



Hello there, and welcome to the world of Pokemon Tabletop United!

Here in this world, you will adventure with your starter pokemon to achieve your goals, whatever they may be! Maybe you want to become the champion of your region, achieve fame and fortune as the hottest new Pokestar studio actor, rise to the top of your organization or just keep it low and live a relatively ordinary life. Now I know this may seem a bit too familiar to you, but let me assure you that there are some differences.

For instance, gyms here aren't just gonna limit themselves to one single type, although that is quite a common theme of them. You might find yourself in a dark-type gym, sneaking around in an attempt to retrieve a number of "artifacts" from a dark labyrinth whilst trying to fend off assassination-style attacks from the Gym Leader's pokemon, performing spectacular maneuvers in order to impress a panel of judges, or a gym that replicates the harsh, arduous conditions involved in climbing an actual mountain, with harsh hailstorms, coupled with the occasional sandstorm, and pokemon that make good usage of push effects.

The next thing I feel is worth mentioning is that here, "shiny" pokemon aren't just a different colour. You might find a sentret that learnt the move Dizzy Punch, a ripped Audino with the fighting type or even a Manetric with a bit of Raikou blood in it which inherited some of its learnset from its minor divinity parent.

Another thing is that sometimes, pokemon here might grow to truly tremendous sizes. These "pokaiju" aren't just any ordinary pokemon, no; these creatures are so dangerous, entire squads will be mobilised to fight them. Any criminals who participate in the take-down of any boss-type creatures will be given cards that they can present if captured later on in order to gain leniency, hence why the law enforcement wouldn't seem that effective to an outside observer-the government has ruled that the loss of life is too great to afford to be able to refuse any help, or drive others away from the prospect of helping. These creatures are usually just really big, but sometimes, they are enhanced in some way, such as with a mechanical power frame, or eldritch magic.

Because, yes, magic is a thing in this realm, and so are the gods; legendaries from the games are, in this reality, true divinity.

One more, relatively minor thing, as well as sunny, rainy, hailstorms and sandstorms, there are two more types of weather; night, which boosts dark type attacks and hinders psychic type ones, and stardust, which boosts fairy-type attacks and hinders steel type

ones. These change Castform and Weather Ball to be dark-type and fairy type, respectively. Oh yeah, and sandstorms activate the Forecast ability of any Castforms from here as well as the more traditional weather.

Regardless here, have 1000 Choice Points. You make choices with them. The choices will come later.

Location:

This world is full of boundless choices, so you can feel free to come up with your own region to explore, but if you'd prefer to stick to a canon region, your main options are as follows:

1: *Kanto*: Where it all began. This land is diverse and rich in mysteries, from the spooky Lavender Town to the elusive shinoi, this region has it all! The bad guy of this region is Team Rocket, a group of no-good criminals who place profit higher than morality, doing anything they can to make a dishonest living.

2: *Johto*: Here, ancient traditions clash against modern advances, and legends roam in secret. Team Rocket has also expanded their sights to this region.

3: *Hoenn*: This ecologically diverse region has a thriving space industry. If you're looking to take part in a contest, this is the region for you; they've got one of the most spectacular contest halls in all of this planet! The teams here are Team Aqua and Team Magma, eco-terrorists who seek to expand the oceans/land, respectively.

4: *Sinnoh*: A snowy region, rich in culture and history, where the past lives amongst the present. Ancient guardians guard the lakes, and the leader of a group called Team Galactic seeks to remake the heavens themselves in his image, along with the earth we walk upon!

5: *Unova*: This land is scarred by history, and the wheels of fate may see the past become the present once more. This land is quite advanced, yet is home to the Knights of Justice! The two-faced Team Plasma seek to "liberate" pokemon from trainers, yet secretly, their leader plots to become the most powerful in all the land, using pokemon himself! Incidentally, this is the home of Pokestar Studios, one of the most famous movie studios in the world! A trainer interested in contests could surely make a good living there.

6: *Kalos*: A place of dazzling beauty, where the secret of Mega-Stones will soon be rediscovered! This is a place of beauty and art, as well as nobility. Team Flare seek to eradicate all who cannot pay their membership fee of 5,000,000 pokedollars, in order to make a "beautiful and better world."

7: *Alola*: A paradise known for amazing vistas and ancient traditions kept alive. Here, the gods are very much present, and myth and man walk side by side. The dimensional boundaries are thin here, incidentally, and whilst Team Skull seem to be just a bunch of worthless hooligans, the leader of Team Aether-I mean, the Aether Foundation will end up bringing forth some rather exotic guests.

8: *Galar*: This island takes a rather different approach to the Gym challenge than most of the other regions so far. Whilst for all the others, the challenge is merely something that some kids happen to take up, here its a massive event of great importance!

Trainers need to have a letter of recommendation to even begin the gym challenge (don't worry, one has been provided) and once they start, they will have to battle it out with not only the gym leaders of each town, but even their fellow gym challengers, in order to win the honor of being allowed to take part in the championship cup and challenge the undefeated champion, Leon, and his amazing Charizard! Of course, lately one of the challengers seems to have picked up a rather interesting group of fans, calling themselves Team Yell, but they seem to be even less of a nuisance than those Skull guys.

9: *Holon*: A mysterious region, with a history involving science and the fabled progenitor pokemon, Mew. This region doesn't seem to have much criminal activity to speak of, however, it does feature a surprising amount of shiny pokemon with altered types, steel being a common secondary type. This can be traced back to the large amounts of electromagnetic radiation the abandoned factories are still emitting. Interestingly the coastline is said to be quite incredible by those who actually care about that sort of stuff.

