

POKEMON AND THE LAST WISH JUMPCHAIN



*Every 1000 years a comet appears in the night sky.
It can only be seen for seven days before it disappears again,
for another 1000 years.*

*"The Millennium Comet" is a special type of comet,
containing an immense amount of energy.
It is said that this energy has the power to awaken 'The Wishmaker'.*

Welcome to the Peskan region! You've arrived at a momentous time. The Millennium Comet is approaching, and with it comes the awakening of the legendary Wish Pokemon, Jirachi. Will you be one of the brave trainers who helps save this mythical being? Or will you seek to harness its power for your own purposes?

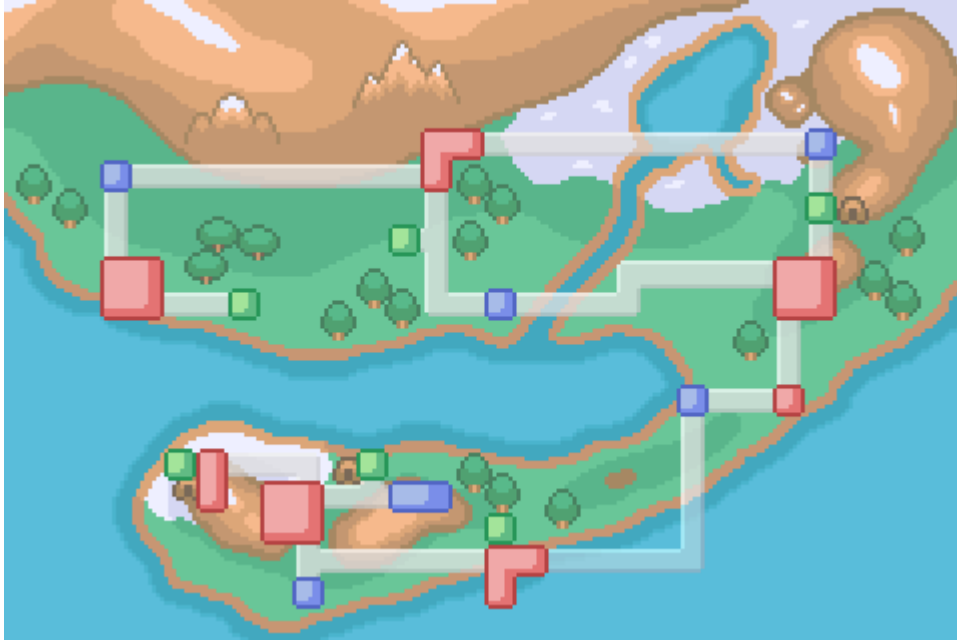
You will spend 10 years in this world, starting three years before the events of Pokemon and the Last Wish Part II, when the North and South regions have merged and the Peskan Region is whole again. In about one week after your arrival, the Millenium Comet will appear in the night sky.

You have **1000 CP** to spend.

LOCATION

You may choose your age and sex for free.

Roll 1d8 for location, choose Celtic Town or Ronchi Town for free,
or pay **100 CP** to choose freely.



1: Celtic Town - A sleepy town with a Pokemon laboratory.

2: Toledo Village - A quiet village with a Pokemon daycare.

3: Anakiwa City - A small city that happens to be next to Jirachi's resting place.

4: Merlow City - A coastal city with a Pokemon research facility.

5: Ronchi Town - Another sleepy town with a different Pokemon laboratory.

6: Rosewood City - A big city with its own gym and connected power plant.

7: Sambucha Town - A native town whose only draw is its casino.

8: Wakaiwa City - A city that runs the television network. Also next to the safari zone.

ORIGINS



You can choose to enter with memories appropriate to your origin, or take any background as a **Drop-In** with no existing memories or history.

Drop-In (Free)

Drop-In: You just got here. Maybe you moved from Hoenn or Kanto, or maybe you just popped into existence. You have no baggage, but no connections either.

Local Trainer (Free)

You grew up in the Peskan region. You know the towns, the legends, and the people. You're ready to start your journey, perhaps a bit late, but eager nonetheless.

