



Pokémon Wilds 1.0 By Burkess

Welcome to Pokémon Wilds. This is an infinitely expanding Pokémon alternate universe. Whenever you fly or surf far enough, new land will be created. This world is filled with mysteries and wonder.

And of course, lots, and lots of Pokémon.

You'll need these.

1000 Wild Points.

Locations:

1. A beach in the wilds.
 2. An abandoned building in the desert. There's a machine that revives fossil Pokémon here.
 3. A cursed graveyard. Ghost Pokémon live here.
 4. Free choice. Pick a biome and area here to start off at.
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Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Wild Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times**. Doing so provides an additive bonus.

Pokémon Potential: *Free!* Your body is upgraded, and you've been given the same potential for incredible physical feats of strength, agility, and durability that the people in this world display. You, too, can survive blasting off again, withstand a hyper beam from a Dragonite, perform a 40-foot vertical leap, and lift Pokémon like *Cosmoem*.

Music Player: *Free!* Every part of every world has a unique theme, and you can hear it. Every person has a unique theme as well. You've got the ability to play music you've heard before out loud for other people or just in your head. Can also put it into CDs or upload it onto a computer or something like it.

Be A Pokémon: Pick any Pokémon. You gain their powers and form.

Pokémon Watcher: You can tell people's moods by watching them. This is a combination of cold reading and empathy that tells you what they're feeling.

Poke The Beedrill's Nest: You know just how far you can push someone before they break or get very upset with you. It will be known to you exactly where the line is before you can cross it.

A Bad Feeling: You feel a sense of impending doom if you're about to take an action that has serious negative consequences for you. It's localized on whatever would trigger the potentially disastrous results.

Super Immune: You're immune to viruses and bacteria, and your wounds will never get infested. You also shrug off poisons and venom.

Like A Child: You've got the ability to be easily entertained, and your enthusiasm and joy is infectious. Other people can be convinced to join in if they feel like they'll have a good time.

Nobody Has Accidents: Within a 5-mile radius around you, nobody has accidents. That includes you as well.

Two Chances: If you would fail at a physical task, such as climbing a tree, and you slipped, you'd get a second chance to catch yourself where you'd normally have fallen. This works for any physical activity.

Outburst: The experience of having an emotional outburst causes emotional pain to fade for you and those around you. Screaming and howling in grief would release those emotions and allow you to process them by the time you're done.

You Are An Island: You're immune to the effects of social isolation and no longer need contact with other living beings. You can still indulge, but you won't suffer any negative effects of prolonged isolation.

What Would Arceus Do?: You have a mental connection to the Pokémon god, Arceus, and can speak to them whenever you wish. In times of need, Arceus can lend you some of their power. In future worlds, if you have something that relies on a connection to a god of some kind, you can have Arceus as your patron.

Daily Adventures: Grants the good fortune to be involved whenever anything you'd find interesting happens. You'll go to it, or it will come to you. You'll have a feeling that you need to go somewhere to see something cool, and the exact direction you should go. If you tug on it, the event will be relocated to where you're at.

Run To Safety: Anyone who requires help will coincidentally last long enough to get to you. You become a magnet for saving people and will certainly encounter such people in the area.

Guaranteed Advancement: Opportunities you can take advantage of to get ahead fall into your lap. If you miss out on these chances, or fail, a new chance will appear soon after.

Team Jumper: You gain the criminal know how and force of personality that'll let you run a successful evil Pokémon team. You can also dial up and down your empathy and ability to feel anything for the plight of others.

The Chosen One: If the world needs saving or there's going to be an event that will cause major damage and/or loss of life, fate will prepare you for it. You'll be put through a series of trials to get you ready to confront whatever this threat is and defeat it. The world will place you in the position to better save it and ensure you can get to where you need to go.

Monster Coach: You're an excellent personal trainer, diet coach, and everything else through intuition. This ability lets you know how to improve other people and what they can best do to get stronger. You can push others to grow past and break through their limits by believing in them.