10: *Free Pick*

Origins:

Histories can be taken without memories. It shouldn't really need stating, but training styles can be taken without memories as well. Basically, you can be a drop-in if you want to be.

Age is anywhere between five and twenty and since even this world's top scientists don't seem to be able to figure it out too easily, you can freely choose if you're a boy or a girl.

Optionally, if you took the GoT or DPDoM supplements, you may choose to be something other than human.

GoT Races:

Elf
Dwarf
Orc
Kobold
Hobbit
Gnome
Goliath
Ogre

DPDoM Races:

Android
Synthetic Human
Insectoid Alien
Starfish Alien

Training Style:

Back-Line Trainer: You prefer to stay on the back-line, and support your pokemon whilst they battle; after all, that's how it's done in the league, and you want to earn your gym badges! Or, you know, whatever it is you're looking for.

Combat Trainer: The guy above this origin description is a weakling! REAL men get right up in there, and punch the HELL out of their opponents! Or, you know, blast them with magic or something! That's fine too; after all, the brain is JUST ANOTHER MUSCLE!

Idol Trainer: Why participate in Pokemon battling at all? After all, Pokemon contests are soooooo much more beautiful! Yes, you want to earn all of the Master Ribbons and be a star of the show!

Pokemon: Yes, you have the option of being a pokemon yourself! This has some advantages, such as having more ready access to pokemon moves, but also some drawbacks; after all, you are considered a wild animal in this world, or perhaps you have yourself a trainer? Note that this is subject to the same limitations as buying a pokemon with CP

History:

Wanderer: You just woke up, and apparently you're in the world of Pokemon. Taking your new starter with you, you venture off into the wild, on your own.

Law Enforcement: You are a proud member of your regions defence force, definitely like the Officer Jenny's of this world.

Bad Guy: Of course, why should you allow yourself to be limited by the rules society set out. Join a Team! Be a part of something greater! Yes, when you're a bad guy, the world is your oyster!

Pokestar: Lights! Camera! Action! You are the star of the show, the one everyone adores, a gift to this world from the Many-Armed One Itself, you are an actor! Everyone knows your name! You are super famous now!

Perks:

OCP Jumper Not A Faller: Ultra Beasts, despite not being entirely added to the game yet, have been statted up, and as such, are being considered canon to this universe. This is, however, a bit of a problem, considering that these powerful beasts are instinctively drawn to those who have crossed the dimensional worldlines, not to mention the possibility of drawing the attention of some major gods, such as Dialga, Lord of Time, Palkia, Lord Of Space, Giratina, The Local Satan Analogue or even the mysterious Unown Hivemind. Hence, with this perk, you now no longer register as a dimensional traveller, seeming instead to be native to your current reality. Of course, this protection ends if you choose to travel through dimensions in jump.

OCP Classes: This world has a rather unique class system, or at the very least, I haven't encountered any class systems like it in quite some time. Basically, you can choose a class, and gain the skills from it. This can be taken up to four times.

50CP Elemental Connection: It seems that a certain type of Pokemon, along with creatures in other realms who share that same sort of elemental affinity, are now more naturally inclined to trust you. It should be noted that you won't be getting any specific trust from, say, a beaver unless that beaver lives in a world where it wouldn't be unusual to encounter a fire beaver, or ice beaver; in other words, a creature's normalcy has to be something worth commenting on for a Normal connection to be of use. You can take this multiple times.

100CP Arcane Weapon Training: Requires at least one elemental connection. This perk allows you to use arcane weapons. Not only that, but it will also make other casting focuses count as arcane weapons for you as well.

100CP Additional Class: This can be taken to get another class beyond the usual limit.

200CP Smith: As a child, you grew up around forges and iron, as well as runes and crystals. As such, you know how to craft weapons, including arcane weapons. These are explained in the items section.

400CP We Gotta Cook: You know how to make various futuristic space drugs, both legal, such as anti-radiation pills, and illegal, such as Berserker Bolus. You can easily improvise when crafting drugs and medicines, substituting more common ingredients as a replacement for rarer ones and still ending up with a satisfactory product.

600CP Alchemical Solutions: You are able to perform the incredibly rare, incredibly useful skill of alchemy. With alchemy, you can improve your boring old simple weapons into awesome, supercool alchemised weapons! How it works is simple; First of all, you need an item that you are attempting to alchemise. This is known as your Base. Most mundane equipment, such as weapon and clothes, make fine bases. Consumables and perishables do not typically make good bases, nor do living things. For example, you could alchemically enhance some ink, then use that ink to tattoo a person, but the person themselves would not be enhanceable.

Secondly, you'll need a Catalyst. This is usually an elemental stone, TM, keepsake or other common held item. This is used to determine the special quality of the resultant item, usually an elemental alignment, but occasionally a particular tendency, like having a higher rate of causing an enemy to flinch in battle. Fossils can also be used as catalysts.

Thirdly, you can choose to add Extras. These are typically consumable or perishable items, such as berries, type gems and cleanse tags. As the name implies, these are completely optional.

Finally, all that's left is to start alchemising, and for that, you'll need an alchemist's lodge. See the items section for more detail. GoT/DPDoM.