Comet Researcher (Free)

You aren't here just for badges; you're here for science. You work with Professor Plum, studying the unique energy readings of the Millennium Comet, or with Professor Apricot, studying the region and its Pokemon as a whole.

Wish Seeker (Free)

You want the Wishmaker's power. Whether for good, evil, or personal gain, you are obsessed with the legend.

PERKS

The **100 CP** perk from your chosen origin is free.
Other perks from your origin are half-price.

=== General Perks ===

Following Pokemon (100 CP)

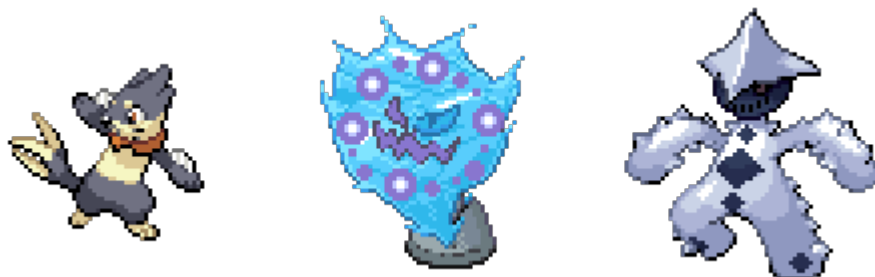
In this region, many Pokemon enjoy walking beside their trainers rather than staying in their balls. Your Pokemon are happier, more loyal, and gain experience slightly faster when allowed to stretch their legs this way.

Voltseon's Pause Menu (100 CP)

You have access to a clean, crisp, Gen-5 style HUD for your life. Menus are snappy, Pokedex entries are detailed, and you can organize your inventory quick and efficiently.

Regional Adaptation (100 CP)

The Peskan region is home to some unique regional forms. You can bring out dormant genetic potential in your Pokemon by training them in a specific environment, shifting their typing and appearance into a regional variant suitable for that biome. This doesn't happen unless you actively want it to happen.



=== Drop-In Perks ===

Type Effectiveness (100 CP)

You have a grasp on the type chart for whatever world you're in. If something has a weakness or a resistance, whether elemental or something else altogether, you can sense it and take advantage of that. You never get caught off guard by a surprise immunity.

Rapid Growth (200 CP)

The Millenium Comet only appears for a few days, so you'll need to advance quickly. You learn and grow at an accelerated rate. Training that would take weeks takes hours. Bonds that take months to form happen in days.

Protagonist (400 CP)

You have that special something. Rare Pokemon and rare finds in general appear more often for you. Shinies are just a little bit more common. Events seem to wait for you to arrive before kicking off.

The Last Wish (600 CP)

Once per jump, when you or your team are in a truly hopeless situation, you can make a wish with your heart. This triggers a miracle, a sudden evolution, a form change, or a weather shift, something that perfectly counters your foe or fixes whatever situation you're in.

=== Local Trainer Perks ===

Native (100 CP)

You know the lay of the land for whatever world you're in. You know how routes connect cities together, and you know the local social customs and superstitions. You have general knowledge of the region's geography and culture, enough to seamlessly blend in with people who have lived there their whole lives.

Training Weight (200 CP)

It's common knowledge that choosing a grass starter is known as "hard mode" here. You thrive under self-imposed challenges. The harder you make things for yourself, the faster you improve. If you fight with a handicap, your gains are doubled.

Eugenics (400 CP)

You need not be a Pokemon professor; you understand your Pokemon on a deeper level without needing machines or instruments. You know the EV/IV spread of your Pokemon and can visualize their growth potential as a stat sheet. With a touch, you can even adjust these values, turning the gains from strength training into endurance training for instance.

Challenger (600 CP)

You thrive under pressure. The more people watching you, the better you perform. In high-stakes matches (League fights, world-saving duels), your reaction time peaks and your commands are executed with frame-perfect precision. Additionally, so long as there exists someone better than you, your training will never plateau as you try to reach their level.

