by KhainJumper

NSFW Pokemon Fusion Jump

You have jumped into a sexually charged version of the Pokemon multiverse. Based on a combination of the various different canons, such as the games, shows, and manga. Brushed over with a heavy layer of Rule 34.

What you make of this world is up to you. Will you train your pokemon into battle machines, or focus on the task of breeding them. Will you focus on a small select team of pokemon or will you try and master the pokedex and have everything you can.

+1000 CP

Origin

You may choose your gender and age freely, however you must be an adult. You have one of the following as your origin. You gain discounts to perks, based on your origin. If you have the hybrid perk, you may spend your discounts in any origin you possess, however you do not gain additional discounts for doing so.

Trainer: You are a dedicated pokemon trainer, raising your team via friendship or force to be the best at battles. In and out of the bedroom.

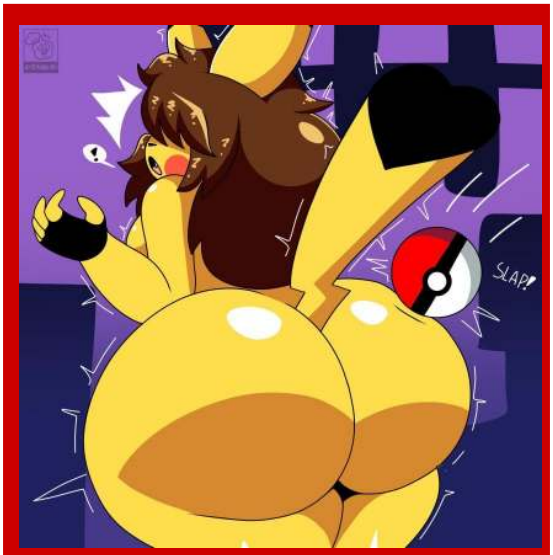
Breeder: You are a dedicated pokemon breeder, focusing on maximising the IVs and EVs of pokemon, by breeding pokemon with each other, or yourself.

Collector: You are a dedicated pokemon collector, focusing on having as many pokemon as possible, and potentially maxing out both your pokedex or your fuckdex.

General Perks

View Stats (Free/100 CP): You gain the ability to view the statics of your pokemon and companions in numerical form. This includes their combat abilities but also includes static such as sexual encounters. Come with a free basic PokeDex. *[This ability is free during this jump, you may pay 100 CP to retain after this jump. You may **instead** give up this freebie for 50 CP, you may continue to use other perks that achieve the same result.]*

Expect Throw (Free/100 CP): You gain the ability to throw items with impeccable accuracy, especially pokeballs. You will never just miss a throw, unless outside factors interfere to cause you to miss. *[This ability is free during this jump, you may pay 100 CP to retain after this jump. You may **instead** give up this freebie for 50 CP, you may continue to use other perks that achieve the same result.]*



Porn Physics (Free/100 CP): Total porn physics set. No STDs, or no danger from large insertion. Whatever you can think this is within reason that isn't covered by another perk comes with this one. *[This ability is free during this jump, you may pay 100 CP to retain after this jump. You may **instead** give up this freebie for 50 CP, you may continue to use other perks that achieve the same result.]*

Poke Linguistics (200 CP): Pokemon normally understand humans. Now you understand them in return. Also makes you better at oral sex, especially human/pokemon oral sex.

Generalist (200 CP/300 CP): You may choose an additional origin. You may spread where you use your discount across any Origin you do possess. However this ability does not grant additional discounts. Your exact nature depends on your combination. You could be a trainer/breeder, trainer/collector or a breeder/collector. For 300 CP you instead are a mix of all three origins.

Foundational PokeSkills (400 CP): You exemplify some of your species traits, and are more skilled in their usage. The effectiveness of any non-capstone abilities from your origin (or origins in future jumps themed around what your species/race is), are improved. 100 CP Perks are improved by 100%, 200 CP perks by 75% and 400 CP Perks by around 50%. You can teach others who share your origin/s in order to improve their skills as well. This may require sexual interaction for sexualized skills.

PokeMaster Specialization (400 CP): You have achieved a level of mastery in a certain field. This acts as a capstone booster for your origin's capstone abilities. This only applies to your original origin, if you gained additional origins from the Generalist perk. Choose a type of Pokemon, you are an expert on that pokemon in every way, including sexual aspect of that pokemon.

