and it can instead be accessed from any of the properties you own in the selected area.

Criminal Organization (-300 CP) - You are the head of your own criminal organization that is comparable to Team GO Rocket in a number of members and resources available. If you picked the Team GO Rocket origin for yourself you can instead modify it to be for this organization. Post-Jump you can use this to place yourself into a leadership position of any existing criminal organization, just beware that it might come with some downsides.

Companions

Existing Pokémon (free) - You can import for free any companion or pet that already have Pokémon forms. They will automatically get added to your Pokémon team. They do not receive any CP unless imported with one of the other options.

Partner (free) - You have a friend that will always stand by you. If you took one of the human origins then this is your first Pokémon, if you took one of Pokémon origins then this is your trainer and you are the first Pokémon they received. Partner gets 800 CP to spend on their purchases. Import of an existing companion is free.

Import/Create (-50 CP/-200 CP) - Import or create one companion for 50 CP or up to 8 of them for 200 CP. They each get 600 CP and can choose whether they want to become a Trainer or Pokémon.

Raid (-400 CP) - If you have more than 8 companions then this is the option for you, as this lets you import as many of your companions as you want to. They each get 600 CP and can choose whether they want to become a Trainer or Pokémon.

Team Leader (-300 CP, discount for Legendary Pokémon) - You have befriended your Team's leader and they have agreed to come with you on your chain. They automatically have all the Perks for their team, along with an additional 400 CP they get to spend at the end of the jump however they want to. They can bring with them a full team of 6 Pokémon, including any Legendary Pokémon they might have caught. These Pokémon do not count as companions. If you are a Legendary Pokémon then you instead take the form of that Leader's Pokémon Partner. In that case you can only pick Pokémon as your Partner companion and they become one of Leader's other Pokémon.

Modes

Supplement Mode (free) - You can use this Jump as a Supplement to another Jump. CP Budget of both jumps is kept separate, with the jump's duration, location, starting time and other similar details based on the Base jump.

Drawbacks

You can take up to 800 CP of drawbacks.

Down The Rabbit Hole (+0 CP) - Looks like it is not only familiar Pokémon with which you are dealing, as many of creatures appearing instead happen to be unfamiliar ones. Those can be Fakémon (fan-made Pokémon) or various Pokémon-like creatures (for example Miscrits, EvoCreo monsters, Terra Monsters, etc.) or a mixture of both.

Swarmed (+100 CP, incompatible with Orre) - You keep getting swarmed by large groups of weak Pokémon, like Zubats and Pidgeys. Dealing with them is not an issue, but it takes time and is annoying, especially as for some unknown reason you cannot seem to successfully catch any of them.

Orre (+100 CP, incompatible with Swarmed) - For unknown reasons areas in which you are active do not seem to be as Pokémon inhabited as the majority of world's regions. Pokémon are rare there, consequently only a few fellow trainers are active and PokéStops and Gyms are almost nonexistent, with quite a physical distance between them. This effect extends to all the areas you will visit, but overall it is not more than an annoyance.

Research Tasks (+100 CP) - In order to advance your team's goal or to get better equipment you need to perform scores of research tasks, given to you by Professor Willow and your team's leader. These tasks are not impossible, but they aren't simple and they take a lot of time, which you would prefer to spend in other ways. Unfortunately, there is no way of getting out of them and you need to complete them if you ever want to advance as a trainer. If you picked one of the Pokémon origins this drawback instead affects your Partner.

Niantic Employee (+100 CP, human only) - You are not a trainer and part of whichever team you choose, despite how much you would like that. Instead, you are an employee of Niantic company, which is responsible for producing various Pokémon-related tech and for building and maintaining the various pieces of infrastructure used by trainers, like PokéStops and Gyms. This does not prevent you from having your own Pokémon, but you will be kept extremely busy performing your tasks and will not be capable of doing much with them.

Gainful Employment (+100 CP, human only, not compatible with Niantic Employee) - Instead of being full-time Pokémon trainer you are no stuck needing gainful employment, requiring you to work at a job and thus eating into your time exploring the world for wild Pokémon and training those you already caught.

Favourite Target (+100 CP, Pokémon only) - For whatever reason you are one of those extremely difficult to catch Pokémon, so of course all trainers want to be ones that are actually going to catch you. Expect at least one attempt each day to capture you, more on special days like specific holidays, and there is no way to avoid that. Furthermore, if you already have a trainer you can expect similar amount of attempts to steal you.

Restricted Areas (+200 CP) - Chasing after wild Pokémon can lead you into all sorts of places and areas, including some that have restricted access or are not accessible for the public. Unfortunately for you with this drawback, it will now keep happening to you all the time and might land you in some trouble with those properties' owners or legal forces.

Marked (+200 CP) - The opposing team has marked you as their enemy. Its members will go all out in order to try to neutralize you and turn you into a non-entity. This will include separating you from your Pokémon.