=== Comet Researcher Perks ===

Lore Keeper (100 CP)

You know the legends of the world you're in. You know when the comet appears, you know about the Wishmaker, and you know the vague rumors surrounding Deoxys. You are a walking encyclopedia of myths, and beyond just information, you have a general feel for how true any given myth is.

Pokedex Completion (200 CP)

You have the drive to complete any form of encyclopedia or collection. You instinctively know what you're missing and have hunches about where to find it. You also know the best way to delegate these tasks to junior researchers and aides, gaining their knowledge the moment they acquire it without needing them to report back to you.

Astronomer (400 CP)

You can sense the energy of the cosmos. You can track the Millennium Comet's energy signature, helping you locate things like meteorites, moon stones, or extra-terrestrials and extra-terrestrial Pokemon. This is a pretty niche perk so as a bonus, your horoscopes are accurate enough that you can reliably use them to vaguely read the future, and you can use the stars in the sky as a map and compass no matter how hard they are to see.

Tech Specialist (600 CP)

You are adept at operating and repairing unique tech, from Pokedexes to bizarre fusion machines. You can reverse-engineer strange devices with ease. You can take two disparate databases, magic systems, or technologies and merge them into a unified, working whole using raw science and logic.

=== Wish Seeker Perks ===

Tunnel Vision (100 CP)

When you have a goal, nothing distracts you. You can ignore pain, fatigue, and annoying morals to get what you want. Your ability to focus and tune out distraction is legendary, and you won't get burned out no matter the setbacks, stress, or challenges.

Odd Aura (200 CP)

You project unease at will. People find it difficult to reject your questions or lie to you. Feral Pokemon and malicious creatures find you intriguing and might not show their usual hostility. You can even command your Pokemon to attack humans directly, and they will obey without hesitation.

Green-Eyed Jealousy (400 CP)

If you want something, you can take it. You can take and steal anything you want from anyone, and they'll be powerless to do anything about it. If someone were to catch a legendary wish-granting Pokemon before you, for example, you could just take it from them and make the wish yourself. The moment you try to leave with it though, they'll snap out of it and probably try to stop you.

Forced Fruition (600 CP)

You can forcibly fuse two subjects together, such as a Pokemon with a human or another Pokemon, to create a powerful hybrid. The result will have the greatest traits of both parts, all of the unique abilities of each, and can even be further fused onto other subjects.

ITEMS

You receive a **200 CP** stipend to use in this section only.

Freebies (Free)

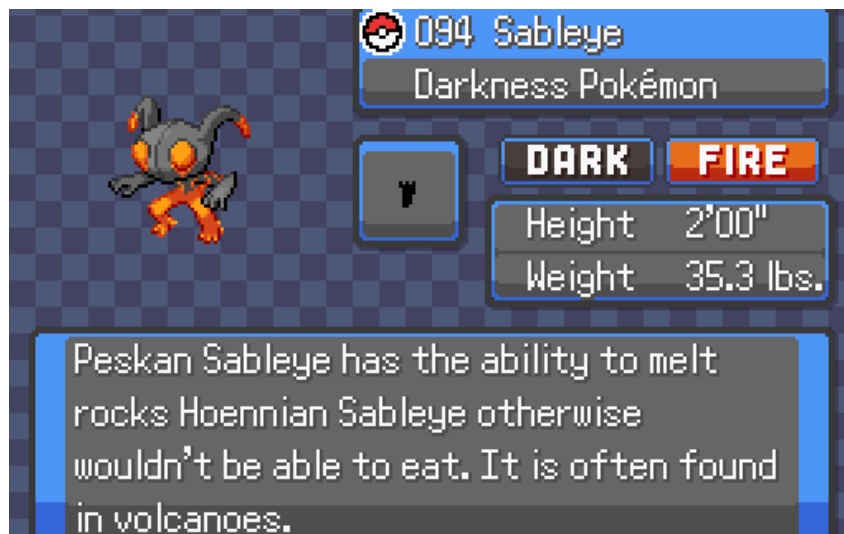
One set of all-terrain all-weather clothes and a pair of fitted running shoes, one wallet containing 2000P and a trainer card, as well a backpack containing 10 Pokeballs, 10 Potions, one bottle of fresh water, some travel rations including dried berries, and a map of the Peskan region. These items do not replenish themselves once they're used up.