The Love Of Your Friends: You're empowered by love of all kinds, and it gives you superhuman abilities. You can tap into greater strength when you fight for those you care for that would let you take on and drive off enemies who would usually crush you. You can let your love flow into other people to share this enhancement.

You're The Good Guy: Grants an advantage over others when you represent a moral right, and they're behaving immorally. As long as you're the "good guy" in a situation, you gain an advantage based on how deeply set in their ways of being a bad guy they are. Narrative contentions will work in your favor to help you come out on top, because the hero always wins.

Civil Relations: Before people you've interacted with take an action, they'll have a thought of all the ways it could go wrong for them. And how it could jeopardize their goals and upset people. You could keep carnivorous Pokémon next to Pokémon they'd eat in the wild, and they'd just ignore them. As long as there's enough food to eat, they wouldn't care.

The Matchmaker: You can measure the compatibility between Pokémon to ensure they have the perfect match for breeding and will produce powerful offspring. Each match has a number rating from 0 to 100 of compatibility, and you can see these numbers when thinking of the Pokémon in question. Doesn't just apply to Pokémon.

Building Buildings: You have training in all facets of construction and architecture. Your building projects take half as much time as they should.

It Takes A Village: Seeing you work on something inspires others to lend a hand. Nearby helpers will arrive to aid you in projects if any are around. In this world, attempting to build a house could have some Pokémon approach you and offer assistance.

Good Deeds Pay Off: Your charity is always rewarded down the line. Your kind deed will pay off for you, even if it's some time far off. When you need it the most, you'll be repaid for your good deeds.

There's Good In You: You can see the positive traits inside of anyone, even if they're hidden or buried. You know how to bring the best out of other people and encourage them to grow into their best selves.

Talk With Your Hands: You have the ability to speak and have people understand you without using words. With just your body language, you can give impassioned speeches, even to the blind.

Emoticons: Emoticons appear over people's heads when they experience emotions, and you can tell what they're thinking or feeling based on them.

Fast Friends: Anyone who would become your friend if they knew you can sense the qualities they'd like within you, letting you befriend them very fast.

We're Not Alone: You passive restore and refill the morale and spirit of others. In addition, you know what to do to create memorable moments for others that will stick with them and impart lessons you want them to learn for the rest of their lives. Also comes with a knack for planning fun activities.

We Have Each Other: You can endure any hardship or trials as long as you have your friends at your side. When you do something for the sake of others, you're filled with endless motivation and willpower.

A Good Night's Rest: You and everyone you care for can heal any injury or wound with roughly 8 hours or so of sleep. As long as the blow wasn't immediately fatal, sleep allows someone to enter a recovery coma that will have them rapidly recover and awaken fully restored. You can wake up earlier, but you only heal your wounds by 1/8th per hour you spent sleeping.

No Fears: You can cast off fears while keeping the ability to understand risk. Meaning, if you decided to get rid of your fear of flying, you could easily do so. Also works for phobias. You can do this to other people if they consent.

Pokémon Typing: Pick a Pokémon typing, and you gain the ability to learn every ability with that typing. As well as the bonuses of your typing. Like being a psychic type and having telekinetic powers.

The Wilds: Ability to make the world extend on endlessly in the future settings. Planets no longer have finite amounts of space on them. Attempting to explore further will generate more land.

The Item Fairy: Searching around in places people haven't frequented for a while will spawn helpful items. They will be things common to that world, and sometimes rare things. Here, this would include potions and gold nuggets.

Field HM/TM Talents: You know abilities like CUT, SURF, DIVE, FLY, and so on? Now you're capable of all of those. Any ability that interacts with the field like HEADBUTT and WATERFALL is also included. You can optionally choose to have your body altered to gain the extra bits it would need to perform these techniques with your physiology. IE, you'd have wings that would let you fly, a body that allows you to surf, and so on.

Psychic: You're a psychic. This gives you the ability to teleport and use both telepathy and telekinesis.

