

[Pokemon Trainer Jump](#)

For Spike

Region: Hoenn

Name: Heath Spike

Gender: Male

Age: 13

Appearance:



1000 CP

"Sombra said I should take a break after the craziness of our last jump...He cares!!! SO here I am"



"I also got these"

Origin:

Hermit (50 CP): You learn a lot about wilderness survival. You tend to be able to approach wild Pokémon better than most people. You have little experience in social activities. You don't "get" people well and become nervous in cities. As an infant, you were abandoned in the middle of the woods. Luckily, you were discovered by a reclusive old man who took you in. You have come to learn a lot about survival skills and you get along well with the wild Pokémon who live nearby. However, you very rarely go into town for supplies, so your social skills are stunted and you have trouble with cities. Deciding to go explore the world, you bid farewell to your adoptive father and set out on the road. As you leave, a wild Pokémon you have been caring for over the past month follows, intent on joining.

"Living away from society and in the wild sounds like an interesting change from in pace."

1000 CP -> 950 CP

Starter:

Actual Starter: Torchic

"Fun fact: this little guy chose me...I wonder why?"

Mental Bond (150 CP): You and your starter share both emotions and thoughtspeech via an empathic link.

"Hey Now I can... WHAT?! This little guy...he's Pee Wee...MY PHOENIX!!"

950 CP -> 800 CP

Drawback

Swarmed (+100 CP)

"So basically free XP."

800 CP -> 900 CP

Perks:

Free Running (100 CP, Free for City Life): You can pull off acrobatic feats very few humans and not many Pokémon could match.

"I think this is called Parkour? Well it seems like fun and looks cool. So I'll take it."

900 -> 800

Survival Training (100, Free for Hermit): You gain an innate knowledge of survival skills. You could survive just about anywhere.

"It's a jungle out there. And believe it or not most of the region is covered in forest and fields and not much cities or actual roads"

Ranger (300, Discount for Hermit): You gain insight into the instincts of wild Pokémon, as well as tracking skills.

800 -> 650

Pokegloat (600, Discount for Hermit): You can talk to Pokémon! They're smart enough to hold a conversation, trained ones being smarter, but they don't think the way humans do. You also pick up new languages very quickly.

650 -> 350

Items:

Bicycle(50, Free for Money Bags)

350 -> 300

Medical Kit (50)

300 -> 250

Rebreather (50)

250 -> 200

Laptop (100)

200 -> 100

3X Master Balls (100)

100 -> 0

Note: Pokemon caught at the end and coming with Spike: Pee Wee the Blaziken, Buddy the Partner Eevee, Bolt the Partner Pikachu, Drago the Dragonite, Aero the Salamence, Lexington the Haxorus, Hydreigon, Gooey the Goodra, Ethan the Charizard, David the Blastoise, George the Venusaur, Gloria the Nidoqueen, Vale the Butterfree, Geo the Garchomp, Aqua the Feraligatr, Excalibur the Aegislash, Lenard the Flygon, Gyarados, Ace the Naganadel, Jax the Druddigon, Chieftain the Kommo-O, Lucario, Ryujin the Rayquaza, and Mosu the Ho-Oh.

[Infamous Jump](#)

For Spike

Region: Chicago

Name: Leo Maxson

Gender: Male

Age: 20

Appearance:



1000 CP

Origin: Drifter (Free)

"So Bahamut told me that I should go to this place as well so here I go!"

Drawbacks

Remnant (+300)

1000 -> 1300

Conduit Type:

Electrokinesis: Power over electricity and Cole's ability in the Infamous series. Powers included from this type are:

Arc Lightning

Pulse Heal

Overload Burst

EM Shockwave

Perks:

Strength (100 CP, Free for Drifter)

Toggle (300 CP, Discount for Drifter)

1300 CP -> 1150

Energy Form (600 CP, Discount for Drifter)

1150 -> 850

Regen (100 CP, Free for Prisoner)

850 -> 750

Stamina (100 CP, Free for Student)

750 -> 650

Durability (100 CP, Free for Soldier)

650 -> 550

Subdue (300 CP, Discount for Soldier)

550 -> 250

Items

Safe House (200 CP, Free for Drifter)

Extended Space Bag (100 CP)

250 -> 150

Wing Suit (50 CP)

150 -> 100

Hypervisor (100 CP)

100 -> 0

Safe House Exterior



The safe house Interior



"This Safehouse had an effect on my warehouse base!"

Out of Context Disney Princess

1000

Not. One. Word.

Origin

Warrior Princess

You don't need anyone to fight your battles for you, you are trained and ready to face any foe that you need to.

Yeah that's it.

Drawbacks:

Double Trouble +100 CP

You will always encounter twice as many enemies in the world. Every foe you face will have an identical copy who only you can see, the worst part is that this seems to be a Schrödinger situation as the real one is the one who you don't go after.

1000 -> 1100

Thugs for days +100 CP

At least 10 random thugs will randomly show up every day and target you.

1100 -> 1200

Knowledge Lockout +100 CP

Once you start this jump you will lose all of your knowledge of the setting's universe and all its continuity's.

1200 -> 1300

Wider World +200 CP

This world is bigger than you would normally think but this makes the world more dangerous. There are more magical schools, more super martial arts, more alien races who will target the planet, more magical creatures that will show up to cause trouble and more that would normally not be shown and all of them seem to think they should involve themselves in the plot.

1300 -> 1500

Not So Shiny Toys +400 CP

All items gained from other jumpchains will not be able to be imported into this jump.

1500 -> 1900

Friendly problems +400 CP

All companions, followers, and pets are barred from this jump.

