Variant Pokémon Semi-Universal Supplement
Version 1.0
The First Official Release
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Intro

Basic Information

This is a supplement made to be compatible with any Pokémon Jumpdoc. Its purpose is to introduce Pokémon variants and items related to those variants into the Jump's setting.

You will be given 1000 VP (Variant Points) for this Supplement. These points **cannot** be used on the Jumpdoc you are applying this supplement to. However, points from said Jumpdoc **can** be converted into points for this Supplement (with them converting at a 1:1 rate).

The language used in this Supplement assumes the Jumpdoc it is being applied to puts the Jumper in the role of a person who owns Pokémon. For Jumps where the Jumper is instead a Pokémon themselves, any choice that would apply to the Jumper's Starter Pokémon will instead apply to the Jumper themselves. For Jumps where the Jumper does not have the ability to catch Pokémon (or in the case that the Jumper does not want to catch Pokémon), any choices that would give the Jumper an additional Pokémon to start out with may instead have those Pokémon be treated as Companions; or in a case where the Jumper is also a Pokémon themselves, may instead be applied to the Jumper themselves like the last option.

Companions imported using the Jump this is applied to may also spend their allotted points on this Supplement, but only on the Unique Pokémon, Starter/Unique Pokémon Modifications, Items, and Jumper Races sections.

If there are any discrepancies or questions about the further complications or interactions these changes will have on the world or mechanics of the Jump they are being applied to, do your best to fill in your own answers to how they would resolve themselves. As always, please avoid power-wanking it to your favor.

Lastly, **if any of these options are available for purchase in the Jumpdoc this Supplement is being applied to, then they cannot be purchased using this Supplement and must be purchased in the Jumpdoc proper.** The intention of this Supplement is to introduce elements present in specific Pokémon media into other Pokémon settings they are not found in, **NOT** to cheese Jumpdocs by allowing the Jumper to obtain perks/items/ect for less points than they were originally intended to cost.

Universal Variants

These types of Variants are universal, meaning that any wild Pokémon encountered has a rare chance of having/being one of them. However, some of these Variants are incompatible with others. If a Variant is listed as incompatible with another Variant, then that doesn't mean both Variants can't be applied to the same Jump, but rather that a single Pokémon cannot have both. In terms of how rare, assume they are about as rare as Shiny Pokémon are in the games. If these Variants already exist in the Jump's setting, then there is no need to purchase them, and they can be counted as 'free purchases' for the sake of any further upgrades or other such purchases that require them to be purchased first.

Shiny [50 VP]:

Very rarely, some Pokémon will be of a different color than their species normally should be. On top of that, they seem to 'shine' for a second when either spotted or released from a Pokéball. While this provides no extra benefits in terms of skills or abilities, they are coveted for their rare nature.

Alternate Pattern [50 VP]:

Akin to Shiny Pokémon, except instead of having a different color scheme, these Pokémon will have uniquely designed variants of their patterns, much like the Pokémon Spinda. Some examples include: An Arbok with a frowning face on its 'stomach' rather than a grinning one, a Ludicolo with vertical sets of wavy lines instead of horizontal ones, or a Mimikyu with an angry Pikachu face instead of a expressionless one.

Alternate Color [Free]:

(Requires both Shiny and Alternate Pattern be purchased)

While Shiny Pokémon are a different color than Non-Shiny members of their species, every Shiny of a specific species will still be the same color. But with the purchase of this, now there also exists Alternate Color Pokémon. They are identical to Shiny Pokémon, with two exceptions. Firstly, they each have a unique color scheme, even when compared to Shinies of their species. Secondly, any patterns on their body can also be different, similarly to Alternate Pattern Pokémon.

Hidden Ability [100 VP]:

(Incompatible with Ancient Trait)

Most Pokémon species will have one of two potential abilities, while others all have a single ability. However, almost every Pokémon species has members of it with a different, Hidden Ability. While not quite as rare as Shiny Pokémon, these Pokémon can often be far harder to find, as they look identical to normal members of their species.

Ancient Trait [200 VP]:

(Incompatible with Hidden Ability)

Long ago, the Legendary Pokémon Groudon and Kyogre began to clash. Their battle was long drawn-out, devastating the world. During this time, certain Pokémon evolved special skills to aid in their survival. Whether due to being inherited from their ancestors, or by somehow being sent across time, there are some Pokémon in the present day that still have these Ancient Traits.*[1]

Beeg [100 VP]:*[2]

There are certain Pokémon in the wild that are twice as big as their species should normally be. In addition to (or perhaps because of) this, weaker Pokémon seem to view them as leaders. When attempting to catch one, they will often summon other Pokémon to defend them. Outside of this, the only other difference between them and regular Pokémon is that they always have at least three perfect IVs.

Light [100 VP or 150 VP for both Light & Dark]:
(Incompatible with Dark)

Our experiences play a major role in shaping who we are. In the case of Light Pokémon, the kindness they have been brought up with has molded their skill sets. These Pokémon have greater healthpools than their normal counterparts, and their learnsets have an increased amount of support moves. Unfortunately, this has come at the cost of weakening their offensive capabilities. Personality wise, these Pokémon are very kind, to the point some may see them as naive.

Dark [100 VP or 150 VP for both Light & Dark]:
(Incompatible with Light)

Our experiences play a major role in shaping who we are. In the case of Dark Pokémon (not to be confused with Dark Type), the cruelty they have grown up facing has molded their skill sets. These Pokémon's attacks do more damage than their normal counterparts, and their learnsets have an increased amount of status inflicting moves. Unfortunately, this has come at the cost of lowering their overall healthpools. Personality wise, these Pokémon are naturally distrusting of others, but will value those that manage to earn their trust far more than even their own well being.

Delta Species [100 VP]:

   (Incompatible with Typeless)

   While trying to locate Mew using an experimental type of electromagnetic waves, a group of scientists have accidentally led to the mutation of various packs of Pokémon. These Pokémon, now being referred to as Delta Species, have had their type and/or types altered. Their movesets have also been replaced with comparable moves of their new type. Strangely, while their types have indeed changed, their weaknesses, resistances, and immunities remain the same as their previous type/type combination.

Typeless [100 VP]:

   (Incompatible with Delta Species)

   A while ago, for no discernible reason, various rifts in space-time erupted across the regions. Then, just as suddenly as they had appeared, they vanished, but not before leaving behind some… *odd* specimens. Every once in a while, these Pokémon subtly spasm in a similar way to a glitching video game character. Their behavior also shows signs of neurodivergence.[*3] However, their most interesting aspect is their type. Or rather, their lack of a type. This means they have no weaknesses, no resistances, no immunities, and get no same-type-attack-bonus on any of their moves.

Talking [100 VP]:

   No, you're not going crazy. That Pokémon did just talk to you in plain English. Apparently this is now a thing, whether you like it or not. Aside from the benefits this offers in Pokémon to Human communication, these talking Pokémon also gain a 1.5x strength modifier to any sound based moves they use.

Shadow [200 VP]:
(Incompatible with Phantom)

A villainous group has found a way to artificially close the doors to a Pokémon's heart. Such an act causes these Pokémon to attain great power, but at the cost of them losing the ability to feel any positive emotions. They also are now capable of using Shadow Type moves, which are super effective against all Non-Shadow Pokémon, only being resisted by Shadow Pokémon.

If one is able to find a way to purify these Pokémon[4], any Shadow Type moves they know will be replaced with moves that they normally cannot learn.

Phantom [200 VP]:
(Incompatible with Shadow)

It's the nature of life. Pokémon are born, they live, they grow, they die, and then they pass on. However, sometimes the circumstances of a Pokémon's death are so tragic, so cruel, so utterly horrible that their spirits are unable to rest in peace due to unfinished business. Those without keen senses, a honed sixth sense, or a silph scope in their back pocket won't even be able to tell such spirits are Pokémon at all, as they will appear to instead be monstrous specters that Pokémon not of comparable will (or level) won't be able to so much as look at without freezing in terror. To make matters worse, these Phantoms cannot be unwillingly caught, even with the likes of a Master Ball.

Your only option is to flee… or perhaps, if you can push past your fear, help the poor soul resolve its unfinished business so it may finally pass on. Then again, after the kindness you've shown it, it may instead wish to join you in your travels.[5]

Clone [100 VP]:
            At some point, a mysterious being and/or organization has genetically engineered a bunch of Pokémon. It seems that they were intent on replacing all the humans and Pokémon of the world with these clones, but they either had a change of heart or their plans fell through. Now these clones have been left to wander the world.
            Appearance wise, these Pokémon are often indistinguishable from Alternate Pattern Pokémon. Their main draw is their IVs, of which they have a perfect 31 in each. Keep in mind: due to the nature of why they were created, they will be naturally distrusting of humans and other Pokémon, making them more difficult to catch and slower to gain affection.