600CP Virtuoso: Choose a skill, your options being acrobatics, athletics, combat, intimidate, stealth, survival, general education, medicine education, occult education,

pokemon education, technology education, guile, perception, charm, command, focus and intuition. You are now a true virtuoso at it. For an example of the level of difference between you and one who would merely be considered a “master” at this skill, consider the difference in skill showcased by someone who goes for a jog around their local park everyday running a 100-metre race, versus someone who’s never gone outside in their life due to having severe asthma running a 100-metre race. In future jumps, the skills based on knowledge will update to include the local information. Why, a virtuoso of charm might even be able to get into the pants of someone who isn’t even into their gender! This can be taken multiple times.

50CP Touched: Your fate has been intertwined with that of a deity of this world. You receive their minor blessing. This can be taken multiple times.

For example, Dialga’s Minor Gift is Perfect Timing, which allows you to always know what time it is, and act as a human stopwatch.

Another example would be Missingno’s minor gift, which has two different forms, since Missingno isn’t a defined entity. The eldritch interpretation would grant you an Alien Countenance, allowing you to intimidate others effectively, regardless of how strong you look, as well as making you more intimidating to animals.

The new god of network security, however, which is also Missingno, would grant you Intuitive Sabotage, making it so that you have a better understanding of how to destroy, sabotage or otherwise disrupt modern electronics.

100CP Major Gift: You receive a major gift from one of your patron deities. This requires Touched, and can be taken multiple times. It should be noted, not all gods give the same number of Major Gifts.

For example, Dialga’s Major gifts are Realm Portal, which lets you create a portal (lasting two minutes) through the Realm of Time to any location you have visited within 20 miles, Probability Control, which grants the ability of the same name, and Time Stop, which allows you to stop time itself for a short period, once a day.

The eldritch entity would grant you Mindlock, making it so that anyone who tried to read your thoughts would only hear a howling void, Phasing, which would let you walk through walls and Amorphous, which would make it so that your body would act as if you were an ooze of some sort; you would be able to reshape your own body, stretching

and condensing your mass, and squeezing through tight spaces... eldritch beings grant gross gifts sometimes.

The new god of network security, however, would grant you Glitch Message, allowing you to spend your personal energy to view and edit the contents of one instance of electronic communication you are aware of, working on one minute of extended communications such as a phone call, Dead Zone, which lets you shut down all wireless communication within ten meters of you for ten minutes and See The Wired, allowing you to see networks as a visual overlay when you look at people communicating electronically.

200CP Pact Gift: You receive your patron's pact gift. This requires having all of their major gifts, and is usually their signature move.

For example, Dialga's Pact Gift is that you can use the move Roar of Time now.

One of the few divinities that doesn't grant this is, again, Missingno. The eldritch entity would grant you Hypergeometry, letting you treat the distance between yourself and others as being one meter closer or further

The new god of network security, on the other hand, would be giving Ghost In The Machine, which would allow you to possess technology and enter the internet, as well as travel through connected electronics through any cords that connect them, although staying in electronics for too long will cause it to degrade and malfunction.

(Note: Full information on the gifts is available in The Blessed And The Damned. A link to where you can download all the sourcebooks is available at the end of the jump.)

400CP Messiah: A deity you have been Touched by has seen fit to grant you the power to perform the kind of miracles it has become renowned for.

1000CP Usurper: Welp. By purchasing this option, you have achieved something truly incredible. You have killed a god, and through occult ritual or technology, absorbed its essence. You can now transform back and forth from your Avatar form (what you normally are) and your newfound Divine form. You have the nature and abilities of your choice, and may gain experience as if you own yourself. You start at level one, having literally only just become a god. This is incompatible with being touched or having major or pact gifts, although, much like the option to have a legendary as your starting pokemon, you do have your gifts, as you are yourself, and can choose to grant Gifts to people. You may choose to grant this no-strings-attached, or you can Brand those you

grant your power, Also, since this apparently needed to be said, yes, the mythicals count as legendaries.

Back-Line

100CP All's Fair And Square: You have a great mind for memorizing the rules and regulations of any kind of formalized combat, such as the league rules for Pokemon Battles in this world.

200CP Bonds Of Common Ground: As someone who just focuses on the universally agreed upon experiences of being a pokemon master, you find it easy to come across as a relatable person. As such, with just a little bit of time spent talking to them, you'll find that people will grow to genuinely enjoy your presence, and consider you someone worth caring about.

400CP The Very Best: Some people may consider you a bit boring. I mean, there are people out there training their fighting spirit to the level where they can fire beams of pure ki out of their palms that could cause a Gyrados to faint, but here you are, just training pokemon and supporting them the best that you can. Well, you happen to take so much pride in your work, that you've cultivated an almost literal aura about you that tends to lead people to accept any challenges you give. A deity going on a destructive rampage will gladly accept your challenge in a metaphorical game of wits, and if you manage to beat it, will willingly cease its destructive ways.

600CP Smogon-Tier Strategist: Dude, I know pokemon battling can be fun and all, but you seem the type to take it way too far. You can easily recall countless trivia about the stats of pokemon, rattling off the base-stat levels of any pokemon, the effects of natures, the effects of poffins, the tier list of each individual pokemon, the countless strategies involving items like the focus sash, the life orb, berries, type braces, light balls-if anyone wants to challenge you, they best bring their a-game or they'll find their mighty Tyranitar falling to your cute little Butterfree.

Combat

100CP My Fists Are Lethal Weapons: You can now consider your fists to be melee weapons. They start as crude, but if you are adept enough, they will be upgraded to simple, or even fine.

It should be noted that if you have arcane training you can have your fists count as arcane weapons.