1900 -> 2300

Perks

Pure of Heart - Free

You are able to Toggle and project an aura of good and light that will cause those who touch it to feel a hope and love as wide as your power. This can also be set so that any type of scan done on you to determine any crimes, taboos or immoral acts including dark magic come up negative.

Noble Elegance - Free

You can instantly change any clothing you wear to lighter aligned colors including White, Gold and Sky Blue. So long as you are in these colors you will look graceful and compassionate.

Princess Origin - Free (Cannot be taken with "Once Upon A Time")

This is an Out of Context Origin Perk. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting as you falling through a magically reflective surface. Dynamic Entry - Free (Requires 3 "Out of Context Origin Perks" from other Supplements) Using this narrative perk you can dynamically craft your method of Dropping into a Jump.

And they all lived happily ever after -100 CP

We all know that at the end of a fairytale everyone has a happy ending and with this perk so too will your Jumps. At the end of the normal story of a jump you can use this Narrative Perk to create a Capstopper that prevents chaotic events larger than street level crime. This can be used to keep the world in a state of peace preventing events including but not limited to: War's, Resurrections of Ancient Evils, Alien Invasion, New Dark Lords and the Awakening of Sleeping Gods.

2300 -> 2200

The Fairest of them All -200 CP

You have radiant beauty which you seem to toggle an allure which passively glows from you in a gold and or silver light. Those who can become attracted to you will lose sight of their surroundings and instead focus solely on you as any feelings of love or romance they have for you are emphasized.

2200 -> 2000

A Whole New World -400 CP

At the start of each Jump you are able to use this Narrative Perk to customize your in jump background or when replacing canon characters edit their history to change details. For example you could control how many relatives you have, how you are related to specific characters, what the relationship with your relatives is like and why.

2000 -> 1600

Even Miracles Take a Little Time -600 CP

You are now able to set yourself a form of proportional time bubble that allows you to reduce the amount of time any actions would normally take up to 1/100th so the amount of time it would normally take. Through this you can among other things make an object, travel a distance or throw a punch will be 1% of its normal time. Keep in mind this is not super speed and your individual actions will have the same external effect as if you had done it in real time.

1600 -> 1000

A Whole New World Booster: A dazzling place I never knew

At the start of each Jump you can understand the scope of your current continuity, allowing you to instantly know where wondrous sights and objects are as well as what types of power exist within your current continuity as well as the locations of specifically powerful objects.

Martial Fist -100 CP (Free for Warrior Princess)

You now have ten years of armed and unarmed martial arts training and an innate optimization of your body. This optimisation allows you to focus any strike you make in order to increase the effects of the impact by gaining momentum in the optimal way for each situation.

The Fairest of them All Boost: Divine Fist

You are able to imbue any strike you make with glowing energy that will protect your body when attacking by removing all recoil and sense of impact from your strike colliding with your target. This also passively improves the force behind the strike due to the reduction of collision.

I can handle this -200 CP (Discounted for Warrior Princess)

Whenever you are faced with an obstacle or opponent that is blocking your way or attempting to restrict you, you will gain a mental set of step by step instructions of how to get passed or free from the problem.

1000 -> 900

Chi Magic Booster: I can handle Chi

You gain a set of up to 50 different instructions for each of your Alt-Forms. Each set of instructions shows you how to improve the Alt-Forms capabilities. You will instinctively know how each set of instructions will interact with each other and what is the best fit for your purposes.

Our fate lives within us -400 CP (Discounted for Warrior Princess)

You have an innate resilience and potential immunity from Destiny. The way this works is that whenever a destiny has been aligned for you, you will become aware of it and can control when you follow it and when you break it. Through this you can choose to follow a destiny while it is beneficial giving you potential plot armor but break it when it is detrimental causing that destiny to be stricken from all further attempts to determine the future.

900 -> 700

A Whole New World Boost: Every turn, a surprise

You are no longer limited to viewing and manipulating your own destiny and can now see any destiny's that have been predicted for others and then break them causing those threads of fate to unravel.

The Phoenix Is Consumed By Flame And Emerges Again -600 CP (Discounted for Warrior Princess)

You have an innate connection to the concept of rebirth allowing you to once per Jump or once every ten years burst into spiritual flames of Phoenix Fire and return to your optimal state. Mechanically this will function as a 1-UP.

700 -> 400

Even Miracles Take a Little Time Booster: Phoenix Orbs

Your control over rebirth is no longer limited to yourself and once per day you are able to select someone who is recently dead or currently dying and engulf their body with the spiritual flames of Phoenix Fire restoring them to an optimal state.

I can handle this Booster: I can handle Flames

At the start of each jump you will gain a list of every method of rebirth and immortality native to that Jump you will also gain access to a list of every type of Spiritual Flame and how they can be integrated into your Phoenix fire.

Chi Magic -200 CP (Discounted for Magical Princess)

This magic uses the natural vital energy in order to reinforce and manipulate their body, a way that conforms with their will. With practice and training this magic can be used for shape-shifting, possessing others, enhancing your physical strength, endurance, speed and combat reflexes.

400 -> 200

Items

Fairytale Attire - Free

You have a customisable Disney style Dress or Suit that changes and alters itself in order to match your styles, themes and fairy tale origin.

Personal Abode -200 CP

You gain a home fit for a princess, one that is specifically suited to your perks, themes and origins allowing it to appear as a giant sand castle, Ice tower, Elizabethan manor, eastern palace or even an underwater grotto.

200 -> 0

Companions

Animal Companion - Free

As a Disney Princess you can gain an animal companion who has a spiritual connection to you and near human intelligence. If you already have an animal companion who already has a spiritual connection and near human intelligence to you may import them for Free. You may only take this once and your animal companion is granted +600 CP to spend in this supplement as they wish.

Peewee get to come with me!

How does the Magical Abode look? That's a secret though you may get the answer soon! :D