Special Trait [150 VP]:
            Some Pokémon are just built different. Things like a Hitmonlee with the power to stretch out its legs like springs, an Onix that can disassemble itself into separate boulders and reassemble itself, or an Arbok that's able to boost certain traits of itself by changing the pattern of the face on its 'belly'.
            Purchasing this allows Pokémon in your Jump to very rarely have odd abilities on the same level of utility of those just listed.

Ancient Giant [300 VP]:
(Incompatible with all other Variants)
            Tattooed monstrosities that were sealed away by a past civilization, these Pokémon make normal Pokémon look like fleas (both in terms of size and power). They are beings hellbent on the destruction of everything around them. They are so powerful that Pokéballs (even the coveted Masterball) flat out don't work on them. Not that it matters, as it's doubtful that they would even be allowed in any official Pokémon battle. Still, they would be a very powerful asset to anyone who did find a way to catch one…

Specific Variants

These types of Variants are new forms of existing Pokémon. If these Variants already exist in the Jump's setting, then there is no need to purchase them, and they can be counted as 'free purchases' for the sake of any further upgrades or other such purchases that require them to be purchased first.

Regional Forms [100 VP, 200 VP, 300 VP]:

These are alternate form(/s) of a Pokémon species that are found in a specific region. These forms differ from those found in the region where the Pokémon was introduced due to the Pokémon species having evolved (in the Darwinian sense, not the in-universe sense) to better survive in its new environment.

All Regional Forms differ from their species' original form in type, but they may additionally differ in their movesets, abilities, and stats (though their base stat total will remain the same as their original form).

The first purchase of this option for **100 VP** adds all currently existing Regional Forms to your Jump, provided that the original form of said Pokémon exists in your Jump. If the specific regions these forms are from don't exist in your Jump's setting, then these Regional Forms will be found in regions of your Jump that match the conditions that caused these forms to come about in the first place.

For each additional purchase of this option for **200 VP**, you may create up to 10 original Regional Form lines. Whether these Pokémon lines are all regional variants or only certain stages of them are regional variants is up to you to decide.

Alternatively, for **300 VP**, you may instead introduce a regional variant of a group of Legendary Pokémon. Said Legendary Pokémon must belong to the same group.*[6]

Paradox Pokémon [150 VP, 250 VP, 200 VP, 300 VP]:

An area of the world has been discovered where time has, in scientific terms, 'Shit the Bed.' This has resulted in it becoming filled with never before seen variants of existing Pokémon. They come in two variants: Ancient Paradoxes and Future Paradoxes.

Whether hailing from an alternate past or a possible future, these Paradoxes are much more hostile than your average Pokémon. Luckily, they have been kept inside this bizarre zone by various high-level Pokémon instinctually surrounding it.

For **150 VP**, you may add one of these zones containing either Ancient Paradox Pokémon or Future Paradox Pokémon to your Jump. Alternatively, you may instead pay **250 VP** to add both kinds, either in the same zone or each in a zone of their own.

For each additional purchase of this option for **200 VP**, you may create up to 7 original Paradox Pokémon. You can only use this to create Paradox Pokémon of the same variant as the ones in your Jump (meaning you can't use this to create Ancient Paradox Pokémon if your jump only has Future Paradox Pokémon, or vice-versa. If you have both present in your Jump, you may make them of either variant, so long as the number of them you make doesn't exceed the limit of how many you've paid to make).[7]

Alternatively, you may pay **300 VP** to create up to 2 original Legendary Paradox Pokémon. The same rules as the previous purchase option apply to this one as well.

Universal Transformations & Mechanics

These are various Transformations & Mechanics that any Pokémon can make use of, provided they meet the proper criteria. When you purchase one of these, the methods of achieving them are also added to your Jump's setting (Z-Moves will add Z-Crystals and Z-Rings, Dynamax/Gigantamax will add Dynamax Bands and Power Spots, etc.). If these Transformation & Mechanics already exist in the Jump's setting, then there is no need to purchase them, and they can be counted as 'free purchases' for the sake of any further upgrades or other such purchases that require them to be purchased first.

Z-Moves [100 VP, 100 VP]:

A special category of moves that allows a trainer and their Pokémon to perform a super move using an energy known as Z-Power. These moves can only be performed once per battle, and require the trainer to have a Z-Ring while their Pokémon holds a Z-Crystal.

The first purchase of this option for **100 VP** adds all current type-based Z-Moves to your Jump, alongside all 17 Pokémon-specific Z-Moves (provided that said Pokémon exist in your Jump). If your Jump has types other than the 18 current types that exist in the mainline games, then a type-based Z-Crystal & Z-Move will be created for each of these new types.

For each additional purchase of this option for **100 VP**, you may create up to 9 original Z-Moves.*[8]

Dynamax/Gigantamax [100 VP, 200 VP]:

A transformation that allows a trainer to increase their Pokémon to the size of a Kaiju while in a Power Spot. This transformation can only be performed once per battle and requires the trainer to have a Dynamax Band to perform it.

The first purchase of this option for **100 VP** adds the ability to Dynamax to your Jump, alongside all 32 Pokémon-specific Gigantamax forms (provided that said Pokémon exist in your Jump).

For each additional purchase of this option for **200 VP**, you may create up to 16 original Gigantamax forms, complete with them each having their own unique G-Max move.*[9]

Terastal Phenomenon [100 VP]:

A transformation that changes the type of the Pokémon using it. This transformation can only be performed once per battle and requires the use of a Tera Orb. Purchasing this will cause Pokémon in your Jump to each have their own Tera Type. If your Jump has types other than the 18 current types that exist in the mainline games, then those will also be possible Tera Types.

Bond Phenomenon [200 VP]:

A transformation that harnesses the bond between a trainer and their Pokémon akin to Mega Evolution. When activated, the Pokémon will gain slight alterations to their appearance that cause them to resemble their trainer more. They also gain a stat boost that further enhances that Pokémon's strongest traits.*[10]

However, this form is not without its downsides. For starters, the bond required between a trainer and their Pokémon is **much** more intense than even that of the bond required for Mega Evolution, to the point where few trainers are ever able to achieve it, and the amount of trainers in history that could achieve it with more than one of their Pokémon could be counted on a single hand. Additionally, the trainer will feel all the pain and exhaustion that their Pokémon feels while the transformation is active.

BREAK Evolution [100 VP]:

A golden, temporary evolution akin to Mega Evolution that differentiates itself from Mega Evolution in a few ways. Firstly, any fully evolved Pokémon has the potential for BREAK Evolution, unlike Mega Evolution, which is only usable by certain Pokémon species. Secondly, instead of being powered through the bond between a trainer and their Pokémon, this form is powered by a Pokémon's raw survival instinct. It can only first be achieved during a life-or-death situation, after which the Pokémon can eventually learn or be taught how to activate it at will.

Thirdly, while it will still add 100 stat points to a Pokémon's base stat total, it will not change the Pokémon's type/types. Instead, it will either give the Pokémon one of its other abilities on top of its current ability, or give it a new move (usually being a beefed up version of a move the Pokémon can normally learn). Fourthly, there is no limit to how many of your Pokémon can be in their BREAK forms at once, but do keep in mind that the form is more draining than that of most other transformations (as the Pokémon is putting themselves in a life-or-death mindset in order to activate it). Lastly, whatever held item the Pokémon is using will neither function nor be usable while they are in their BREAK form (unless they have the ability to use more than 1 held item (an example being a Pokémon with the θ Double Ancient Trait), in which case only one of their held items will be rendered unusable while in the form).

Specific Transformations & Mechanics

These are various Transformations & Mechanics that are exclusive to specific Pokémon. Like with the previous category, the methods of achieving them are also added to your Jump's setting upon purchase of them here. If these Transformation & Mechanics already exist in the Jump's setting, then there is no need to purchase them, and they can be counted as 'free purchases' for the sake of any further upgrades or other such purchases that require them to be purchased first.

Mega Evolution [150 VP, 200 VP]:

A transformation that harnesses the power of the bond between a trainer and their Pokémon. This transformation can only be performed once per battle, and requires the trainer to have a Key Stone while their Pokémon holds their respective Mega Stone.