200CP Beast Slayer: Pick either a pokemon type, a pokemon egg group or a type of body style. Your attacks now deal more damage against any foe matching your chosen group. This can be taken multiple times.

400CP Overcharge: You can activate and deactivate this ability at will. When it's active, all energy attacks will be more damaging, but at the same time, you will take a quarter of the damage you deal, before factoring elemental weaknesses and resistances. This damage cannot be negated in any way, but it can be healed. It does not cause massive damage, but does have the potential to cause injuries.

600CP Ancient Heritage: As any biology professor in this world will tell you, humans and pokemon used to be the same species. Later on in their evolution, man developed intelligence and language, slowly forgetting how to use moves, and becoming weaker than our more animalistic brethren.

With this perk, however, you can train yourself to go beyond the limits of your pitiful evolved flesh. Punch trees to train your attack, bathe in freezing water to improve your defense against energy, train your energy projection by uh...do you have magic already? Cause that would really help. If not, just, uh...scream really loudly. That'll help, I guess.

To be absolutely clear, this removes all of your limitations. You're not just limited to the levels seen in pseudo-deities such as Hydregion. Why, if you put in enough work, you might be able to rival the gods of this world themselves! (ignoring things such as legendary auras, of course)

Idol

100CP Great First Impression: You are fabulous, darling! When people see you, they don't just see another member of the crowd, for your adorable, beautiful or handsome looks make you a true superstar of the stage! And why would you want anything less? After all, that's what everybody dreams for, right?

200CP Kamen Contestant: You have the chops to put on a truly spectacular performance in whatever you do. You can set up fireworks cannons to go off when you introduce yourself, sew together a truly wondrous costume and on the set of a studio,

you might be able to turn the upcoming movie from “well-done, but a bit bland” to the levels of “Cult Classic” with just one line, improvised at the right time.

400CP Cosplayer: You can craft outfits to be worn by yourself or your pokemon that grant the wearer the ability to use one move that can be found on the list of moves that can be taught via TM's, although you might have to teach your pokemon how to pull the outfits off well enough that they'll be able to gain the benefit.

600CP Incorruptible Natural Pureness: Someone as sweet as you, why it's only natural that pokemon would like you, right? You now have the ability to communicate with pokemon. Not to the level of actually understanding the noises that they make, but you can get a general gist of what they're trying to get across, and communicate basic ideas and concepts to them. This allows you to befriend pokemon, and convince them to join you on your adventures of their own free will, instead of having to battle them. After the jump, this applies to any creatures with around animalian intelligence.

Pokemon

00CP: The Power That's Inside: Exclusive to pokemon, simply means that you have the learnset, abilities and capabilities typical to your species.

100CP The Law Of Nature: The strong survive, the weak perish. That is, quite simply, the way things are outside of society. As such, being as you are one who lives outside of human societies, you will find this skill quite useful. This allows you to quickly take the measure of someone, and intuitively understand whether or not you would be able to take them out if it came down to a fight. After all, in death, the dead feed the living.

200CP On The Threshold Of An Amazing Adventure:

Having a naturally simpler brain, assuming that you're not taking this perk as a human, means that you find greater enjoyment in life. What, to a human, would simply be a mile-long walk through nature, will to you be a wonderful journey, filled with excitement and wonder!

You even now have a greater likelihood of stumbling into opportunities for fun and reward; for instance, if you were to roam outside in the city streets of Kanto, you might run into a Rocket Grunt trying to break into a house to steal some stuff. If you were to assist him, he might reward you with an elemental gem and a hat. Of course, if you were of a more morally upstanding disposition, you could choose to instead lead a

nearby police officer to the scene of the crime, and get some sweet pokedollars as the reward money.

400CP This Isn't Your Grandfather's Pidgery: There is something strange about you, and I don't just mean because you're a jumper. Maybe you're of a different type than usual, maybe you know moves that you shouldn't or maybe you have some strange talent, such as being able to telekinetically puppeteer nearby objects, or shape energy attacks to your advantage. If taken as a human, allows you to gain a type of your own.

600CP Ruler Of The Wild Lands: You are the apex of your species, a cut above the rest. You are stronger, faster and smarter as well, a true prime specimen of your kind. Furthermore, this increased aptitude transfers to you a natural instinct to leading others, your brain automatically sizing up your allies strengths and your enemies weaknesses and finding ways to utilize the former to capitalize on the latter.

Wanderer

100CP Roughing It: You are at least semi-adept at living on your own in the wilderness. You know how to set up a tent, how to forage for food, the basics of how to grow berries, all that good stuff.

200CP The Kindness Of Strangers: Whether it's how you dress yourself, or something to do with your stance and posture, something about you seems to lead people to want to help you out. If it's cold and raining outside, people might let you rest under their roof for a bit. This isn't enough to get away with free-loading, but as long as you keep on the move, you should find yourself welcome in almost any town or city.

400CP Eternal Traveller: You find yourself able to make yourself understood despite language barriers and won't be asked to pay any sort of transit fare-that is, conductors will ignore you on trains, and you can just walk right onto a plane and people will assume that you've bought a ticket.

Law Enforcement

100CP Basic Training: As an officer of the law, you are of course trained in how best to work with pokemon of all shapes and sizes, as well as fit enough to chase down a crook and vault over obstacles such as fences in your way.