Self-Pokerization (600 CP/1000 CP): You are turned into either a full pokemon/fakemon or a Pokemon/Fakemon+Human hybrid. Your abilities that would affect pokemon you own, allow you to affect yourself with those abilities. You are your own owner unless you surrender yourself to be owned by another. For 1000 CP, the pokemon you turn into may be a legendary or legendary equivalent fakemon.

Trainer Perks

If you have this origin, you may use your discount in this section. You get one discount for 100 CP, 200 CP, 400 CP, and 600 CP. This halves costs, with an exception for 100 CP perks which cost nothing. If you gained this origin from the hybrid perk you may spend your discounts in this section but do not get more discount. You may also use a higher level discount on a lower level perk.

Return Favour (100 CP): Moves your pokemon or companions use function similarly to the pokemon move Return. This makes them more powerful, the greater the level of friendship between you and them. However unlike the original, this is powered even further for those who you have active sexual relationships with.

Sexualize Winnings (100 CP): Whenever you enter a contest such as a pokemon battle, one party would reward the other for winning in some way. You can take part of your winnings in sexual favours. The greater the winning, or more decisive your victory, the greater those sexual favours may be.

Sexualize Battles (200 CP): Whenever you enter a contest in which you Pokemon or Companions would compete/battle. You can instead have the contest/battle take place in the form of competitive sex. You may use the Sexualize Winnings perk on these contests, even if there would not normally be a reward from your opponent for beating them.

Max EVs (200 CP): Pokemon you capture/hatch automatically have Max Effort Values spread as you would want them to. You can retrain these as long as you are currently not in battle by working out with or via sexual intercourse with them.

Sexualize Moves (400 CP): Moves you, your pokemon and/or your companions use, can be turned into sexualized forms. Allowing them to be used in ways, they otherwise would not be. Growth/Bulk Up could be used to increase the size of sexual organs or Hypnosis/Confuse Ray could be used to push someone into sexual acts. *This also acts as a Capstone Booster for the Move Tutor perk.*

Fetishistic Item Mastery (400 CP): This allows you, your pokemon or your companions to use multiple items at the same time, if those items are used sexually/fetishistically in nature. Your pokemon could use two hold items such as leftovers and a silk scarf, if the silk scarf was being used as a blindfold as the additional item. *This also acts as a Capstone Booster for Multi-Gimmick Mastery.*

Move Tutor (600 CP): You can teach your pokemon any move that they should be able to learn regardless of their level. You can teach TM /HM moves without those items. You can retrain these as long as you are currently not in battle by working out with or via sexual intercourse with them.

Capstone Boosted: In addition to teaching your pokemon moves, you can now teach yourself or your companions those moves. You can only teach yourself or companions moves that one of your pokemon could potentially learn.

Multi-Gimmick Mastery (600 CP): Pokemon you own can make use of multiple gimmicks that normally would be limited to one of. This takes the form of an item based gimmick, and a non-item based gimmick. Z-Moves and Mega-Evolutions are item gimmicks, while Dynamax and Tera are non-item based gimmicks.

Capstone Boosted: Because your pokemon can now use multiple items, they can also now use multiple item based gimmicks and if they do can use as many non-item based gimmicks as they do item based ones. This would allow a Mega Dynamax Tera Z-Move, or more as they make new gimmicks.

Breeder Perks

If you have this origin, you may use your discount in this section. You get one discount for 100 CP, 200 CP, 400 CP, and 600 CP. This halves costs, with an exception for 100 CP perks which cost nothing. If you gained this origin from the hybrid perk you may spend your discounts in this section but do not get more discount. You may also use a higher level discount on a lower level perk.

Improved Masuda Method (100 CP): Whenever you breed two pokemon together, if those pokemon were from different regions the chances for a shiny offspring doubled, this is on top of the normal increase in chance caused by the Masuda Method. This effect is doubled again, if you are personally breeding with a pokemon from a region you did not start your jump in.

Pokemon Compatibility (100 CP): You are capable of breeding with pokemon if you are not a pokemon, or breed with non-pokemon if you are a pokemon. *This perk is free if you have Self-Pokerization.*

Move Breeding (200 CP): Pokemon you breed together or pokemon you breed can lead to the passing on of moves not normally learnable by the offspring. The egg moves when passed on from you, do not take up a move slot.