The first purchase of this option for **150 VP** adds all 48 currently existing Mega Forms (provided that said Pokémon exist in your Jump). For each additional purchase of this option for **200 VP**, you may create up to 16 original Mega Evolutions.*[11]

Primal Reversion [50 VP (Free with the purchase of Mega Evolution), 50 VP]:

An ancient transformation exclusive to select Legendary Pokémon where said Legendary absorbs the natural energy of its surroundings to increase its power immensely. For **50 VP** (for **free** if Mega Evolution has been purchased), you may add both existing Primal Forms to your Jump. For each additional purchase of this option for **50 VP**, you may create an original Primal Reversion Form for an existing Legendary/Mythical Pokémon.*[12]

Origin Form [50 VP, 100 VP]:

A transformation exclusive to select Legendary Pokémon that causes them to revert to their 'original' form. For **50 VP**, you may add the 3 currently existing Origin Forms to your Jump. For each additional purchase of this option for **100 VP**, you may create original Origin Forms for an existing duo/trio/other-numbered-grouping of Legendary/Mythical Pokémon (or just for one if you'd prefer).*[13]

Unique Pokémon

Unlike the sections thus-far, these Pokémon are truly one of a kind… or at least, "one-per-purchase-of-their-category of a kind," but that doesn't roll off the tongue quite as well now does it? Each can be purchased as many times as you can afford for one of two prices.

The more expensive price lets you choose to either have them as a member of your party from the beginning of your Jump (Like your starter Pokémon), have them be your starter Pokémon, or have you encounter them at a later time, but still be cosmically guaranteed to hit it off pretty well and have them want to join you on your journey.

The less expensive price will instead just add one of them to your Jump. You might encounter them at some point. Heck, you may manage to catch them eventually as well. But unlike with the more expensive option, there will be no guarantee of this, and they could just as easily be caught by someone other than yourself before you even manage to find them.

Companions of yours buying Unique Pokémon for themselves may choose to pay the lower price without any of the drawbacks (i.e. getting the choices of encountering them from the expensive price's options) at the cost of being unable to ever trade them (to make sure Jumpers can't cheese their way out of paying the higher price for them).

Also, unless the option specifically says otherwise, the Pokémon you get from these purchases cannot be Legendary or Mythical (with the exception of Phione because, let's be honest with ourselves, it's a Mythical in name only).

Debut Version [200/100 VP]:

As the series has gone on, certain mechanics have been introduced. Whether they be new types, different type effectivenesses, or the split of the special stat into special attack and special defense. When such changes have happened, they are retroactively applied to past Pokémon. But some may prefer how these Pokémon used to be. This is the option for that.*14

Partner Pokémon [200/100 VP]:

Every Pokémon is special, but some Pokémon are more special than others. Choose any first stage Pokémon that has at least one more evolution to be your Partner Pokémon. For the sake of this option, Pokémon with a baby pre-evolution (For example, Jigglypuff) still count as being in their first stage.*[15]

Costume/Cosplay Pokémon [200/100 VP]:

This Pokémon really likes playing dress up. I mean, *really* likes it. It has five sets of clothing that it can swap between any time it's not in combat. Each costume it has will give it access to a single move that it normally could not learn while worn, which it will forget while not wearing that costume.*[16]

Instrument Pokémon [100/50 VP]:

This is a baby Pokémon (meaning the category of Pokémon introduced in Gen 2, not just a young Pokémon) that carries around a specific instrument. While not the best at combat, they're able to play their instrument at a very high skill level. If they play it while you're attempting to catch a wild Pokémon, it will make that Pokémon easier to catch. Such performances will however tucker the little one out, so you can't really spam this to catch large amounts of Pokémon right after one another.

Evolving & De-Evolving Pokémon [200/100 VP]:

This Pokémon has been genetically experimented on. Through said experiments, it has gained the ability to evolve and de-evolve at will, so long as it has met the criteria to evolve at least once, all while retaining any moves they've learned. Very useful for Pokémon with branching evolution lines.

Stuck Ditto [200/100 VP or 300/200 VP]:

Technically speaking, this is just a Ditto. However, it seems to have a particular fondness for a specific (non-legendary/mythical) Pokémon species. Said Pokémon now serves as this Ditto's 'default' form, and it will change back into it instead of its original Ditto form when not transforming into another Pokémon.

In terms of how this Ditto functions in battle, it's basically whatever Pokémon it chose as its 'default' form, except that it also knows the move Transform. As far as breeding mechanics are concerned, this is still a regular Ditto. It having the iconic 'Ditto face' is optional.

When it comes to evolution mechanics, a Stuck Ditto's default form will evolve as if it was a normal member of that species (so a Charmander S.D.'s default form will evolve into a Charmeleon at level 16, and an Eevee S.D.'s default form will evolve into a Jolteon if given a thunder stone). How is that possible? They're just **that** good at transforming into said Pokémon.

For an extra **100 VP** (so **300 VP** total for the more expensive option and **200 VP** total for the less expensive option) a Stuck Ditto can gain the ability to de-evolve and re-evolve their default form at will (so long as it has met the criteria to evolve at least once) just like an 'Evolving & De-Evolving Pokémon'.

Mirage Pokémon [600/400 VP]:

        This Pokémon is quite the anomaly. It was originally a regular Porygon, but through unknown means it has been modified to be the ultimate copycat. For starters, as it observes Pokémon it gradually collects data on them. Just looking at a Pokémon will give it data at a slow pace, while interacting with one or battling one will give it data much faster. Once it has enough data of a specific Pokémon, it will gain the ability to transform into them, even when they aren't immediately present.

        What sets this Pokémon apart from, say, your run of the mill Ditto is that they can also do this to specific Pokémon moves they have enough data on, even if the Pokémon they're currently in the form of doesn't have the ability to use said moves. With enough training, they may even turn parts of their body into parts of other Pokémon they have data on.

        However, there are a few things to keep in mind. For starters, their base stat total will still be the same as a Porygon. However, their stat distribution will change based on what they transform into (and eventually, they could learn how to alter their stat distribution independently from their form given enough practice). Additionally, they can evolve by just being given Porygon's evolution items, without the need to trade them while holding said items. Evolving them will obviously increase their base stat total. Lastly, while their weaknesses, resistances, and immunities will change based on what form they're in, their base form will have no resistances, no immunities, and a x2 weakness to electric. This x2 weakness to electric will carry over to whatever form they take (with the obvious exception of them turning into a Pokémon with an immunity to the electric type).

Perfect Shadow [300 or 400 VP]:*[17]
(REQUIRES Shadow be purchased)

You know that villainous group that I brought up before? The ones that managed to find a way to artificially close the doors to a Pokémon's heart? Well, they've gotten their hands on a Legendary (or Mythical, if you'd prefer. Unless it's Arceus. It can't be Arceus.). As if that wasn't bad enough, they've perfected their technique. Meet XD000, the ultimate Shadow Pokémon!

Purchasing this option will NOT let you have XD000 as part of you or one of your Companions' starting roster. It will simply add it to the collection of the team that created the Shadow Pokémon. Now, you might be thinking: "Why in Arceus's name would I pay VP to make my Enemy stronger?" Well, outside of challenge and bragging rights, you should know that there are ways to take Pokémon from others.

Like with the original XD001 from the games, the only way to purify this beast is with the Purify Chamber (or a VERY strong purifying perk/item/power from another Jump). If you pay an additional **100 VP** (so **400 VP** in total), it will have the ability to temporarily transform into and out of its Shadow Form when desired after being purified.

Starter/Unique Pokémon Modifications

This section allows you to give Universal Variants to either your Starter Pokémon or your Unique Pokémon. Keep in mind that you need to have purchased said Universal Variant (or have that Universal Variant already be present in your Jump) for you to apply it to one of your Pokémon. Also, just to clarify, the cost listed is applied to each of your Starter/Unique Pokémon you apply it to, **not** to give it to all of them.