200CP We've Got This Lump Of Trubbish On File, Sir: When looking anyone up through any kind of records or archives, you tend to more easily find things that relate to what you want to know about them, as well as anything else that you might consider relevant. For instance, you could find a news report detailing an arson that a possible suspect committed thirty years ago, which ended up getting swept aside by an even greater scandal around that time, thus ensuring that most people wouldn't end up looking hard enough to find it.

400CP Living Lie Detector: You have the capacity to know, with absolute certainty, just how confident people are in the statements that they are making. You also have the skills and the know-how to really put the pressure on someone who isn't exactly being one-hundred percent honest with you.

Bad Guy

100CP Friends In Low Places: Being a criminal type, you know all the shady people, who's jobs involve some less-than-legitimate things. I'm talking black-market dealers and guns-for-hire. You even still have similar contacts in other worlds beyond this one!

200CP Weapons Of The Street: You now know exactly how best to use a weapon to really put the hurt on your opponent, including your fists, if they happen to be lethal weapons, and can use them to strike faster.

400CP I Am The Man: You are now a true criminal mastermind, possessing the skills to manage several different consecutive raids on multiple businesses whilst spinning up a perfect alibi for each and every one of them, and knowing just what to say to best intimidate that shopkeeper into paying the protection money without a single problem..

Pokestar

100CP Extra-Special Star Power: You are a marvel on the silver screen, being able to shoot the action-packed Full-Metal Cop in the morning and the sappy romance of Love And Battles in the afternoon, whilst perfectly portraying the emotions involved in each of your roles perfectly. As a bonus, being hammy comes more easily to you, and people are more easily accepting of such eccentricities.

200CP It's Only Special Effects: One thing you may have thought of; Why should the studio have to go through all the work of editing in special effects for your superhero

film, when you're already able to, just by whispering the spell to your weapon tenderly, unleash an annihilation of love?

Well, normally, it's because annihilations of love tend to annihilate people (lovingly) but now, thanks to your training, it seems you can set your attacks to a "safe mode", where no matter how much power you put into your attack, it'll always be non-lethal.

400CP Not Just A Green-Screen Dream: Strangely enough, it seems that by doing things in a movie, you end up developing your skills at doing them in real life. For instance, if you were to play the Sneasel Ninja stealthily infiltrating a museum, you would end up being more easily able to infiltrate a museum, or, indeed, any building at all.

Allies:

0CP Starter Pokemon: You have your very own starter pokemon! This can be any pokemon that's usually a starter, or a pokemon that's of a similar level of power. Examples of pokemon of an acceptable power-level are Scraggy, Nidoran, Machop, Makuhita, Elekid, Magby, Numel, Solosis, Gothita, Oddish, Lotad, Cleffa, Ralts, Spheal, Geodude, Cleffa and Flabebe. You can import a pre-existing pokemon. Humans only.

???CP Extra Pokemon: You can begin your journey with an extra non-legendary pokemon. The cost depends on your new team members development; A baby-stage costs 50CP, a first-stage costs 100CP, a second-stage or single-stage costs 200CP and a third-stage would cost you 300CP. You can import companions into this option.

1000CP Legendary: You have, at your command, one of the gods of this world, or, at the very least, a being of comparable power. If given a sufficiently convincing argument, it may consider you worthy of being granted one of its gifts. It also automatically has its gifts due to the fact that it is itself. The move it gains from its pact gift, assuming it gains a move from its pact gift, doesn't take up a moveslot. And yes, the mythicals count for this, as do the Ultra Beasts.

400CP Type Shift: For 400CP, you can have one of your team-members shifted to another type. This is a process achieved through ingenious breakthroughs in science, technology or magic, and the pokemon will be changed to match. For instance, a ghost-shift might involve having experimental phasing technology

implanted into the pokemon's body, allowing them to pass through walls and stuff.

50CP Oh, You're My Best Friend: This one-time purchase allows you to upgrade up to six of your pokemon into fully fledged companions, as well as granting them 600CP to spend.

Note that you can only take six follower pokemon (so companions don't count) with you when you leave this jump.

0CP Robot Buddy: Of course, instead of relying on the flesh, why not use metal? Your starter is instead a small pokebot, which comes standard with all four basic combat moves; scratch, tackle, take down and defence curl. Additional parts will have to be added afterwards, however, it retains all modifications. This replaces your starter.

100CP A Human: You can import or create one human companion, giving them a free origin and 800CP to spend on perks and items. Pokemon get one free. For owned pokemon, this is their trainer, for wild ones this is just someone that they share a good bond with.

???CP Point Transfer: You can grant points to companions on a one-to-one basis.

Items:

100CP Mundane Weapon: This can be anything, really. A knife, a bow, a baseball bat...what matters is what this does, and what it does, is modify your basic attacks.

These come in four different styles. Small melee weapons make attacks that little bit more dangerous, large melee weapons make attacks even more dangerous, but at the cost of a bit of accuracy, small ranged weapons don't make things any more dangerous, but do allow you to make short-range attacks and large ranged weapons make things a little more dangerous, as well as allowing you to attack at long distances-they're literally useless at closer ranges, though. Small weapons are wielded in one hand, whilst large ones are used with two.

To be more specific, short-range weapons have a range of one to four meters, whilst long-range weapons have a range of four to twelve meters.

You can import any suitable weapon into this.

100CP Arcane Weapon: This can be anything, really. A wand, a staff, a wrench...what matters is what this does, and what it does, is modify your basic attacks, as well as letting you release bursts of energy.

Like the ones above, these also come in small melee, large melee, short-range and long-range varieties. Unlike the others, these modify basic attacks to use your special attack stat and be the type of your elemental connection, as well as allowing you to release powerful blasts of energy. GoT

You can import any suitable weapon or magic focus into this.