Perfect IV (200 CP): Pokemon you breed together, or pokemon you breed with. Will always lead to offspring with perfect Individual Values. Future generations you breed can slowly break the normal IV limit.

Selective Fertility (400 CP): You have complete control over your own fertility. You can completely make yourself unable to impregnate/be impregnated or guarantee it. This affects only your own fertility, and doesn't allow you to breed Legendaries. *This acts as a Capstone Booster for the Legendary Lovers perk.*

Adaptive Abilities (400 CP): Whenever you breed two pokemon, you decide which ability the offspring gets from any option available to the parent species line. If you are the parent you may instead pass on any ability that could be possessed by a pokemon you own. *This acts as a Capstone Booster for the Exotic Evolutions perk.*

Legendary Lover (600 CP): You are one of, if not the best lover around. Your sexual nature is so undeniable that you attract the powerful into carnal relations easily. Legendary pokemon are drawn to this. You can detect the dynamics of these relationships, deciding who is dominant or submissive in them, even if those you seduce with this ability would normally not act that way for others.

Capstone Boosted: Between your fertility control and prolific sexual abilities you overcome Legendary inability to have offspring under normal conditions. You can impregnate/be impregnated by Legendary pokemon, or any other species that normally cannot be bred except by choice or under incredibly specific conditions.

Exotic Evolutions (600 CP): Whenever you breed two pokemon together, or breed a pokemon yourself. The resulting offspring can be a hybrid of the two parents rather than following the normal rules of being born as a species determined by the parents' genders. Pokemon born this way may sometimes have special sexual evolutions that their parents did not.

Capstone Boosted: You can now breed legendary pokemon with other legendary or non-legendary pokemon. These legendary hybrids are always capable of Exotic Evolutions but will only do so if you choose to allow them. If you have the Capstone Boosted Legendary Lover's perk, this also applies to your legendary offspring.

Collector Perks

If you have this origin, you may use your discount in this section. You get one discount for 100 CP, 200 CP, 400 CP, and 600 CP. This halves costs, with an exception for 100 CP perks which cost nothing. If you gained this origin from the hybrid perk you may spend your discounts in this section but do not get more discount. You may also use a higher level discount on a lower level perk.

Sexual Frustration (100 CP): Moves your pokemon or companions use function similarly to the pokemon move Frustration. This makes them more powerful, the lower the level of friendship between you and them. However unlike the original, for those you are in sexual relationships with you may instead have their moves powered by the length of time since you allowed them to climax.

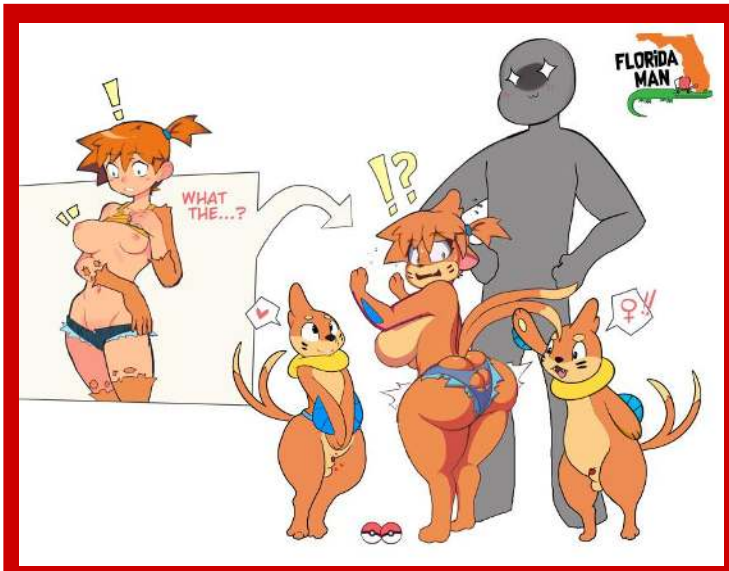
Shared Master (100 CP/200 CP): Pokemon you catch/own will not become jealous of each other. Either for the amount of time or effort you show them, or if you enter into relationships with some and not others. You are master of all of them, and they know they have to share. They may compete for your attention but will do so through friendly and fair rivalry. For 200 CP, this perk also affects your non-pokemon lover, followers and companions.