EXP Share All (100, Free for Drop-In & Local Trainer)

This device causes all Pokemon in your party to gain experience from battles, even if they don't participate. This particular model extends to all types of training, from weight lifting to studying, and can affect creatures other than just Pokemon, and even other people.

Pokedex (100, Free for Comet Researcher & Wish Seeker)

The Peskan region is small, so usually only researchers have a Pokedex. It can scan and provide information on any creature you encounter, not just Pokemon. A prototype Pokesearch function allows you to seek out specific Pokemon or specific energy signatures in the nearby area, even if you haven't encountered them before.



Outfit Kit (100 CP)

This box has clothes and accessories for you and your Pokemon that you can use to coordinate special outfits. These aren't just cosmetic, with certain outfits offering minor boosts and special effects for your Pokemon. They do, of course, also happen to look very stylish and will turn heads.



Technical Machines (200 CP)

A special set of TMs and HMs unique to the Peskan region. Some examples of TMs include Slack Off, Parabolic Charge, and Fire Lash, and can be taught to most Pokemon even if they normally wouldn't be able to learn them in other regions. HMs like Stomp can be used to crush underbrush too thick to cut, Aqua Jet can be used to cross rushing bodies of water like rivers, and Bounce can clear gaps when flying isn't an option.

Pokemon Television Station (200 CP)

Your own TV station with regional broadcasting capability. Comes with a professional crew that documents your adventures and builds your reputation and offers a steady source of income. The main draw is that it significantly increases your chances of getting tips about rare Pokemon locations or other places that might be worth checking out from viewers.

Pokemon Day Care (400 CP)

A cozy facility run by an elderly couple who never age. They can raise your Pokemon while you're away, helping them gain experience and potentially discover eggs. The staff are experts at genetic inheritance, allowing you to easily pass down specific moves or traits to offspring without the usual headache of complex breeding chains. The facility adapts to care for any trainable creatures in future jumps.

Pokemon Laboratory (400 CP)

A fully equipped Pokemon research laboratory that follows you between jumps. Contains everything needed for Pokemon research and care, including healing machines, a PC storage system, and basic research equipment. Automatically restocks supplies weekly. Can be used for things other than Pokemon.

Pokemon Safari Zone (600 CP)

A 30-acre preserve that automatically populates with rare Pokemon from around the world. Has increased shiny encounter rates and special Safari Balls that improve catch rates. It's possible to find unique regional variants that have never been seen before, as though the Safari Zone itself causes their development. In future jumps, it fills with that world's rare creatures.

Jirachi Statue (600 CP)

A replica of the statue found in Anakiwa City. Once per jump, if you pray to it with a pure heart during a starry night, your wish will be granted. This could be a rare item, a sudden windfall of cash, healing a sick friend, other miracles like that. Malicious, overly selfish, or greedy wishes might be rejected, but rejected wishes won't use up the statue's power.



COMPANIONS

Import (Free)

Import or create up to 8 companions. Companions may take any origin and receive their associated freebies and discounts, but cannot take drawbacks.

Each companion imported or created this way gains **200 CP** to spend. Additionally, for each **100 CP** you donate, each of your companions imported or created this way gains **an additional 200 CP** to spend.

Starter Pokemon (Free)

Choose one: Treecko, Bulbasaur, Cyndaquil, Torchic, Squirtle, or Totodile. Your chosen starter comes with perfect IVs and an ideal nature, taking to training quickly. They're loyal to a fault, willing to push themselves beyond their limits for you, and trust your commands even in the face of danger.

Peskan Regional (100 CP)

One of the Pokemon native to the Peskan region.

For whatever reason, this one can take on a human form at will. It receives all perks from the **Drop-In** origin and **600 CP** to spend. You can import a companion into this role.



The Rival (100 CP)

A talented trainer who's always one step ahead or behind you. They receive all perks from the **Local Trainer** origin and **600 CP** to spend. You can import a companion into this role.