100CP Armor: This is armour designed to protect you from either physical attacks or energy-based ones. You can import pre-existing armor into this.

100CP Tasty Snacks: This is an infinite supply of your choice of food, which comes in all of the six flavours; salty, spicy, sour, dry, bitter and sweet.

Unlike the food that those with the Chef class can make, these won't give you an edge in battle or anything, but they are quite tasty.

200CP Key Stone: An ancient stone, with a strange power that can be activated by a trainer possessing a powerful bond with their pokemon. This stone allows you to channel this great power into a partner carrying an appropriate mega stone, temporarily transforming them into a far more powerful form. In the right hands this could turn a pokemon into a force capable of challenging the gods themselves.

Of course, we can't have you lugging around a loose rock everywhere, so it'll be inserted into an accessory of your choice; though bangles are the traditional choice. Lastly, to make sure you can put it to good use it'll come with your choice of one mega stone, and any others you find will count as having been bought with CP, assuming that's worth anything to you. You can import this into a pre-existing outfit or accessory.

100CP Sparkling Stone: Oh? Did I say you had a key stone? My apologies then, I clearly meant to say a sparkling stone. This ancient treasure, normally found only on the islands of Alola, allows a partnered pokemon to unleash a tremendous amount of powerful elemental energy called a Z-Move. It should be

noted that these expressions of elemental power are so incredibly powerful that it's probably best to try and limit yourself to only using it once every hour. Of course, if you happen to have the ability to use moves on your own, and you have an appropriate Z-Crystal, you can use the move yourself. Speaking of having an appropriate Z-Crystal, take one of your choice, and, again, any you happen to find along the way will count as being bought with CP.

50CP The Cheater's Way: You can buy additional mega-stones and z-crystals, instead of having to look for them yourself.

200CP Flamethrower: This is a handheld flamethrower. It shoots out jets of flame. Short-Range weapon.

200CP Tesla Coil Gun: This is a lightning gun. It fires lightning, electrocuting the crap out of anyone who it's pointed at. Long-range weapon.

200CP Laser Rifle: A rifle built to shoot lasers at things. You should aim it at people you don't like. Strangely, lasers deal steel-type damage.

200CP Laser Sword: This is a retractable blade made of hard-light. It deals energy damage, but relies on physical strength, not energy projection. It comes in two varieties, one that can be held in one hand and one that takes both. Again, since it's a laser weapon, it deals steel-type damage.

200CP Psionic Blade: This is a small focus that hones the wielders mental energy into a deadly blade of psionic energy. One-handed weapon.

200CP Jumper's Institute For Dealing With The Abnormal: This is a school specialised in teaching those who find themselves attuned to unusual energies how best to deal with these powers. Those being taught in this class find that learning how to control their powers is much easier than it would otherwise be, and the faculty excel at finding creative uses for the powers, such as teaching a telekinetic how to focus their energy to create psionic barriers. It also has classes that teach things such as martial arts, cooking and climatology; in short, this school teaches people how to be trainers.

At the start of each jump, you may choose whether or not to be a part of the faculty, although even if you aren't, you'll still receive half of a teachers salary.

300CP Alchemist Lodge/Weapons Lab: This is a small building, with gear set-up for the creation of alchemical tools. The more fantastical varieties of these contain collections of mystic symbols, runes and tools, whilst more scientific individuals would note down formulae, draw up blueprints for possible projects and have high-tech machines for fabrication of specific materials, but the basic function is the same; this is a place for creating fantastic weapons either because they've been enchanted, or because they're prototypes of a new age.

Even if you're not an alchemist yourself, since this building is intended as a permanent lodging, it's set up so that it can, at least, be used as a house.
Free with Alchemical Solutions. GoT/DPDoM.

Background Items: The first item is free to your background, the rest are discounted.

Wanderer

100CP Travellers Backpack: This is a rather fetching backpack. Curiously, it seems to be larger on the inside. I estimate that this backpack would be able to hold around ten times the amount of stuff a normal backpack would be able to hold.

200CP Eternal Lunchbox: At exactly 12:00 every day, this nondescript box fills up with food that you would consider worth eating. It isn't on the level of a Chef, but it does taste good.

Law Enforcement

100CP Capture Styler: Sometimes, the pokemon you have on hand aren't enough in your particular line of work. With this, you can temporarily befriend wild pokemon and animals and have them assist you with any tasks you may need help with.

200CP Pursuit Vehicle: As an officer of the law, you have access to your own police vehicle. It can reach a top speed of about 140MPH, and is relatively secure, in order to protect against a culprits allies trying to interfere with the course of justice. You have a driver's license for this vehicle, which will be accepted as valid even if you happen to be underage or an animal

Bad Guy

100CP Grunt Uniform: This is a basic uniform of an evil team belonging to your region, or, if you took A Whole World Out There and went somewhere without an evil team to speak of, your basic black-and-white shirt, beanie cap and domino mask get-up.

This may not seem like much to you, but there's a reason why your leader made this the uniform. You see, human perception tends to focus on things that stand out, glossing over other stuff. As such, whilst wearing this, you will be basically unrecognizable as an individual, meaning that when the police take witness statements, all they'll be able to remember you as is just another grunt. Note that the Aether Foundation counts for this.