Shiny
>**Free**

Alternate Pattern
>**Free**

Alternate Color
>**50 VP**

Hidden Ability
>**150 VP**
>**Incompatible with Ancient Trait**
>**Incompatible with Debut Version from before Gen V**

Ancient Trait
>**250 VP**
>**Incompatible with Hidden Ability & Mirage Pokémon**

Beeg
>**100 VP**

Light
>**100 VP**
>**Incompatible with Dark**

Dark
>**100 VP**
>**Incompatible with Light**

Delta Species
>**150 VP**
>**Incompatible with Typeless & Mirage Pokémon**

Typeless

    150 VP

    Incompatible with Delta Species

Talking

    200 VP

Phantom

    300 VP

    Incompatible with Mirage Pokémon

Clone

    150 VP

    Incompatible with Mirage Pokémon

Special Trait

    200 VP

    Incompatible with Mirage Pokémon

Shadow

    CANNOT be purchased

Ancient Giant

    CANNOT be purchased

Perfect Shadow CANNOT have any modifications bought for them

New Evolutions

Exactly what it says on the tin. This lets you create brand new evolutions for Pokémon, or alternatively import fan-made evolutions from your favorite rom hack or "Let's Create a Region" Youtube series. The maximum number of times any Pokémon can evolve is twice. For example, while you can make a branching evolution path for the Charmander line, you cannot make a pre-evolution for Charmander or an evolution for Charizard. Make sure to keep your new evolutions balanced, as I am ~~tired of listing specific rules for what is and isn't allowed with these new forms/Pokémon~~ trusting you to not make something super OP. Each one can be purchased multiple times (with the exception of 'Secret' Evolutions/Pre-Evolutions).

Evolutions [100 VP]:

Create up to 10 new evolutions. These can either be new final evolutions, or new split evolutions.

Pre-Evolutions [50 VP]:

Create up to 10 new pre-evolutions. If you want to, some of these can be used to connect separate lines of Pokémon together (like what Tyrogue did with Hitmonchan and Hitmonlee).

Mixed Up Evolutions [50 VP]:

Create up to 10 new evolutions based on Pokémon screwing up their normal evolution methods or replacing key aspects of themselves. Some examples:

1: A Slowpoke evolution occurring when a Sharpedo bites onto its tail instead of a Shellder.

2: Farfetch'd & Cubone evolutions that occur when you trade them for each other, causing them to accidentally swap their bone and leek.

3: An evolution for Karrablast and another Pokémon that wears clothing/armor that occurs when you trade them for each other, causing Karrablast to steal said other Pokémon's clothing/armor.

4: A Mantyke evolution occurring when leveling it up with a different Pokémon in your party instead of Remoraid.

'Secret' Evolutions/Pre-Evolutions [25 VP]:

These are Pokémon evolutions/pre-evolutions that seem to exist lore-wise in the Pokémon universe, but are not available in any of the games, alongside ones that have been argued should exist based on certain series trends. Design your own take on the following Pokémon:

1: Kangaskhan's pre-evolution it keeps in its pouch.
2: The form Shellder takes after biting a Slowpoke's tail, but as its own Pokémon.
3: Porygon 3.
4: A common pre-evolution of Tauros and Miltank.
5: A common pre-evolution of Oranguru and Passimian.
6: A Jinx evolution to mirror Electivire and Magmortar.
7: A Dragon type Eeveelution.
8: Missingno, just for the hell of it.

Secret Evolution Method [25 VP]:

Create up to 5 connections between existing Pokémon evolution lines, such as having Luvdisc evolve into Alomomola, or Tauros and Miltank both being able to evolve into Bouffalant.

Items

Now we're getting to a section you're more familiar with seeing. This is exactly what it says on the tin: Fiat-Backed Items for your journey, but keeping in theme with the "Variant" nature of this Supplement. Any Item listed here can be bought multiple times unless specifically stated otherwise.

Pokémon Merch Collection [25 VP]:

Choose any official Pokémon merchandise line. It can be as long running as the TCG or plushies, or as niche as the trading figure game or arcade cabinet gacha games. You now have every single piece of merchandise belonging to that line (multiples of them if it's from a smaller line). Alternatively, you can instead get a **huge** box that's filled with random samples of every merchandise line.

Pinkan Berry [50 VP]:

A type of berry native to Pinkan Island of the Orange Islands. Consuming these berries will cause a Pokémon to turn pink. While this effect is usually temporary, it can become permanent if they are consumed often enough. One purchase of this provides enough berries to feed 50 Pokémon for a month, and it replenishes monthly. The berries can also be planted in order to grow more.

Artifact of Sealing [50 VP]:

A relic capable of catching an Ancient Giant Pokémon… if one can best it first that is. While its design can range from anything from a vajra to a spoon, it'll function just like a Pokéball for these Variants (and will be of comparable size to a Pokéball as well, unlike the objects these creatures were originally sealed in). One purchase of this gives you a single Artifact of Sealing. You won't get any more (unless more are purchased), but it will restore itself in the warehouse if destroyed, damaged, or otherwise lost.

Toy Pokémon [100 VP]:*[18]

A sentient wind up toy of a Pokémon. This Follower has sentience on the level of a normal Pokémon alongside certain abilities similar to a normal Pokémon, but its small size means that those moves aren't very powerful on any real Pokémon.

Aura Reader [100/200 VP]:

A scanner worn on the ear with a screen which extends in front of the eye that can be used to identify Shadow Pokémon. For an extra **100 VP** it can also identify any other variants present in a Pokémon, both those that are naturally visible (like Shininess or Beeg-ness) and those that aren't (like Ancient Traits or Typelessness).

If desired, you may purchase this as a Perk instead of as an Item. If so, you'll be able to enter a sort of 'Aura Reader Vision' by holding your eyes closed for a second and focusing before reopening them. This vision mode can be deactivated by the same method, takes no stamina to perform, and can last as long as you'd like with no negative repercussions.

Snag Machine [100/600 VP]:

A device capable of catching Pokémon already belonging to trainers. However, this version of it has been modified to only be capable of catching Shadow Pokémon (and Perfect Shadow Pokémon). There is absolutely no way to remove this restriction or reverse engineer this device unless you pay an extra **500 VP**, in which case it will not have said restriction to begin with.

Purify Chamber [200 VP]:

This Cosmic Warehouse attachment is a machine made to help speed up the process of Shadow Pokémon purification. It has nine chambers, each able to contain up to five Pokémon. The more effective the type matchups between the Pokémon placed inside are, the faster the purification of any Shadow Pokémon among them will be. Normal types are treated as being super effective against themselves for the purposes of this machine.

War Armor [150/300/450 VP]:

Armor designed to be worn by Pokémon during large scale battles between regions. When worn, it will reduce damage taken by super effective moves by 1/4th (making super effective moves do x1.5 damage instead of x2 damage), and count as the Pokémon's held item. It will automatically change shape to fit whatever Pokémon is wearing it. You may purchase one of these for **150 VP**, three of them for **300 VP**, or a full of six for **450 VP**.

Tech Armor [200/400/600 VP]:

Armor designed to bring out the full elemental power of the Pokémon wearing it. When worn, it will increase a Pokémon's STAB (same type attack bonus) by 4/3rds (making STAB a x2 multiplier instead of a x1.5 multiplier), and count as the Pokémon's held item. It will automatically change shape to fit whatever Pokémon is wearing it. You may purchase one of these for **200 VP**, three of them for **400 VP**, or a full of six for **600 VP**.

Vial of Pokérus [300 VP]:

Pokérus is a microscopic life-form that infects and forms symbiotic relationships with Pokémon. Pokémon infected by Pokérus gain double EVs from battles. Those infected by Pokérus can spread it for a period of one to four days (not including methods to delay said timer, such as by placing the Pokémon in a PC Box), after which it becomes noncontagious. If this vial is used up it will be replenished at the start of the Jumper's next Jump.

Power Spot Band [200 VP]:

A wristband (or other similar clothing accessory if you'd prefer) that can be turned on and off. When activated, it will emit the same kind of energy present in Power Spots, allowing for Dynamaxing and Gigantamaxing.

Transformation Set [50/200/600 VP]:

A fiat-backed set of everything required for a select Universal/Specific Transformation and/or Mechanic. **50 VP** will get you everything you need for 1 specific Pokémon's Transformation and/or Mechanic, **200 VP** gets you a copy of every Pokémon's items for 1 type of Transformation and/or Mechanic, and **600 VP** gives you all items related to every type of Transformation and/or Mechanic present in your Jump. Obviously, you can only buy items for Transformations/Mechanics that are present in your Jump.

Herba Mystica [100 VP, 250 VP, 300 VP]:

Herba Mystica is the name given to a group of five special herbs discovered in Paldea. Each herb has unique health benefits on top of simply being great tasting ingredients. They also have… unique effects on Pokémon that consume them regularly for large amounts of time.