Professor's Aide (100 CP)

A hypercompetent junior researcher.

They receive all perks from the **Comet Researcher** origin and **600 CP** to spend.

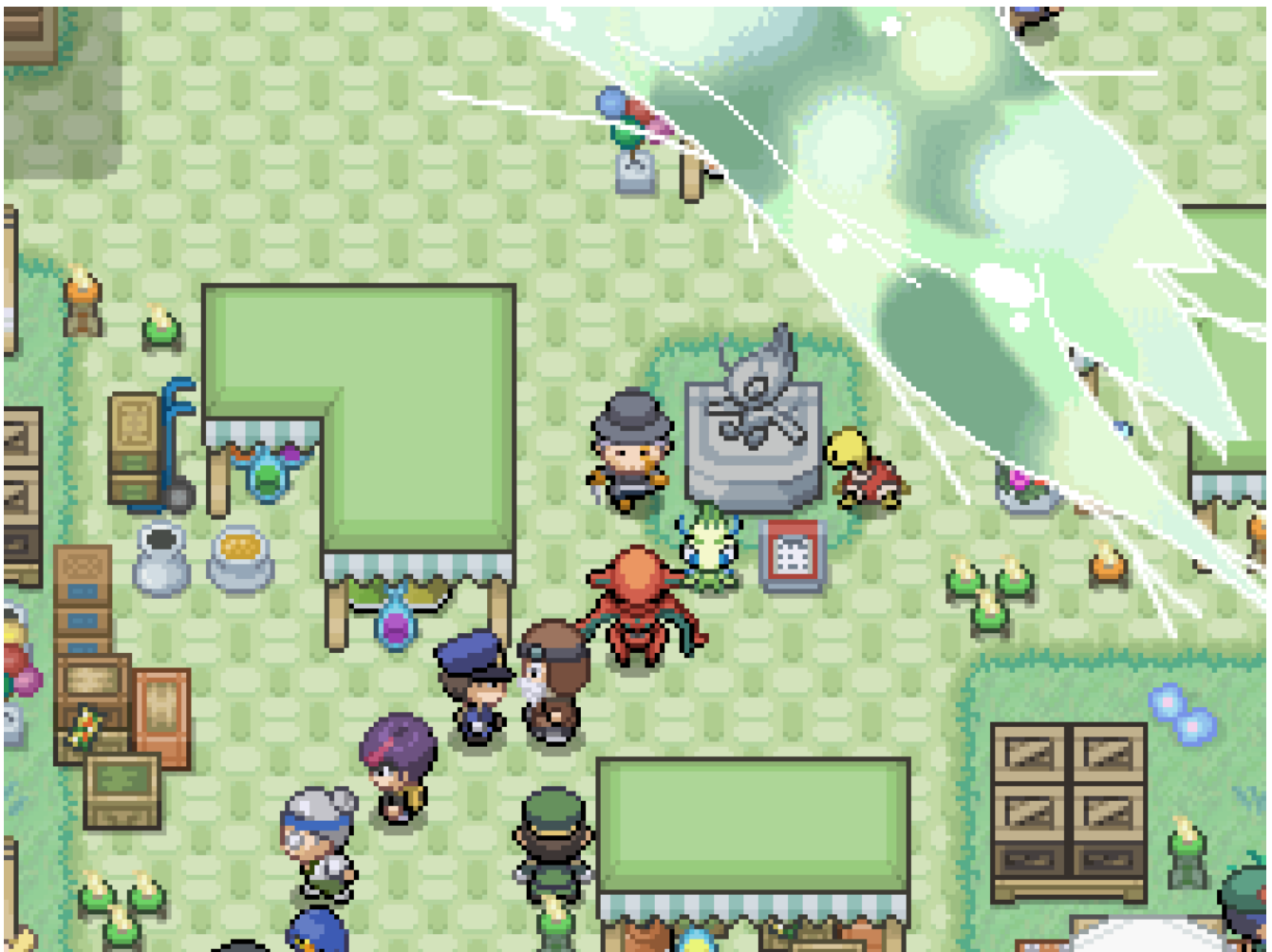
You can import a companion into this role.