200CP Snag Machine: This machine isn't worth much outside of the pokemon world, but in it, it's something a lot of criminals would want to get their hands on. You see, any pokeball inserted into this arm-mounted device becomes capable of capturing a pokemon that is already owned by another trainer. This is, obviously, quite illegal.

Pokestar

100CP Endless Costumes: A true star of the silver screen is always ready for any role! To that end, you have this; a walk-in wardrobe full of outfits fit for any role, no matter the genre. You have superhero outfits, sci-fi clothing, military uniforms, medical scrubs; if it would be needed to convincingly play a part, and it's an outfit, it can be found in this wardrobe.

200CP All Of Your Idol Royalties: As a star of the silver screen, you are in the enviable position of having the type of job where you don't actually have to work.

At the start of every month, you will receive a cheque for about \$10,000 of the local currency, or a container filled with the cash if the current society doesn't use cheques.

Cybernetics-DPDoM:

All cybernetics other than the Datajack have benefits labelled experimental. The way to get those benefits is made clear in the classes section, specifically, the researcher.

0CP Datajack: This allows you to interface with computers, accessing the data through an eye augmentation, external visor, pokedex or internal computer. Of note, this is not, itself, an eye augmentation.

100CP Enhanced Sight: Your eyes have been augmented with technology, and you can now see in the infrared spectrum! *Experimental:* You can also see through walls.

200CP Smart Vision: Your eyes have been augmented with technology, meaning you can no longer be blinded, and the accuracy of your attacks cannot be lowered.

Experimental: Once every hour, you can ignore things such as forcefields.

200CP Synthetic Muscle: You can now lift heavier objects, and jump both higher and further. *Experimental:* You recover from injuries faster, both in the amount of time it takes for you to recover from them, and how many you recover from a day.

200CP Medical Nanobot Creator: Three times a day, you can activate this device which was surgically implanted into your chest, in order to make it produce some medical nanites programmed to self-destruct after ten minutes past their activation. You can then activate them with a thought in order to have them start repairing damages.

Assuming you are on your proverbial last hit-point, you should feel them start repairing about a sixteenth of your total vitality every ten seconds. Activating them takes about a minute.

Experimental: Once every hour, you can purge yourself of unwanted things like being asleep, poisoned or on fire.

300CP Embedded Weaponry: You have a weapon implanted into your limb, which is something relatively small, like a knife or a pistol. It cannot be freely removed. Think your hand being replaced with a small gun attached to the wrist-joint that still works like a hand, but also shoots bullets. You can import any suitable weapon into this.

Experimental: Twice an hour, you can activate subsystems to automatically hit your opponents vitals with an attack.

300CP Wired Reflexes: Twice every ten minutes, you can activate these systems in order to better dodge a blow. *Experimental:* Thrice every minute. You can also activate them to better hit a critical weak-point.

300CP Dermal Plating: These are a set of specially treated plastic plates that, upon receiving a mental signal, will harden in response to physical trauma. Once every hour, you can activate these cybernetics to better resist physical trauma. *Experimental:* They can also be activated against energy attacks.

400CP Thermal-Optical Camouflage: Once every hour, you may turn invisible, including to thermal imaging equipment. *Experimental:* You can also not be detected by your lifeforce or your thoughts.

Note: Whilst in this setting, taking enough electric damage or being hit with an EMP will disable your augmentations for twenty seconds, causing your skills to suffer for this duration. The amount of hindrance caused by this is equal to the complexity of your cybernetics, the complexity being indicated by how many choice points each option is worth. After this jump, this problem is removed via jump-fiat.

Drawbacks:

Taking drawbacks gives you more Choice Points to make more choices with. You can take as many drawbacks as you want.



A Tenbatta

0CP/100CP Something Weird And Wrong: It seems the enigmatic Missingno has a bit more reach into this particular world. Whether it's an eldritch entity with an incomprehensible nature, an exiled former creator intent on reclaiming it's domain or merely an error in the fabric of reality itself, it appears a brand new type has appeared in this world; glitch. Considering that this world focuses mainly on a sort of elemental "rock-paper-scissors" I suppose it wouldn't be fair to leave with just that little information, though.

If that's the case then listen up! The energies inherent to the glitch type are perfect for fighting against Electric beings, as well as those who are naturally Psychic or have bodies as tough as Steel. However, they won't do as much against those who are aligned with more traditional contaminants, such as Poison, nor those who reside in other realms, such as Ghosts. When it comes to taking down those infused with these energies, Electricity won't be of much help, nor will attacks so devoid of anything special, you'd have to call them utterly Normal. Instead, try calling on the power of Ghosts, or using Psychic energy.

Also, just to make one thing clear; with this, Glitch is a proper type in this world. Berries exist that help you defend against glitch energy, and if you mine underground, there is a chance that you could find a glitch gem.

As for what pokemon affected by this change will be like, and what moves they will learn, they'll mostly be pokemon made "shiny" and shifted to the Glitch type, but this anomaly will create pokemon of it's own, including the absolutely horrifying Tenbatta (TENTAcool/zuBAT/rattaTA)

If taken with Incursion, this becomes worth 100CP, and anything related to the glitch type-berries, gems, even instances of the move Hidden Power that came up glitch-is a source of glitch corruption, although, of course, such things can only be found in areas already affected by Missingno.

0CP Do Porygon Dream Of Mareep: The Pokemon series usually takes place during a sort of pseudo-modern era, but with this, the story will unfold into the future, allowing for all sorts of wondrous technological marvels! Anything that would require this will be marked with DPDoM.