Buying this for **100 VP** will give you the option to have these plants appear in any Jump you go to (they'll still be pretty rare though), which will also allow for Titan Pokémon to be introduced to that Jump (given that said Jump has Pokémon in it). Buying this for **250 VP** will add a small cave (roughly 1600 square feet/487.68 square meters) with each of the five types of Herba Mystica growing in it as an attachment to your Cosmic Warehouse. They will naturally replenish on their own (even if completely depleted), but will take longer to replenish the less of them there are remaining. You may buy both options for a discounted **300 VP** if desired.

Pokémon PC [Free/200 VP]:

A computer capable of storing items and Pokémon digitally. When in a Pokémon Jump, you may access any Pokémon stored in this PC from any Pokémon PC in the Jump's setting. For the **Free** version of this item, the location the Pokémon go to when stored inside is a purely digital realm, but for **200 VP** you may have this environment be a physical extension to your Warehouse that you can enter to interact with the Pokémon inside. Either option also gives you the ability to instead have Pokémon inside the PC be put into suspended animation until they're taken out.

Meta/Virus Machine [400 VP]:

   A large semi-spherical machine with two (for lack of a better term) ports inside it. One of them is designed for a source of energy to be placed inside (or alternatively it can be slowly charged by being exposed to stellar phenomena such as auroras or meteor showers), while the other requires DNA of a Pokémon. When both these conditions are met, it will create a giant pseudo-lifeform in the image of the Pokémon the DNA inserted into it belonged to. Once created, this 'Meta' Pokémon will have a single goal: to absorb the lifeforce of all living things it comes across. It will do this by generating tentacles from itself to either suck the life out of the earth around it or directly consume anything smaller than it is.

   The machine itself can float slowly through the air, can change into a suitcase (only because I needed to give it **someway** of being storable in the Cosmic Warehouse while not being used), and also has a function to reabsorb the created 'Meta' Pokémon, converting it into raw energy the machine will store inside itself and can later redistribute.

Tree of Beginning [600 VP]:

        Appearing to be a gigantic rock formation in the shape of a tree, it is in all actuality a living organism made up of crystal that feeds on solar energy. Its insides are full of various biomes that any Pokémon species would be proud to call home. To quote Bulbapedia: *"It has a "circulatory system" of sorts that distributes nutrients to the crystals throughout its body. It also has a complex antibody system that takes the form of Fossil Pokémon that attack humans and machines within it."* Said antibodies will follow your commands, but not be able to leave the tree itself. The tree also grows objects called time flowers inside itself, which are crystallized flowers that can record moments in time to be replayed when activated by a human or Pokémon capable of wielding aura.

        If a Legendary/Mythical Pokémon enters the top chambers of this tree, it can form a symbiotic link with it. This will cause said Pokémon to gain a power boost with a duration relative to how long they spent resting in the tree, and resting in the tree while damaged will cause the Pokémon to heal at a much faster rate than they normally would (and let them heal from things that they wouldn't normally be able to recover from, such as regaining lost limbs for example). Only one Legendary/Mythical Pokémon can have such a bond with the tree at a time.

        Upon entering a new Jump, you may choose to either import this tree into a specific location in the world or have it become its own section of your Cosmic Warehouse. Whichever option you decide can be changed between Jumps.

        If you have the Pokémon PC item from this Supplement, you can have the environment it sends stored Pokémon to be this tree (even if you only have the free version of the Pokémon PC item).

Companions

Full disclosure: the only reason I'm including this section is to add a Companion option to the original Quicksilver Pokémon Trainer Jump. Hence why I'm not giving you any Companion import options: Because almost every non-gauntlet Jump already has them, with the exception of Quicksilver's Pokémon Trainer Jump, and if you're doing that Jump it's likely the first Jump in your Chain.

Do note: **This is the only section of this Supplement where the options are purchased using points from the Jumpdoc this Supplement is being applied to instead of points from this Supplement.** This is done for balancing reasons. While the points will be listed as Choice Points (CP), assume they're whatever kind of points the Jumpdoc you're applying this Supplement to is using.

Trainer Archetype [100 CP]:

Create an O.C. belonging to an archetype of trainers that exists in the game series (for example: Ace Trainer, Swimmer, Youngster/Lass, Hiker, etc). It can be as obscure a trainer class as you want, so long as it's not one that's tied to a role in the game's narrative (like a Gym Leader or Villainous Team Admin).

They get a single starter Pokémon that would make sense for their archetype to have (it can't be a legendary or mythical), alongside a **Background for free** (so long as it makes sense for their trainer class and wouldn't cost more than 200 CP. If it would, they have to pay the remaining points to get it) and **600 CP** to spend on the Jumpdoc this Supplement is being applied to. As mentioned in the Intro's Basic Information section, they can convert as much of their CP to VP as desired at a 1:1 rate, but can only spend their VP on the Unique Pokémon, Starter/Unique Pokémon Modifications, Items, and Jumper Races sections of this Supplement.

Whether this Companion is with you from the start of your Jump or meets you later in your Jump is up for you to decide. Likewise, you can also decide if they already know you or are meeting you for the first time.

Jumper Races

Hell, I've already put way too much time into this supplement that was supposed to be a quick one-and-done sort of deal, why not add a body mod section as well?!

I swear I'm still working hard on the Pit Stop Supplement! You gotta believe me!

This can only be used if the Jumper and/or Companion is a human in the Jump this is being applied to.

Human & Human-Like Egg-Group Crossbreed [300/600 VP]:

"There once were Pokémon that married people. There once were people who married Pokémon." You are the result of such a union existing somewhere in the past of your family tree. Choose a single Pokémon from the human-like egg-group. You now have latent DNA of that Pokémon in you, and can eventually learn to use their various moves, powers, and abilities. However, keep in mind that your version of their moves/powers/abilities will never be as strong as the actual Pokémon (probably around half their strength at absolute best). While you don't have any body parts that a normal human wouldn't have, your natural appearance tends to lean towards looking like you're cosplaying a human version of whatever Pokémon you chose.

The former description is what you get with **300 VP**. If you pay an extra **300 VP** on top of that (so **600 VP** in total), not only will you be able to use their moves/powers/abilities at the same strength as that Pokémon, but you may also choose to have non-human physical features of that Pokémon (such as a Machamp's extra pair of arms, the Ralts line's red spike they use to sense emotions, or an Infernape's tail & flaming hair).

Definitely NOT a Ditto [600/550/500 VP]:

   You? A Ditto? What are you talking about?! Sure, you can use the move Transform, and have a Ditto-like face, and can turn your body into a gelatinous mass akin to a Ditto, but that doesn't mean you're actually a Ditto! That's crazy! Afterall, Ditto can't be Pokémon trainers! And Pokéballs don't even work on you, so there's NO way you can be a Ditto!

   …hate to break it to ya, but you are indeed a Ditto. A Ditto that wants to be a Pokémon trainer and can't be caught with Pokéballs, but a Ditto nonetheless. Ability wise, you're just as strong, fast, smart, and everything else as a normal human. However, you do have two unique skills. For starters, you can use Transform to change into any Pokémon within your general vicinity (Before you ask, no, you cannot change into Pokémon that are not currently present around you). Additionally, you can also change into the form of a regular Ditto in case you need to be more malleable.

   Contrary to the description of the Race, you don't *have* to actually be in denial about being a Ditto. However, if you do choose to get a denial complex about it for the first Jump you have it in (on the level of a Drawback) I can give you a discount. If you refuse to believe you're a Ditto in a comedic way (I.E. you get angry when people don't believe you're a human, but it doesn't have any serious psychological effects on you), you can take **50 VP** off the price (making it cost **550 VP**). If your refusal to come to terms with being a Ditto manifests in a more serious way (I.E. it's the kind of thing that you would lose sleep over and it haunts you for the duration of the Jump), you can take **100 VP** off the price (making it cost **500 VP**).

Alternate Mode: Give Me All The Forms

For those of you who feel like keeping track of all the options on here is too complicated, I have an alternative option for you.

One of each please! [ALL OF YOUR POSSIBLE VP]:

By purchasing this option, you may choose any or all of the Universal Variants, Specific Variants, Universal Transformations & Mechanics, Specific Transformations & Mechanics, AND the 'Secret' Evolutions/Pre-Evolutions purchase from New Evolutions section to be present in your jump without worrying about VP cost.

However, by purchasing this option, you and your Companions are not allowed to purchase anything else in the document, up to and including: Custom Specific Variants, Custom Universal Transformations & Mechanics, Custom Specific Transformations & Mechanics, Unique Pokémon, Starter/Unique Pokémon Alterations, New Evolutions (with the exception of the aforementioned 'Secret' Evolutions/Pre-Evolutions), Items, Companions, AND Jumper Races.