Captor Collector (200 CP): Your ability to capture pokemon grows with your collection. The more pokemon you already own, the easier it is for you to catch new pokemon. Each pokemon raises your catch chance by 2%, or doubles your chances of capturing pokemon at 50, tripling at 100, quadrupling at 150 and so on.

Sinnoh Syndrome (200 CP/400 CP): Pokemon you catch/own will grow to be affectionate towards you over time regardless of how you treat them. Akin to the Stockholm Syndrome trope, known as Sinnoh Syndrome in this jump. For 400 CP, this also applies to those you capture by non-pokeball means and keep captive.

Humanize (400 CP): Whenever you capture a pokemon, you can decide for that pokemon to be humanized. This grants them a humanoid form, if they did not already have one, or make their current humanoid form even more humanlike. Each time a pokemon is released from their pokeball you can decide if they take this form or their original form. Some new evolutions from the Erotic Evolution perk effectively have this perk for free. *This acts as a Capstone Booster for the Capture Anything perk.*

Demand Obedience (400 CP): Regardless of your skill level vs the level of your pokemon, you can demand obedience in battle. This means your pokemon will never disobey if their level is too high. Additionally this can cause them to push through other effects that would prevent them from being able to follow your orders such as Paralyzation, Attract or Confusion. *This acts as a Capstone Booster for the True Ownership perk.*



Capture Anything (600 CP): You can now use pokeballs to capture what normally could not be. You can capture objects, humans or equivalent sentient species, but they remain unchanged. The ease of capture for objects is determined by the object's value, while for humans it is determined by their willpower.

Capstone Boosted: You humanize ability is able to work in reverse, and instead pokerize objects and humans you capture. Turning them into a pokemon/fakemon of your choice if it is thematically fitting for them in some way. You can still use the Humanize perk as well, turning them into a humanoid hybrid of the chosen pokemon. Only extremely valuable items or those with extreme willpower can normally be turned into legendary pokemon this way.

True Ownership (600 CP): Your ownership of your pokemon, other possession and slaves from different sources is legally unrestrictable. You cannot be forced to give them up via fine, civil forfeiture or as part of any form of legal method that would attempt to deny you of your possessions. This doesn't apply to items that are consumed, expire or are released of your own choice such as through trade.

Capstone Boosted: Your ownership is inviolable, your pokemon, other possession and slaves from different sources cannot be taken from you by any means, legal or illegal. If you ever lose your property it will eventually return to you and if found by another they are legally obligated to hand it in to lost and found/return it to you or risk becoming your possession as well. This doesn't apply to items that are consumed, expire or are released of your own choice such as through trade.

Items

You have discounts for items, the same as perks but they are not locked to origin. You get one 100 CP, 200 CP, 400 CP, and 600 CP discount each. They provide 50% off, except for 100 CP items which are free when discounted. You gain a 300 CP stipend to use in this section.

Bag (Free/100 CP): During this jump you gain a backpack with seemingly infinite storage, each different pocket of this bag is dedicated to a different form of item and only items of that type can be put in that pocket. There is a limit on the size of an object added to this bag, but it is more generous then it appears it should be. You could fit a bicycle but not a car into it as an example. For 100 CP, you can take this bag into future jumps.

Pokeballs (Free/100 CP): During this jump you can purchase pokeballs with money inside this jump. By paying 100 CP, you unlock the ability to purchase pokeballs in future jumps. In future jumps PokeBalls can capture non-pokemon, as long as they are similar to Pokemon. Such as Digimon or magical animals. You cannot purchase Masterballs this way. This adds pokeballs to normal stores in future jumps, if you have the PokeMart that shop always sells Pokeballs.

PokeMart (200 CP): Buying this option allows you to import a single PokeMart into each new jump and come with a free Officer Jenny as a companion for store protection. This allows you to purchase pokeballs, held items and other pokemon themed items. If you have also purchased the PokeCenter, you may import pokemon to future jumps, if you do PokeMarts become standard in that jump and/or does a Officer Jenny police force. You get preferable treatment in the force of discounts, preferential legal treatment and preferential legal ***'treatment'*.**

PokeCenter (200 CP): Buying this option allows you to import a single PokeCenter into each new jump and come with a free Nurse Joy as a companion to run it. This allows you to heal for free any pokemon, or those captured using pokeballs. If you have also purchased the PokeMart, you may import pokemon to future jumps, if you do PokeCenters become standard in that jump as does a Nurse Joy workforce. You are always given priority treatment and ***'treatment'*.**

SNAG Machine (400 CP): Normally it is impossible to capture the pokemon already owned by another. This device allows your pokeballs to steal the pokemon of others and make them yours. This is technically not needed if you have the Capture Anything perk, because if you wanted you could capture the trainer and then take their pokemon. However this allows you to steal their pokemon midbattle and without capturing them.