Channeler: You're a channeler, you can communicate with ghosts and soothe evil spirits. Likewise, you have a natural affinity for ghost type Pokémon.

You Teach Me And I'll Teach You: You create synergies in any relationship you're involved in. Knowing you and being around you makes everyone better at things. Especially when you work together with someone. Any symbiotic partnership you form with someone is greatly enhanced and allows you to achieve far more together than you ever could apart.

Level System: Winning a battle and having participated on the winning side earns you experience points. Earning enough causes you to level up, raising your parameters. You can share this with others, causing them to also gain levels.

Evolution Induction: You can cause beings to evolve similarly to Pokémon. There are no limits to the number of evolutions or the conditions under which something can evolve. You can expect the same boost of potency that Pokémon evolution provides.

Trying And Then Doing: When you attempt a new task, your learning speeds up until you quickly become competent at it. It could take you less than a week to build a small town from scratch, with just a Machop at your side. Assuming both of you were completely unskilled to start with.

Omni-Speaker: Ability to speak to and be understood by any being that has intelligence. Incredibly simplistic lifeforms might not have anything interesting to say.

Omni-Reader: Ability to read or speak any language. If the material would be dangerous to you, then you'll know what could happen and will be warned.

Secret Senses: If there's something that's a secret or hidden nearby, you'll know about it. Studying a puzzle will enable you to correctly guess the right answer. It happens faster if you're already good at puzzles.

Maturity At A Young Age: You and anyone you choose to gift this to gains the maturity of an adult and the ability to think and plan long term. You're prepared to take on adult responsibilities.

Shiny Touch: You can alter color patterns and markings with a touch. This means you can turn yourself or others shiny, among other things.

A Reason To Explore: The world spawns interesting stuff in it. Unusual events become more common, and you'll have the fortune of seeing many once in a lifetime events.

Items:

Pokémon Food And Japanese Cuisine: An endless supply of Pokémon food and Japanese food. More than enough to sustain you and your friends.

Book Of Genesis: A gift from the Pokémon god. Reading this book in a future world will cause Pokémon to appear in it. The ones you know of, as well as unique ones that come about in that setting. The other lifeforms living there will also develop increased potential, gaining stronger bodies and abilities that natives to the Pokémon world have. Such as some having psychic powers.

Pokéball Supply: A respawning supply of every Pokéball except for the master ball.

Your Town: Has 40 buildings with everything you'd need to build a sustainable town and all the industry this requires. All it needs is people and Pokémon to run it. There's a large mansion in town built just for you and your friends. You have a remote you can press a button on to pack up and unpack the town.

The Sleeping Bag: Expands to fit as many people who want to climb into it. Anyone resting inside gains a healing factor that causes them to recover quickly.

Mega Evolution Stones And Key Stones: This is a respawning collection of stones that allow any Pokémon to mega evolve, as well as key stones.

Evolution Stones: It's a respawning supply of all the stones Pokémon use to evolve.

Dynamax Band: This band enables you to cause Pokémon to Dynamax and Gigantamax. Any Pokémon can Gigantamax with this band, even if they usually can't.

Berry Orchard: You have a personal orchard that has multiples of every berry tree planted in it.

Pokédex: Updates when you come across new Pokémon and gives you trivia. You have a respawning supply of blank Pokédexes which will catalog things other than Pokémon. Pokédexes can be fused together to consolidate what data is inside.

Master Ball: When used, you get a new one. Allows for the guaranteed capture of any Pokémon.

Mirror And Dresser Set: A very special mirror and dresser set. It has the ability to sex swaps you, lets you change skin and hair color, clothing, looks, and so on. Instantly. It's always filled with outfits that are flattering for anyone who wears them.

Goods To Construct A City: It's enough materials to build an entire city. It refills as you take some out. You can will them to appear where you want them, and they'll be there to make transportation easier.