Odd Person (100 CP)

A master of disguise and subterfuge.

They receive all perks from the **Wish Seeker** origin and **600 CP** to spend.

You can import a companion into this role.



DRAWBACKS

You can gain a maximum of **+1000 CP** from drawbacks.

Hard Mode (+100 CP)

Trainers are smarter, Gym Leaders have better coverage moves, and wild Pokemon you encounter are stronger than they should be. This isn't just a casual walk in the park any more, and genuine threats just became that much more dangerous.

Late to the Festival (+100 CP)

You always arrive just as important events are starting, giving you no time to prepare. You constantly feel rushed and behind schedule.

Wild Aggression (+200 CP)

Wild Pokemon are unusually aggressive toward you. Nuisances like Magnemite might swarm electrical equipment you use, and stronger Pokemon like Cacturne could go mad and actively hunt you.

Merged Confusion (+200 CP)

You arrive during the chaotic merger of North and South Peskan. Maps are wrong, people give conflicting directions, and the local laws change from town to town. Navigating the region will take longer than expected.

Inevitable Betrayal (+400 CP)

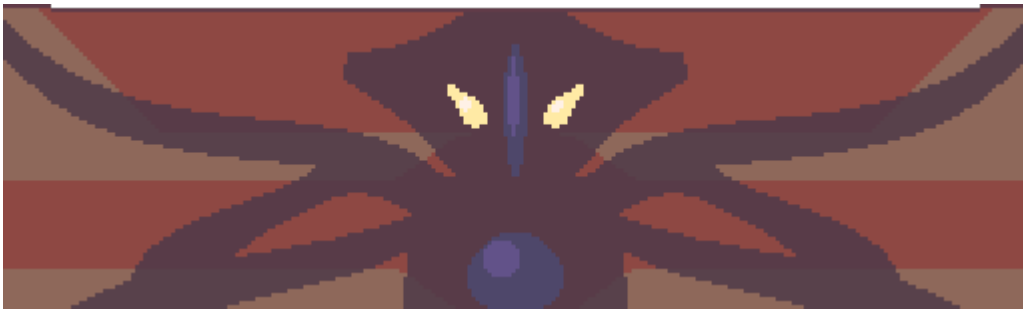
Someone seemingly trustworthy will betray you for their own gain. You won't know who until it happens. This won't affect your Pokemon or your companions, but the people in this world have their own wants and needs, and at least one of them will be pushed to take it from you by force. What will you do when things go wrong at the worst possible moment, and you realize you have fewer allies and more enemies than you thought?

Target (+400 CP)

The Odd Lady isn't just after Jirachi; she's after you. She believes your soul contains the energy needed to awaken the comet permanently. She's able to teleport instantly and has no qualms about bypassing your Pokemon and attacking you directly. Expect constant ambushes by her.

Deoxys Nightmare (+600 CP)

The fusion experiments succeeded early. A monstrous Deoxys-Human hybrid is roaming the region, hunting down strong trainers to absorb their bio-energy. It's a boss monster that scales to your power level.



Star-Crossed (+600 CP)

One thousand years ago, a mysterious old woman read the stars and foresaw that a being of unimaginable power and potential would appear in this world. She made a desperate plea, wishing for this being to be reduced to nothingness. Jirachi heard her wish and now, 1000 years later, you're here. All of your perks from other jumps are disabled for this jump, and you are unable to access your warehouse. You're stripped down to your body mod and will need to rely on your skills and your Pokemon.