If this option is purchased, you are still allowed to choose options from the following Meta Modifications section.

Meta Modifications

We're almost home! This last section is a bit different than the previous ones. Rather than using **VP** to purchase new additions, we're gonna let you set Yes or No answers to things that are often kept vague when it comes to a Pokémon Jump's Setting, no points required. Also, unlike the other categories of this Supplement, the rules you establish here will override whatever they would normally be in the Jumpdoc you're applying this to if you so desire. With all that said, let's finally get this done with.

Are Animals Real?

As much as Gamefreak wants you to forget, animals have appeared in all kinds of Pokémon media. And I'm not just talking about the obvious stuff, like all the ones that appear in the first few seasons of the anime. The TCG shows them, a few appear in the manga, hell, the games themselves mention them all the time. Sometimes you even see them outright, like the coral (not Corsula, **coral**) in Pokémon Rangers: Guardian Signs! So let's put the old debate to rest (at least in the current Jump): Are Animals real or not?

A: No! Absolutely not!

What are you, stupid? Of course Animals aren't real! What's next, you gonna start saying Mewthree is real?! Or 'Buried Alive'?! There's only six kingdoms of life: Protists, Bacteria, Fungi, Plants, Humans, and Pokémon! Huh? "Then why is Pikachu called the mouse Pokémon?" Did you flunk out of trainer school?! Of course Pikachu is the 'mouse' Pokémon! 'Mouse' is just Poké-Latin for 'Pikachu-like'! ARCEUS, YOU'RE DUMB!!!

B: They *were*, but not anymore...

Animals used to exist, but eventually, Pokémon replaced them in the world's various ecosystems. When did this happen? Oh… five hundred to a thousand years…ish? It was recent enough that Human culture still remembers them, but distant enough that no one alive, or even back to their great-great-great-grandparents were around while they were.

C: Yes, but only the overlookable ones…

Coral? Sure. Insects? Obviously. Certain types of small fish? Sounds fine to me. Just don't go overboard into stuff like horses and dogs and we're all good.

D: Yes! Absolutely!

What are you, stupid? Of course Animals are real! What's next, you're gonna start to question if the sky is real?! Or if grass is green?! Where the hell do you think we get our classifications for Pokémon from?! Huh? "Then why do I see so many Pikachu, but never any mice?" Did you flunk out of trainer school?! Of course you see more Pikachu than mice! Mice aren't native to this part of the world! GOD, YOU'RE DUMB!!!

…Hey, you ever wonder why we don't just attack the Trainer?

There's a kind of unspoken rule in the Pokémon games and anime: "We don't fight, our Pokémon do!" Even when it comes to criminal activities. In the Adventures manga however… Well, let's just say fights have a bit higher stakes to them. So, which one would you prefer?

A: What do you mean "Attack the Trainer"?

"Sure, I'm here to steal your Pokémon, but I have to beat you in a battle with mine first! …huh? What's that? 'Why don't you just attack me using your Pokémon?' …I-I don't, I don't get what you're saying. That doesn't make any sense." The only violence here is Pokémon vs Pokémon. This will even apply to you. Sure, wild Pokémon will still attack you, and you know for a fact how dangerous they can be, but the idea of using one of your Pokémon's to threaten the physical wellbeing of another person will just never seem to cross your mind, or the mind of your companions for that matter.

B: A-are you some kind of Psychopath?

This option is similar to the previous option, except physical altercations are not *completely* out of the realm of possibility. Sure, you'd have to be a puppy punting asshole on the level of Ghetsis before you even consider turning your Pokémon against the trainer themselves, but such people *do* exist somewhere in the world. In layman's terms, this changes using your Pokémon against other human beings from an impossibility to just a huge and terrible social taboo that even most evil gangs wouldn't cross, so things will still mostly be decided through Pokémon battles.

C: THIS IS NO GAME, YOU'RE FIGHTING TO LIVE!

We're taking the manga's approach to things. Sure, actual Pokémon tournaments like the League or Contests still operate as a sport with their own rules on what is and isn't allowed, but such a luxury won't be available when criminals and other ne'er-do-well are concerned. Rather than an RPG 1 on 1, battles are a chess match where the goal is to take out the opposing King (aka, the trainer). You let out as many Pokémon as you can accurately control at a time, unless you have some way of benefiting from releasing them later. If you want to survive, you'd better make sure to train your own body just as much as your team's.

D: Fuck it, we Shonen now!

…huh. You know what? That previous battle system sounds like a lot more fun than the sport we usually see. Hey, fuck the game's rules, let's do that instead! Sure, we'll have certain rules in place, like it'll be a fight to knock out your opponent or get them immobilized or to surrender rather than a death battle, certain restrictions on how many healing items you get to use per match, and we'll make sure to have plenty of Nurse Joys on standby to ensure no one takes any permanent damage, but other than that let's go crazy with this!

Is Mega Evolution bad for Pokémon?

Originally, Mega Evolution was sold to us as the culmination of the bond between a trainer and their Pokémon. However, Gamefreak wanted to swap to a new generational gimmick, so in Gen VII they retconned that Mega Evolutions all have very negative side-effects to the Pokémon that's Mega Evolving. So, which is it?

A: It's not bad.

A Pokémon may take a while to get used to their new found powers, but outside of the stamina it takes to sustain such a transformation, Mega Evolution has no painful or drastically negative side-effects to those using it.

B: It's not bad, it just takes a lot of stamina to pull off.

Basically the exact same as the previous option, but the amount of stamina it takes to sustain the transformation from both the Pokémon and its trainer is much higher.

C: It's not bad, but a lot of people think it's bad.

All those claimed negative side effects aren't actually real, but a substantial percentage of the world wholeheartedly believes them, either due to in-universe propaganda or misconceptions brought on from watching Mega Evolutions in action.

D: It's bad.

You'd better make damn sure it's worth going Mega when you battle, cuz your Pokémon is gonna suffer for it.

Are Pokémon Companions or Followers?

The way the original Quicksilver Pokémon Jump sets it up, Pokémon seem to fall more into the Follower category (being tied to Pokéballs, and thus being storable inside the Cosmic Warehouse) rather than the Companion category (having to be specifically imported as a Companion for any Jump you want to take them into). However, certain other Pokémon Jumps, like the Anime Pokémon jump, seem to imply that your starter would be more of a Companion than a Follower. Some people may prefer one way or the other. So for the sake of simplicity, I'll let you decide. Obviously, this will only apply to Pokémon caught in this Jump, so bringing a Companion Pokémon from a previous Jump won't let you change them into a Follower just by having them come to this Jump.

A: Pokémon are Followers.

They can be put into a Pokéball. A Pokéball can be put into my warehouse. Why wouldn't I be able to store my Pokémon in my warehouse? You don't honestly expect me to pay to import each member of my living dex as Companions into my next Jump do you? Sure, a Pokémon can be *made* into a Companion later on, but I'll cross that bridge when I get to it!

B: Pokémon are Companions.

I'm not the "gotta catch 'em all" type. I got my party, and I'm gonna make sure they get the same chance to acquire Perks, Items, Backgrounds and Alternate Forms that I do!

Further Explanations

* Explanations

*[1]: Ancient Traits

Ancient Traits do not override a Pokémon's Ability, but I disallowed Pokémon from having both their Hidden Ability and an Ancient Trait for balancing purposes. Each individual Pokémon can only have 1 Ancient Trait. Their effects are as follows:

α Recovery

When this Pokémon is healed, double the amount healed.

α Growth

When this Pokémon's stats are raised, double the amount said stats are raised by.

Ω Barrage

When this Pokémon uses a physical or special move, it may choose to do it again in the same 'turn' at half strength.

Ω Barrier

This Pokémon is immune to negative effects from foe's items.

θ Stop

This Pokémon is unaffected by opposing Pokémon's Abilities.

θ Double

This Pokémon can equip two items simultaneously.

θ Max

This Pokémon regains full health the first time it changes form in a battle, but retains any status effects & stat changes.

(Special thanks to VonKrieger for the idea of how to translate this one into the setting!)

Δ Plus

This Pokémon gains a boost to a random stat any time it knocks out another Pokémon.

Δ Wild

This Pokémon gains an extra resistance to Grass, Fire, Water, and Electric type moves.