Motorcycle: A motorcycle with expanding side-cars to fit more passengers. It's very speedy and can go off-road.

™ and HM Collection: This is a reusable collection of every ™ and HM that exists.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Wild tokens, same as you got.

Starter Pokémon: *Free for the first purchase!* You get any non-legendary Pokémon of your choice as a starter, along with a Pokémon capable of building things. Such as Machop.

Legendary Pokémon: Pick any legendary Pokémon you want, and it's yours.

Talking Pokémon: A Pokémon of your choice of species who taught themselves how to speak like a human. They're a very intelligent planner and good at organizing things.

Parent(s): Experienced Pokémon trainer(s) at the level of a Gym Leader and homemaker(s). You can choose for this to be up to 4 people and decide what their relationship is to you, if any.

Sibling: They inherit all of your talents and can rapidly learn to be your equal in any skills you have. Any genetic gifts or abilities you have are also shared with them.

Rival: A highly competent rival who differs in ideology from you but wants the same things as you. Their different approach to life has them come up with ideas that you wouldn't.

Childhood Friend: A group of up to 4 friends of yours and their starter Pokémon. They don't have to be children.

A Ten-Year-Old: You met this kid in the wilds. They'd been surviving just fine before then. They may or may not be mute, and they're also a genius at things related to Pokémon. Likewise, they also have intense determination and never give up. No matter how many times they fail, they'll always try again. In settings where prophecy exists, this kid is a second chosen one.

Pokémon Crew: This is a group companion slot. You can move companions into this group and import all of them together in new jumps, sharing any purchases they make.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: *Free!* You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Continuity Toggle: *Free!* Would you like to visit other parts of the Pokémon world? Other regions, perhaps? You can decide if they exist in this world or not.

Migration: Stronger Pokémon from other areas will be driven out of their homes by competitors and make their way elsewhere. You'll sometimes run into disproportionately powerful Pokémon.

Endless Battles: There's an abundance of conflict in the world, and you'll see near constant Pokémon battles as they fight each other for resources and for survival. A fight may sometimes make its way into your campsites or settlements as a running battle leads the combatants here.

Pokémon Gangs: Pokémon form packs for survival here and often roll at least 6 deep. Pokémon will establish symbiotic partnerships with Pokémon of other types to improve their chances at defeating rival gangs.

Pokéballs Only: It's no longer possible to recruit a Pokémon without capturing it in a Pokéball.

Charity Cases: You'll encounter a stream of people and Pokémon who can't survive on their own and need to be helped or rescued. If any of them perish, you'll experience the pain they felt when they passed.

Pokémon Rampage: Occasionally, you'll encounter Pokémon who are on a rampage. Something or the other set them off, and they're laying waste to everything around them in a blind fury.

Violent Pokémon: 1 in 10 Pokémon are now cruel and intentionally want to harm others with their powers if they feel the need. They're very aggressive and don't tolerate interlopers into what they see as their territory.

Enemy Of The Living: Half the ghost Pokémon in this world are now as dangerous as their Pokédex entries would have you believe. These intelligent ghosts want to kill the living and delight in it.

Evil Teams Abound: Gangs of Pokébandits who steal Pokémon and rob people will form. Not content with living off the land, they seek to take advantage of others to further their lot in life.

The Charmeleon Effect: Pokémon who evolve become more prideful and arrogant. Some will decide to stop listening to you until you earn their respect.

Saving The World: A yearly calamity involving a legendary Pokémon will happen for as long as you remain here. It will destroy the continent if not stopped.

Silent Protagonist: You're mute and cannot speak words with your mouth.

Always A Kid: You remain physically a 10-year-old the entire time.

Be The Main Character: This world now revolves around you and your adventures. You'll experience personal growth and character development. And specially created scenarios and encounters designed to make you feel emotionally invested. Expect to be challenged in a world that runs on narrative conventions.

Longer Stay: You'll spend 10 more years here.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many Wild points as you spent. They don't like you and want to defeat you.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?