SCENARIOS

The Millenium Awakening

Goal:

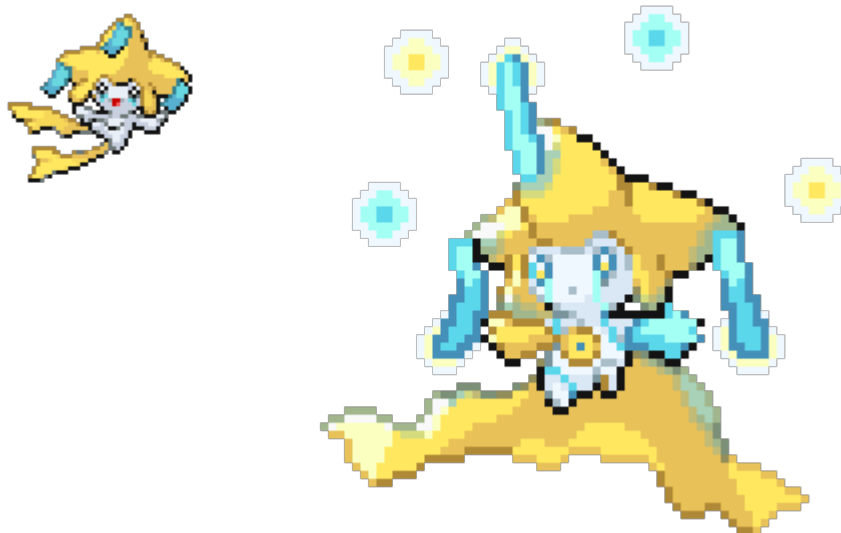
Protect Jirachi during the 7 days the Millennium Comet is visible.

Conditions:

You must travel with Jirachi, help it recover from its illness, and keep it safe from the Odd Lady and other rare hunters. On the 7th day, you must battle the Odd Lady at the statue in Anakiwa City and either convince her to give up on her mission or defeat her for good.

Reward:

Jirachi joins you, either as a Pokemon party member and follower, or as a genuine Companion. This Jirachi can enter its Awakened form at will, granting it a massive stat boost and the ability to create miracles. Jirachi is able to speak telepathically, but its intelligence is closer to that of a child's.



Wounds Unwound

Goal:

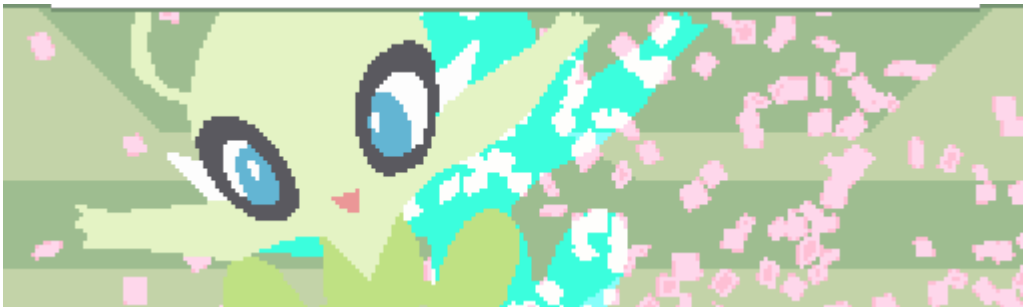
Acquire the Chrono Vice and use it to stabilize the corrupted rifts in time.

Conditions:

You have to travel back in time to the moment of the Odd Lady's initial attack on the region. You get one chance to intervene and save Celebi from being erased. Then you must work alongside Celebi to stabilize the chaotic energy in the region before the world calls into decay.

Reward:

Celebi joins you, either as a Pokemon party member and follower, or as a genuine Companion. You also additionally get to keep the Chrono Vice as a fiat-backed item. The Chrono Vice allows you to perceive major events that happened in an area and, once per jump, allows you to go back in time to potentially change the history that was presented to you.



The Champ

Goal:

Prove you are the strongest trainer in the region.

Conditions:

You must complete the gym challenge of the merged region and then meet and defeat the avatars. These are the strongest trainers in the region, with perfect knowledge of the region's Pokemon capabilities and matchups. It is the greatest challenge you could face here.

Reward:

Deoxys joins you, either as a Pokemon party member and follower, or as a genuine Companion. It is protective of you, aggressive towards others, and can shift forms at will. Additionally, it can merge its body with yours temporarily, acting as a symbiote that enhances your own physical and psychic abilities while attached.



ENDING

Stay Here:

The comet leaves, but you remain.

The Peskan region and the world of Pokemon are yours to explore for the rest of your life. There are other regions out there, should you travel.