Team Hostility (additional +100 CP) - Marked is now upgraded so that all teams are now hostile to each other and going full out on gang wars with each other.

Gotta Catch 'Em All (+200 CP) - You're obsessed with catching as many different Pokémon as possible, to the extent that you schedule all of your activities around it and when actually hunting for wild Pokémon tend to lack awareness of your surroundings. This can lead you into dangerous situations and will cause your relationships with others to deteriorate.

Bad Niantic (+200 CP) - Appearance of Pokémon has caused a certain amount of fear and worry to spread among the population, including some of the powerful corporate overlords. One of these corporations, the world's premium provider of various Pokémon-based tech, has exploited it to start tracking every move and action of as many people and Pokémon as possible. You are one of them. Say goodbye to what little privacy you felt you had and start worrying about how they will use this information they have about you.

PETA (+300 CP) - Team GO Rocket is not the worst problem you will face during this jump. No, instead this is PETA. Formerly vocal about the treatment of animals, among other things, they have now switched that interest to the treatment of Pokémon. Expect them to continuously cause 'trouble' in relation to that and they are willing to go to the extreme measures in order to accomplish their vaguely defined goals. The higher the number of Pokémon you or your trainer have, the more trouble they will cause you personally. If you are wild Pokémon expect them to keep trying to 'protect' you against capture. Whatever the case their methods will be highly questionable and occasionally even life-threatening.

Candygore (+100 CP) - Yes, the rumours are true; when you trade in a Pokémon in exchange for candy, the latter really is made by grinding up the former. No need to worry, though, applying this cartoonish process to a Pokémon effectively just puts them in a 'time out' until they respawn a few days later.

Rainbow Factory (another +500 CP) - Unless you choose this option. Now, you're in a fully grimdark dystopia, in which the plutocrats are powerful enough they neither worry about, nor need to worry about, any popular uprisings by those Pokémon and trainers who are ground under their heels to increase their profits (at least, unless and until the Jumper intervenes). For some reason - maybe you violated ag-gag laws while trying to reveal the conditions at the Poké-factory-farms, perhaps you convinced a legislature to rezone a particularly promising site from industrial to a Pokémon wilderness preserve, or maybe a "perfectly impartial" predictive-crime algorithm simply spat out your name without explanation - most members of the 0.1% have decided you're persona-non-grata. They're willing to spend surprising amounts of their cash to get all of society to come down on you like a ton of bricks, via methods that are legal, technically legal after long trials have been appealed for years, and outright illegal. Whether you're human or Pokémon, try not to get caught until after all the factory owners have been put up against the wall, or else your jump will come to an early and painful (if brightly multicoloured) end.

Insertion Glitch (+400 CP) - Looks like something went wrong when you got inserted into this jump and all of your perks, powers, items, etc. got locked away, including your Warehouse. Only your Body Mod was left unaffected. It should make this jump a little bit more challenging. This drawback

does not count towards the drawback limit. In combination with Supplement Mode purchases from other jump are retained as well.

Reward & The End

For completing this jump you get the following rewards:

Arceus' Blessing (free) - You can now cause Pokémon to start unexpectedly appearing in the wilderness of any jump setting that you visit. This can be toggled off and on, but must be decided upon insertion. Wild Pokémon will start appearing at a relatively same point as you start the jump, with Pokémon tech (or magical analogues of it) following shortly thereafter with or without your influence. As a bonus, these Pokémon can be any Pokémon species that you could have encountered on your jumpchain up to that point. Furthermore new, previously unknown Pokémon species, thematically appropriate for the world being visited, will also start appearing.

My Pokémon (free) - You get to bring all of your Pokémon with you on your chain. Or your trainer's, in case you are Pokémon. These Pokémon do not automatically count as companions, but can be uplifted into being ones by getting imported as such.

With jump ended, you now have to decide among the following options:

Stay in this world.

Continue to next jump of your jumpchain.

Return Home to your home-world.

Notes

The Google doc version of the jump can be found [here](#).

When in doubt fanwank responsibly. If you have to ask whether something is too much or any of the other comparable questions, then the answer is likely "no, you can't do that".

Supplement Mode cannot be applied to jumps that already have Pokémon as part of the setting.

Pokémon perks are not limited to Pokémon, but how exactly they work for humans is something you'll have to determine yourself.

Pokémon introduced to jump-worlds by Arceus' Blessing are not limited in power the way they are limited in Pokémon GO, but are instead limited by that jump-world's rules.

Post-jump various perks adapt to effect and work with non-Pokémon animals, creatures and monsters as well, though it will always take a touch longer to reach the same results. Fanwank on details. Same goes for items, Pokéballs can be used to catch non-Pokémon, TMs can be used to give them attacks and using evolutionary items can have unexpected results. Some testing will be necessary.