Δ Evolution

This Pokémon can evolve sooner (or easier in the case of certain evolution methods) than others of its species, and are not barred from evolving due to extraneous factors (such as gender, location, time of day, requiring specific Pokémon in the trainer's party, and so on). If a Pokémon evolves by being traded while holding a specific item, it may evolve by leveling up while holding that item instead. If it has a Mega Evolution, it no longer requires its respective Mega Stone to Mega Evolve, so long as its trainer has a Keystone. If it has its Mega Stone, it may Mega Evolve without its trainer having a Keystone, or even without a trainer at all.

*[2]: Beeg

This is effectively a combination of Totem Pokémon from Sun and Moon with Alpha Pokémon from Legends Arceus, as I found the two too similar to justify forcing the player to pay for each individually. You may decide which name they are referred to as in-universe.

While it says they are "Twice as big" as normal Pokémon of their species, this is a generalization to get across the point that they are large, but not anywhere close to as big as Titan or Gigantamax Pokémon.

In case it was unclear, the name for the option is meant to be pronounced like a memetic version of the word 'Big' where the I sound is replaced with an 'E' sound.

Because explaining the joke always makes it funnier!

*[3]: Typeless

Since Typeless Pokémon in this supplement were based on the ??? type from Generations 2-4, I tried to give them traits that would hint at an atypical nature. And since the only reason Pokémon (outside of eggs) would be this type is as a result of glitches, I tried to subtly imply that they are from another world. The reason they 'show signs of neurodivergence' is because by the standards of the reality of the Jump they're imported in, that's exactly what they are. However, they would be considered quite neurotypical in the reality where they come from. Also, don't worry about their subtle spasms. It's just a natural involuntary movement Pokémon of their world do from time to time. It doesn't hurt them, nor will it happen during times where it would be detrimental to them or their allies.

*⁴: Purifying Shadow Pokémon

Since there's no guarantee that the Jump this Supplement is applied to will have the methods used to purify Shadow Pokémon in their original games available, I am adding the following as additional ways of purifying Shadow Pokémon (however, keep in mind that these must be done after having spent enough time around said Shadow Pokémon for them to have warmed up to you):

1: In addition to Celebi; Mesprit, Cresselia, Lugia, Ho-oh, Xerneas, Manaphy, Shaymin, Arceus, Meloetta, and Magearna can also purify Shadow Pokémon. This also applies to certain objects & rituals related to them (I.E. a feather of Ho-oh, a Gracidea flower that Shaymin has interacted with, a recording of Meloetta's Relic Song, ect.).

2: A 'Crowning Moment of Heartwarming' (as Tv Tropes calls it). Some sappy shit; like the scene in the first episode of the Pokémon anime where Ash goes to shield Pikachu from the oncoming Spearow swarm, or refusing to leave the Shadow Pokémon's side for days on end after they've come down with a major sickness, or reintroducing the Shadow Pokémon to something that brought them great joy before they were experimented on; the kinds of scenes everyone claims "Didn't get to them" while discussing it with their friends when they know for a fact it made them go through an entire box of tissues.

3: Any significantly strong purifying perk/item/superpower/spell obtained in a previous Jump.

*[5]: Phantoms

You can decide whether the "Monstrous Specter" form a Phantom Pokémon takes looks like the Ghosts from the Gen I/Let's Go games, or the Ghosts from the FRLG games/Pokémon Origins anime.

Single-typed Phantom Pokémon will have an additional Ghost typing added (unless they were Ghost type to begin with), while Phantom Pokémon with two types will have one of their types replaced with Ghost (again, unless one of those types is already Ghost). If a Pokémon is both a Phantom Pokémon and a Typeless Pokémon, then it will be Typeless (??? type).

A Phantom Pokémon can choose to make itself look like either a "Monstrous Specter", or a ghostly version of their normal selves. While in the former form, Pokémon that are significantly weaker than them (let's say, half their level in game terms); with the exception of Ghost types; will be unable to attack them out of fear. In any League Approved battle, going into this form would be considered cheating, but it is a nice option to have when you're traveling in the wilderness and want to keep the more annoying wild Pokémon off your back for a while.

*[6]: Regional Legendaries

When I say that "Said Legendary Pokémon must belong to the same group", I am referring to them being in the same Duo (such as the Mew Duo of Mew and Mewtwo, the Eon Duo of Latios and Latias, or the Lunar Duo of Cresselia and Darkrai) or Trio (such as the Super-ancient Pokémon Kyogre, Groudon, and Rayquaza; the Lake Guardians Uxie, Mesprit, and Azelf; or the Legendary Beasts Raikou, Entei, and Suicune).

If you wish to have the legendary group be one of a larger size (like the Legendary Titans, the Forces of Nature, or the Swords of Justice), then you must either use a version of said group that only has 3 members, or pay an additional **100 VP** for each member the group has past the 3rd (So using the Four Forces of Nature will cost **400 VP**; while a version of the Legendary Titans that has the three original, Regigigas, and the two Galar additions will cost **600 VP**).

*[7]: Original Paradox Pokémon

Here are some guidelines for any Paradox Pokémon you create with this option:

1: This probably goes without saying, but they must be based on existing Pokémon. That being said, said existing Pokémon can also potentially be one you've created in the **New Evolutions** section of the Supplement.

2: If you want to, you could even base them off of a combined form of a Pokémon's split evolution (such as how Iron Valiant is a combination of Gardevoir and Gallade). Likewise, you may base Legendary Paradox Pokémon you create off of fusions of Legendary Pokémon groups (see the previous * section for a clarification of what I consider said "groups" to be).

3: Ancient Paradox Pokémon can only have the ability Protosynthesis, and Future Paradox Pokémon can only have the ability Quark Drive. However, in the case of you creating a Legendary Paradox Pokémon, you are allowed to instead have said Legendary Pokémon's only ability be Orichalcum Pulse for an Ancient Paradox Pokémon or Hadron Engine for a Future Paradox Pokémon if you so desire.

4: For each 7 Non-Legendary Paradox Pokémon you create, 1 of them may have their base stat total be 590, while the others will have their base stat total be 570. For Legendary Paradox Pokémon, you can choose their base stat total to be anything you want, so long as it doesn't exceed 670.

5: All Paradox Pokémon are Gender Unknown (aka Genderless), cannot breed, and have no evolutions or pre-evolutions.

6: You may create a signature move for each Legendary Paradox Pokémon you create. Just make sure it's balanced.

7: The following are traits that existing Paradox Pokémon share, but ones that I am not forcing Paradox Pokémon you create to follow. Just some information to keep in mind in case you want your created Paradox Pokémon to feel more authentic.

 7.1: Every Paradox Pokémon is dual typed, with one of their types being the same as the Pokémon they are based off of while their other type is different.

 7.2: All Ancient Paradox Pokémon have odd-numbered base stats, while all Future Paradox Pokémon have even-numbered base stats.

 7.3: All Ancient Paradox Pokémon are taller than the Pokémon they are based on, while all Future Paradox Pokémon are shorter than the Pokémon they are based on (with the sole exception of Miraidon).

*8: Z-Moves

When making Pokémon-specific Z-Moves, keep the following in mind:

1: They each correspond with a specific move (in the sense of them being the Z-Move replacement for that move).

2: One Z-Move can be shared by multiple Pokémon, but said Pokémon must have a strong thematic link to justify it (like being branching evolutions of a single Pokémon or being part of a Legendary duo/trio/other-numbered-grouping).

3: Try to keep them roughly at the same strength/utility level as the currently existing signature Z-Moves.

4: Each one requires a specific, silly pose to pull off.

*9: Dynamax/Gigantamax

Normally, I'd type in here the specific stat boosts, bonuses, and special moves a Gigantamax Pokémon gets, but honestly at this point I just want to get this Supplement finished. As such, I'd recommend you look up the existing Gigantamax Pokémon and model your Gigantamax forms' stat boosts, bonuses, and special moves off of them. As always, be responsible with your wanks.

*10: Bond Phenomenon

Mechanically, a Bond Phenomenon Pokémon gains the following:

1: Add 110 points to its base stat total.

2: The Pokémon's signature move/s gains a special buff and/or added effect while in their Bond Phenomenon form (for example, Ash-Greninja's Water Shuriken gets its damage increased from 15 to 20, and is guaranteed to hit three times). If the Pokémon does not have a signature move, then choose one of its moves it learns via level-up to apply a buff/added effect to. Try to make it significant, but not too overpowered.

3: Since this is based more on the Bond Phenomenon from the anime and less on the Battle Bond Greninja from the games, the Pokémon's ability is not replaced by Battle Bond.