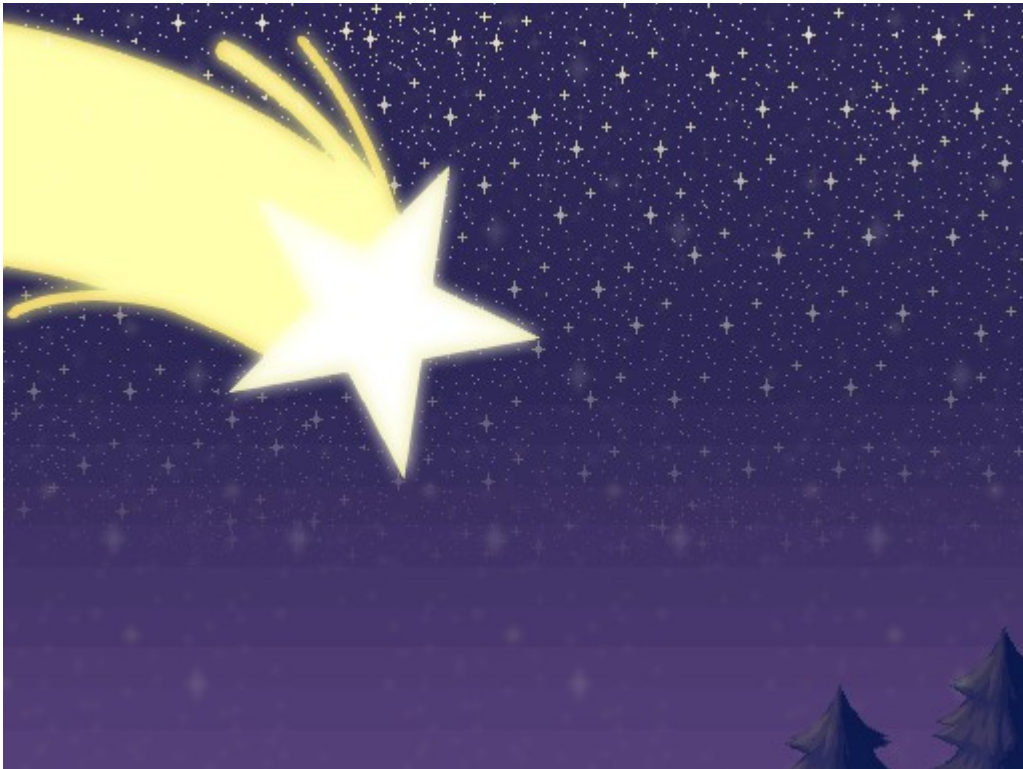
Go Home:

You fade away into the night like a shooting star.

You return to your original world with your perks, companions, and items.

Continue Your Chain:

You wish upon a star and get whisked away to another world and another adventure. Your story keeps going.



NOTES

>are these games good?

Nah they suck.

>then why did you make this?

I just finished streaming them so I figured I'd make a quick jump for them.

>regional forms?

Dark/Steel Cacturne. Dark-type Floatzel. Fairy/Grass Mawile.
Ground-type Quagsire. Dark/Fire Sableye. Ghost/Water Spiritomb.
Cacturne in particular is a beast.

>will the inevitable betrayal drawback fuck me over?

Probably not. It just adds one more fight to the meat grinder.

>will the target drawback fuck me over?

Probably not. Her lethality is low and your Pokemon will protect you even if you're vulnerable.

>will the deoxys nightmare drawback fuck me over?

Maybe. He's one Pokemon, you've got six and you're probably strong yourself. But he's a serious threat if you don't protect yourself.

>will the star-crossed drawback fuck me over?

Probably not. The Pokemon world isn't very dangerous. Just be careful pairing this with other drawbacks, and be wary of getting invested in the main story.

>is the champ scenario difficult?

Nah they're chumps.

For any questions about specific numbers, wank it.

For any questions about how things work, play the games or make stuff up.

<https://eeveexpo.com/last-wish/>

<https://eeveexpo.com/last-wish-2/>