DNA Splicer (400 CP/800 CP): You can emulate the effect of Erotic Evolutions, Humanize, or the Capstone Boosted Capture Anything perks with this device. However this is achieved by permanently fusing your intended targets together instead of breeding, or capturing alone. For the 800 CP version, you may undo these fusions, however any object, pokemon or person unfused in this way cannot be fused again with the same or similar target for a month.

RotomPhone (600 CP, Requires View Stats): The PokeDex you get for free with the View Stats perk, is turned into a RotomPhone. Adding a map, improved pokedex functions, sentience, the ability to talk to you, as well as make unlimited phone calls and to connect to any form of internet within your area for free with instant loading speeds. The RotomPhone also comes with a vast array of sex based apps. X-Ray photos, sex toy controller, hypnosis app and other hentai apps.

Masterball (600 CP): During this jump you can normally find one Masterball per region you visit. Purchasing this item, guarantees that you will find them and for the region you start in, you start with its Masterball in your possession. If you bought this option, in future jumps you will gain a new Masterball, and may very rarely find more. Masterballs gained this way must be used in the jump they were gained in.

Companions

Import/Create a Companion (50 CP/100 CP/300 CP): You may create or import a companion into this world. This costs 50CP if they are imported as a Trainer, they have an origin of your choice and 400 CP to spend. For 100 CP you can import them as onn-legendary pokemon as if using the Humanize perk plus Capstone Boosted version of Catch Anything, or as a Legendary for 300 CP.

Canon Companion (0 CP/200 CP): You may add any character who willing joins you or is otherwise enslaved or mind controlled by you as a companion for free. Any character can be added as a companion even if they wouldn't be willing/forced into doing so by spending 200 CP.

Drawbacks

You can take drawbacks to gain additional CP. There is no limit to the number of drawbacks you may take. However you must make sure not to take drawbacks that are listed as conflicting with each other.

Setting: The following drawbacks relate to the setting, and change towards it.

- **Choosing Canon (+0 CP/+200 CP):** You can choose to exclude characters, or objects from certain different canons as you choose for 0 CP. For 200 CP you must pick a specific canon, such as the main games, anime or spin off games. Only objects and characters that have appeared in that canon can appear in this jump.

- **No Evil Teams (-50 per Region CP, Max -300CP, Cannot be taken with True Evil Teams):** You can pay to remove evil teams or villains from a region of your choice. If you spend at least 300 CP on this drawback, you are not limited in the number of regions you can affect.
- **True Evil Teams (+300 CP, cannot be taken with No Evil Teams):** The evil teams such as team rocket or other villains, are actually evil. They will kill, kidnap and torture if it is the most effective course of action, and this setting is vastly less forgiving. You are likely to come into contact with these teams.
- **No Rival (-200 CP, cannot be taken with Additional Rival):** Normally you have one rival who starts with a pokemon strong against you. This removes that rival.
- **Additional Rival (+200 CP, cannot be taken with No Rival):** This adds an additional rival, that rival will start with a pokemon that is weak against your starting pokemon, but like your main rival will build an effective team to challenge you. You can take this drawback multiple times, however only the first grants additional CP.
- **Smogon Rules (+300 CP, Cannot be taken with VGC Rules):** You must follow Smogon battle rules such as sleep clause and certain banned abilities. Depending on what tier of Smogon your team would fall into, such as Ubers or Overused. Gym leaders, elite four members, champions, evil team admins/leaders and rivals will have pokemon mostly from those tiers. If taken with Competitive Movesets you should expect harsh battles.
- **VGC Rules (+300 CP):** You must follow official VGC pokemon battle rules, including restriction to a single legendary, all battles being double beatles, and you must choose 4 out of your team of 6 before a battle starts. Gym leaders, elite four members, champions, evil team admins/leaders and rivals will have teams designed for double battles. If taken with Competitive Movesets you should expect harsh battles.
- **Competitive Movesets (+300 CP):** Teams used by Gym leaders, elite four members, champions, evil team admins/leaders and rivals will have competitive movesets designed to make the most of their pokemon. Providing a real challenge if you are not careful. If taken with Smogo Rules you should expect harsh battles.