*[11]: Mega Evolution

When making Mega Evolutions, make the following changes to the Pokémon:

1: Increase its base stat total by 100 points. You may also rearrange up to 40 points from its various stats (I.E. taking 40 points from one stat to put into another).

2: Select a new ability (or one of its pre-existing abilities) for it to have.

3: Optionally, you may change, add, or remove up to 1 type from the Pokémon.

A Pokémon may have up to three different Mega Evolutions (labeled as X & Y if they have two, with Z being used if they have three). Each time you pay to make a group of Mega Evolutions, three of them are allowed to belong to Legendary/Mythical Pokémon.

*[12]: Primal Reversion

When making a new Primal Form, make the following changes to the Pokémon:

1: Increase its base stat total by 100 points.

2: Create a new ability that's an upgraded version of its original ability (or one of its original abilities if it has multiple) for it to have.

3: Create an Orb item that the Pokémon is required to hold in order to become its Primal Form.

*[13]: Origin Form

When making a new Origin Form, make the following changes to the Pokémon:

1: Swap up to two pairs of stats (for example: swapping its physical attack with its special attack and its physical defense with its special defense).

2: Select a new ability (or one of its pre-existing abilities) for it to have.

3: Create a Core item that the Pokémon is either required to hold in order to become its Origin Form, or can be used on the Pokémon to swap it between its Origin and Altered Forms. If the former method is chosen, said item will also increase the damage of moves of its natural type/types by 20%.

*¹⁴: Debut Pokémon

Here are some things you can purchase with this option:

1: A Pokémon with its original Type/Types.

Examples: A normal type Clefairy from Gen I, a pure psychic type Gardevoir from Gen III, or a Rotom that remains electric and ghost type no matter which of its forms it's in from Gen IV.

2: A Pokémon with its original Type matchups.

Example: A Gen I Alakazam that is immune to Ghost type attacks instead of being weak to them, or a Gen V Klink that resists Ghost and dark type attacks instead of taking neutral damage from them.

3: A Pokémon with its stats from Gen I (meaning that its special stat is both its special attack and its special defense).

Examples: A Chansey with a special attack stat of 105, or a Gengar with a special defense of 130.

4: A Pokémon with moves and/or an ability that functions how it did in a previous generation, glitches included.

Examples: A Gen I Pokémon with a Hyper Beam that doesn't force them to take a turn to recharge so long as it knocks out the opponent's Pokémon, or a Gen V Pokémon with a Drizzle ability that lasts forever unless another weather move/ability is used.

*15: Partner Pokémon

When making a Pokémon into a Partner Pokémon, make the following changes to it:

1: Add 110 points to its base stat total.

2: Make it incapable of evolving.

3: Give it perfect IVs.

4: Create 4 (or 9 for an extra **50 VP**) signature moves for it on the same power level as the Partner moves from Let's Go Pikachu & Eevee. Yes, they must have similarly stupid sounding names.

5: Optionally, you may choose to have your Partner Pokémon be either slightly bigger or smaller than other members of its species. Likewise, if Shiny, Alternate Pattern, or Alternate Color Pokémon exist in your Jump's setting (either naturally or by introducing them to its setting with this Supplement), you may choose to have your Partner Pokémon be one of them for no extra cost.

Additionally, your Partner Pokémon will also have the ability to learn Secret Techniques based on HMs you acquire & occasionally find Gift Items.

*16: Costume/Cosplay Pokémon

The only limits to what moves a Costume/Cosplay Pokémon can get are the following:

1: The Moves have to at least be tangentially related to what their costume is (so you can't for example have a Pokémon learn Spore by dressing up like a robot).

2: The Moves can't be Signature Moves of Legendary or Mythical Pokémon. They can however be the Signature Moves of regular Pokémon.

Costume/Cosplay Pokémon are implied to be keeping their costumes in a hammerspace when not using them, so you don't need to worry about where you're going to be storing them. Before you ask: No, Costume/Cosplay Pokémon cannot use that hammerspace for anything other than storing their unused costumes. Also, said costumes will not give other Pokémon the ability to use their assigned moves when worn.

A Costume/Cosplay Pokémon's costumes will change to fit their new bodies if they evolve or change form.

*[17]: Perfect Shadow

You may either have XD000 have the same moveset as Shadow Lugia, or you may give it a moveset of 4 Shadow moves of roughly equal strength/utility as Shadow Lugia's original moveset. This includes the option for one of these moves to be an original Shadow move unique to XD000. If XD000 has the ability to change back into its Shadow form after being purified, it will regain these 4 moves while in said form.

When purified, XD000 may have two moves it normally cannot learn. Much like with the moves a Costume/Cosplay Pokémon gets, one of these moves must be a move that one could logically see XD000 being able to perform, and cannot be the signature move of a Legendary/Mythical Pokémon. However, the other one of these moves can be any game move of your choosing, even if it IS the signature move of a Legendary/Mythical Pokémon.

*[18]: Toy Pokémon

In case it wasn't clear, these are meant to be the Toy Pokémon from the Pokémon Rumble series of games. I haven't played the series in a long time, so to cover my bases for the version of them included in this Item: they are not gonna be very strong. Sure, a Fire Type might be able to start a fire, or an Electric Type may be able to charge something for you, but they're not gonna be winning any battles against real Pokémon unless they're something like a newly hatched Magikarp. Because of this, and unlike most other kinds of Pokémon purchased from this document, you **can** choose to have your Toy Pokémon be a Legendary/Mythical Pokémon if you wish.

Not-* Explanations

1: Why is such-and-such not compatible with so-and-so?

Hidden Abilities & Ancient Traits

Explained in *[1], but to further elaborate: Ancient Traits function similarly to how Abilities function in the TCG, and as far as I am aware, there isn't a Pokémon that has both an Ancient Trait and an Ability in the TCG. The main reason I didn't have Ancient Traits replace a Pokémon's Ability is for the handful of Pokémon like Slaking and Regigigas who have negative abilities for balancing purposes.

Light Pokémon & Dark Pokémon

Because they are designed to be inversions of each other. Light Pokémon sacrifice higher damage output for higher health pools. Dark Pokémon sacrifice higher health pools for higher damage output. These two traits cancel each other out. If you had a Pokémon that was both Light and Dark, it would be functionally identical to a regular Pokémon.

Delta Pokémon and Typeless

The meta/balancing reason? Since Delta Pokémon keep their original strengths, weaknesses, and immunities, it would effectively give you a Pokémon with no weaknesses that still got Same-Type-Attack-Bonus from using moves of its type, which isn't fair. The in-universe reason? The experimental type of electromagnetic waves that created Delta Pokémon don't affect Typeless Pokémon, since they are from a different universe with ever-so-slightly different physics.

Shadow and Phantom

Like with the previous pair, there's a meta/balancing reason, and an in-universe reason. For the meta/balancing reason, a Phantom Pokémon can only be permanently defeated by helping set its soul to rest. This isn't exactly possible if said Pokémon is incapable of feeling positive emotions like Shadow Pokémon are. So if a Pokémon managed to be both a Phantom Pokémon and a Shadow Pokémon simultaneously, it would not be possible to defeat it without using mechanics or abilities from other Jumps. For the in-universe reason… Well, to not get too dark, let's just say that, for a Pokémon that experienced both the trauma of having its heart sealed away and the experiences that would cause a Pokémon to be unable to pass on, its desire to escape its current pain would override any drive to finish its unfinished business.

Ancient Giants and every other Variant

Look, these guys are already Kaijus as it is, with strength comparable to Legendary/Mythical Pokémon. Giving them more powers on top of that just wouldn't be fair.

Starter/Unique Pokémon Modifications

All the incompatibilities between Universal Variants and Unique Pokémon were done for either balancing purposes or lore reasons (more often the former than the latter).

List of things to add in future versions of this Supplement

Universal Variants
> *{Done, unless I come up with more ideas later}*

Specific Variants
> *{Done, unless I come up with more ideas later}*

Universal Transformations & Mechanics
> *{Done, unless I come up with more ideas later}*

Specific Transformations & Mechanics
> *{Done, unless I come up with more ideas later}*

Unique Pokémon
> *{Done, unless I come up with more ideas later}*

New Evolutions
> *{Done, unless I come up with more ideas later}*

Items
> *{Done, unless I come up with more ideas later}*

Jumper Race
> *{Done, unless I come up with more ideas later}*

Meta Modifications
> *{Done, unless I come up with more ideas later}*

Fun Fact

The word 'Pokémon' was used 457 times in this Supplement (458 times if you also include the one I used in this sentence).