Pokemon Restriction: The following drawbacks relate to what pokemon you can own and how many of them. You can pick multiple of these restrictions except for Solo Run which can only be taken alone.

- **Version Locked (+50 CP):** For each region/generation you enter that follows the two version model, you must pick one of those versions. You

cannot catch/own a pokemon of the version exclusive of the version you did not pick. No you cannot pick the third version of a region to avoid this restriction having any effect.

- **Region Locked (+100 CP):** Choose a pokemon region, you start in and cannot leave that region. You can only catch/own pokemon from that region. This includes when a region's pokedex is expanded by later versions, such as Black/White being expanded in Black 2/White 2.
- **Generation Locked (+100 CP):** Choose a pokemon generation, you can only catch/own pokemon that were introduced in that generation. This is more restrictive in the number of pokemon than region locked, however you are not forced to remain in that region that generation takes place in.
- **Type Locked (+200 CP):** Choose a pokemon type, you may only catch/own pokemon with that type. You may have one exception to this restriction, it must have your chosen type as its Tera type.
- **Mono Locked (+200 CP):** You may only catch/own pokemon with a single type. You cannot own duel typed pokemon.
- **Nuzlocke (+300 CP/Varies):** You must follow the basic nuzlocke rules. You may only catch/own a single pokemon from any specific location. This must be the first pokemon you encounter in that location. You must name your pokemon. Pokemon that faint, instead die. You may add optional nuzlocke rules such as dupes clause or no items in battle. For each rule that benefits you this drawback gives 100 CP less, for each rule that hinders you it gives 100 CP more. This drawback cannot give more than 1000 CP.
- **Solo Run (+500 CP/+1000 CP):** You may only own a single pokemon. You cannot change this pokemon. You automatically start with the chosen pokemon. This drawback only provides +500 CP if your pokemon is a pseudo-legendary or legendary pokemon, otherwise it grants +1000 CP.

Gender Swapping: The following drawbacks relate to the swapping or rearranging of genders and sexual characteristics.

- **Generic Genderswap (+0 CP):** You can swap the gender/sex of canon characters that appear in this swap on a case by case basis. Applying it to characters as you choose.
- **Dysphoria (+100 CP, take only if you have been changed by another genderswap drawback):** You suffer from dysphoria due to the changes in your self identity or physical body. Your mental well-being is frayed due to you not being who you think you should be, and you are more prone to anxiety and depression.

- **Mandatory Genderswap (+100 CP, cannot be taken with other genderswap drawbacks):** All characters including yourself have their gender/sex swapped. Those who non-binary/agender do not change their gender but if they have biological sex, that is still swapped.
- **The Third Option? (+0 CP/+200 CP):** You may choose to make any biologically female characters in this jump into futanari. Giving them large balls and cocks, along with retaining their pussies. They can both be bred and breed others. For the 200 CP option, this applies to all characters it could apply to (even you, if applicable) and they will expect you to show their cock attention in sexual situations.
- **The Fourth Option!? (+0 CP/+200 CP):** You may choose to make any biologically male character in this jump into a breedable sissy. Shrinking their cocks, and giving them anal wombs. They can be bred, but would find breeding other difficult without intervention. For the 200 CP option, this applies to all characters it could apply to (even you, if applicable), plus they are completely unable to get hard or breed others.

Time Sensitive: The following drawbacks relate to the length of time you will spend in this jump.

- **Speedrunning (+200 CP/+400 CP, incompatible with Completionist):** For 200 CP, you time in this jump is reduced to 5 years, you can only take up to 2 scenarios, if you do you must complete them prior to the end of your five years or you fail your jump. For an additional 200 CP, you can further reduce your time to only 1 year in this jump, if you do you may only take one scenario and must complete it if you do.
- **Completionist (+300 CP/+600 CP, incompatible with Speedrunning):** For 300 CP your time in this jump is extended to 20 years, additionally you must take every scenario that you meet the requirements for. You must complete all but two of those scenarios during your time or otherwise fail your jump. For an additional 600 CP, your time is increased to 30 years, and failing more than one scenario you meet the requirements for will end your jump.

Jump Restrictions: The following drawbacks relate to restrictions on your other jump abilities and possessions. If this is your first jump you cannot take these drawbacks. Instead you gain a consolatory 100 CP.

- **Powerless (+300 CP):** For 300 CP you gain none of your perks or powers from previous jumps. You also arrive in this jump feeling tired until you have rested.

- **Poverty (+300 CP):** For 300 CP you have no previous items, bases or the warehouse. You also arrive with no valuables.
- **Private (+300 CP/+150 CP):** For 300 CP you cannot import companions or followers into this jump. You can still create or purchase companions from this jump, however if you do this drawback only provides 150 CP.

Scenario: I Wanna Be The Very Best

Requirements: Cannot have the **No Rival and/or No Evil Team** drawback in Region you aim to become master in.

You are aiming for the top, before the end of your jump you must become the Pokemon Champion in at least one Region. This must be the Region you started in if you are **Region Locked.** Through your journey you will have a Rival or two if you have the **Additional Rival** drawback. The Evil Team in the region will interfere with your journey unintentionally or intentionally if you have the **True Evil Teams** drawback.

Becoming Pokemon master required you defeat 8 Gym Leaders or equivalent, followed by 4 Elite Four Members and then the current Pokemon Champion. Your rival/s will act as if they have the **Region Locked** drawback.

If you have **Smogon Rules or VGC Rules, plus Competitive Movesets** drawbacks, you gain an additional reward for completing this challenge. If you have at least two **Locked** drawbacks, or one of the **Nuzlocke or Solo Run** drawbacks you gain an additional reward. No more than two additional rewards can be earned this way.

This Scenario can be repeated as long as you do not have the **Region Locked** drawback. To do so, you must travel to and become champion in a new region. If you do you gain the base rewards again, however you do not gain the additional rewards for drawbacks listed above more than once.

Failure: You did not manage to become Champion in at least one region before your jump ended. Your jumpchain ends.

Rewards: You may pick up to two of the following rewards.

- You gain a Gym Leader, Elite Four Member, Champion, or Rival from a Region you became champion in as a free companion. This option can be picked multiple times.
- You gain a copy of the Ace Pokemon owned by any of the options above this one. If that pokemon would use a Generation Gimmick, it comes with any items required to use that gimmick. This option can be picked multiple times.
- You gain a TM/HM for any move owned by one of the pokemon above. This TM/HM can be used any number of times. This option can be picked multiple times.
- **Champion's Rewards:** Whenever someone challenges you for a title, if you win you may act as if you had the **Sexualize Winnings** perk, even if you did not. If you already had that perk, instead you always treat it as if you had the most decisive win possible allowing the greatest of sexual favours.
- **Champion's Right (Requires Capture Anything):** Whenever someone challenges you for a title, if you win they are treated as if they had zero willpower for the purposes of being captured using a pokeball. Their normal willpower is used to determine if they could be pokerized with the Capstone Boosted version into a legendary.

Scenario: To Train Them Is My Cause

Requirements: Must have the **Type Locked and Region Locked** drawbacks, cannot complete the **"I Wanna Be The Very Best"** Scenario. before this one. Cannot have the **Solo Run** drawback.

Instead of aiming for the Champion Title you have instead aimed for a lower but also prestigious title. The title of Gym Leader or its equivalent in the region you are in. To achieve this you must capture a full team of six pokemon of your chosen type. You must then either establish yourself a gym within your region of choice or you must challenge a current gym leader who uses the same type as you do in order to take over their position as gym leader for the region of that type. You must spend at least 1/10 of your remaining time in this jump acting as the Gym Leader. Accepting challenges from those who are aiming to become pokemon champions. Once this time has passed you get your rewards.

You gain an additional reward for each of the following drawbacks up to two. **Smogon Rules, VGC Rules, Competitive Movesets, or Completionist.**

Failure: Your inability to complete this scenario blocks you from having the option to be pokemon champion in this or future jumps unless you become a gym leader first.

Rewards: You may pick up to two of the following rewards.

- Remove any **Locked** drawback. This option can be chosen multiple times. Each time a new **Locked** drawback is removed.
- You can appoint a Companion as Gym Leader in your place. Allowing you to aim to become Champion and complete the **"I Wanna Be The Very Best"** Scenario or leave the region to complete other scenarios.
- **Pokemon Gym:** You may import your Gym into future pokemon jumps, or into any jump which you have imported pokemon as a species into. This also adds the pokemon championship/league into that jump if you want to.
- **Gym Leaders Signature:** Choose a move of your **Type Locked** type. It becomes your signature move. You have unlimited TMs of that move to give to others, and when you, your pokemon or your companions use that move it is more effective than normal. You may pick this even if you have removed the drawback, however you still use the type you originally chose for that drawback.

Scenario: I Will Travel Across The Land

Requirements: Cannot have the **Region Locked** drawback.

You must seek out strange places and capture the rarities that inhabit them. You must visit at least five different regions and in each of those regions you must capture at least one legendary and/or mythical pokemon. Taking this scenario makes finding mythical pokemon easier then it otherwise would be. You may ignore other **Locked** drawbacks while performing this scenario, however only for the purpose of capturing legendaries and mythicals, and any which are captured that are not allowed by your drawbacks must be handed into the Professor of that Region/Generation.

If you have the **Legendary Lover** perk, you can skip the hardship of capturing the pokemon in exchange for sex, but if you have the Capstone Boosted version they will expect you to impregnate them/be impregnated by them if possible.

If you have the **Speedrunning** drawback, you must only visit and capture legendaries/mythicals from three regions instead of five. If you manage this within three months of your arrival in this jump, you gain an additional reward.
If you have the **Completionist** drawback, you must instead capture all of the Legendaries and Mythical in each of the five Regions visited, instead of only capturing one. However for each two regions beyond the first five regions that you complete, you gain an additional reward, up to two additional rewards

Failure: Your ability to capture legendary/mythical pokemon or equivalent is hindered. This is somewhat mitigated by the **Legendaries Lover** perk, but your chances are still lower than average.

Rewards: You may pick up to two of the following rewards.

- You gain a Professor, Professor Assistant, Researcher or Scientist from a successfully completed region as a free companion. You may pick this options multiple times.
- You gain the **Legendary Lover** perk.
- Your **Legendary Lover** perk is Capstone Boosted.
- **Mythical Mate:** You are unsurpassed sexually. Any pokemon you sleep with will allow you to capture them willingly. Any non-pokemon will do the same if you have the Capture Anything perk.
- **Future Proof PokeLegends:** Whenever a new legendary/mythical is released, you may add them to future jumps in a suitable location, where you may visit to attempt to catch them.

Scenario: Pokemon, Gotta Catch'em All

Requirements: View Stats, cannot have the **Nuzlocke or Solo Run** drawbacks.

To complete this scenario you must capture every pokemon available to you excluding legendaries and mythicals. This means every pokemon that you could catch/own after **Locked** drawbacks, you possess are taken into account. However unlike other scenarios, the base line rewards for this quest is six, but each **Locked** drawback reduces this by one to a minimum of one reward.

This scenario is incredibly time consuming unless you have at least a couple **Locked** drawbacks, however the **RotomPhone** will streamline this process by providing additional information for tracking pokemon you need to catch.

Capture Anything: Instead of capturing pokemon, you can instead decide to catch the human cast of the games. Capturing every major canon character in regions/generations open to you. Instead of reduced rewards from Locked drawbacks, this gives a flat three rewards.

Failure: In future non-pokemon jumps, you cannot capture creatures like digimon or magical beasts by means native to that jump. Capturing them using pokeballs is still possible but others will treat this foreign method with disdain, if not outright hostility towards you because of it.

Rewards: You may pick up to six of the following rewards. Minus one reward per **Locked** drawback.

- You gain a Generic Trainer Class or any other canon character as a free companion. As long as that character is not a type that is covered by another scenario's rewards, such as the mother of a rival instead of the rival themself. This reward can be chosen multiple times.
- You gain the **Pokeball, Bag, PokeCenter, or PokeMart** for free. This reward can be chosen multiple times. Each time choosing a different item.
- You gain a **Shiny Charm or Mark Charm**, raising your odds of discovering Shiny Pokemon or Pokemon with Unique Markings respectively.
- **Future Proof PokeHarem:** Whenever a future generation of Pokemon is released, you may add any non-legendaries/mythicals to your collection immediately.

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