0CP Game of Throhs: The setting of PTU is already quasi-supernatural, what with Hex Maniacs, Sages and the things a Ninja can do, but with this, we're going full-blown

fantasy. With this, you get elemental classes, as well as arcane weapons; magic, basically. Anything that would require this will be marked with GoT.

OCP A Wider Range Of Options: This is a toggle to allow you or your companions to take classes marked Homebrew. You can also choose to have this toggle make these homebrew classes canon to the setting, and things that some people in-setting train in.

OCP There's A Whole World Out There: The point of this tabletop system is to be able to have adventures that you can't find in the video games. As such, it seems a little weird to force you to stick to just the regions that exist in canon. With this toggle, you can choose to instead have your adventures take place in any region created by the fans. You could even go to Corna from the terrible Pokemon Quartz, if you were truly so inclined.

OCP Touhoumon Tabletop United: Well, I guess this was inevitable. When you have a semi-popular adaptation of a video game series, some people will make write-ups for popular mods; and so it was with Touhoumon.

This toggle will introduce new pokemon into this world, which just so happen to look like cute anime girls.

Some notes. One: All touhoumon are female, being cute girls. However, since touhoumon are all lesbians, any gender based effect from a touhoumon will affect another touhoumon. This is canon. Two: Touhoumon will grow up to be either human-sized or about three feet tall. This can be determined freely, but applies to all touhoumon. Three: Touhoumon don't mega-evolve, they activate their Last Word. (This is purely a fluff thing.) Four: Yuyuko's can cause a new weather condition, Haunted, which boosts the power of ghost-type moves and hinders dark-type ones. Obviously, this weather makes Castform and Weather Ball ghost-type.

OCP Moemon: I'm not even sure anyone asked for this, but here it is anyway; all the pokemon are now cute anime girls. This includes you, if you happen to be a Usurper.

100CP Branded: You made a poor pact with a legendary, and it managed to get you into a deal where you end up with a brand, but possibly don't get any gifts. After the jump is over, you get the benefits of your brand without the drawbacks. A basic rundown on the brands is as follows; enhanced sense of smell, letting you easily track living and dead things, but you smell like a rotting corpse, permanent painful marks on wrists and feet that bleed when you are moderately injured, but your maximum vitality isn't hindered by injury, total loss of aura, meaning you are mindlocked and untracable by

aura, but cannot receive aura pulse or telepathic messages at all, a twisted form making you scarier and granting you their elemental types, but unsettling to others and thus, seen as less trustworthy or a literal brand or deformity, which allows the one who marked you to find you and communicate with you at all times.

100CP Monotype Madness: Whether you're an aspiring Gym Leader, an overconfident moron or just someone with a neat interest, the fact remains; you will only allow yourself to use one specific type of pokemon!

100CP Sad Starter: You know how the protagonists get to have the cool rare pokemon as their starters? Yeah, that's not how things work for you at all. Instead, you start with a stupid, common place com-mon, such as a Pidgey, a Zubat, a Poocheyena or, if you took Touhoumon Tabletop United, something like a Fairy, but not one of the ones that's a castform. You cannot buy more pokemon if you took this, or import companions as pokemon.

200CP Come Along Mr Fish: You're starter is now either a magikarp or a feebas. Yes, even if you have Touhoumon, although it shall at least be a cute girl version of them.

200CP: Pathetic Pokemon Education: Huh? A poh-kay-mon? What's that? Yes indeed jumper, you will start off this jump knowing absolutely nothing about pokemon, at all. To top it off, you'll be...kinda stupid with regards to them; for instance, you might think "Oh, heat is used to make water evaporate, so fire must be strong against water!" Even if you're more focused on the contest scene, you absolutely will not be able to figure out which move would impress the judges the most-in fact ,you may even end up using moves that the judges absolutely hate! Cannot take with Virtuoso Pokemon Education.

200CP Annoying Allergies: Well then. This certainly isn't much good at all. It would seem that, in this world so focused on pokemon, you find yourself in the terrible position of being allergic to them. Whilst your allergies aren't exactly lethal, they'll certainly prove to be quite annoying to you. Better make sure you keep your allergy meds handy!

200CP Cybernetics Eat Your Soul: All that chrome you've put inside your body has had some negative effects, or if you didn't take any cybernetics beyond the datajack or you're not even using DPDoM in the first place, you've lost some of your limbs and use prosthetics that are advanced enough to basically not be a problem, save for the fact that you've lost enough of your original body that you have to deal with this now. You can't use aura or ghost-type moves, your health is worse than it should be and you are one step weaker to ghost-type attacks. Note that even though the magic used by

someone with an elemental connection to fighting logically should be aura, it technically isn't covered under the optional essence loss rules that this drawback is based on, so you can still use it. Hooray for small miracles, I guess.

200CP Your Child Is Fine, Ma'am: Your mother's child, that being you, obviously, is not actually fine. In fact, you have a vague disease that will probably kill you in seven years. You should probably look into finding a cure for this vague ailment. Or if you have a way to come back after dying without failing the chain, I guess that'll work too.

200CP Wild Child: Your origin was abandoned as a baby, and raised by a pack of sufficiently-canine pokemon. As a result, you know very little English, and are highly distrustful of modern technology, such as, for instance, pokeballs. You'd certainly not ever be able to bring yourself to use one-and there's the problem. Whilst you are connected with pokemon enough to have the effects of Incorruptible Natural Pureness for free (for the duration of the jump) and can convince pokemon to join you on your travels, they are still wild pokemon, and as such, can be captured by wandering trainers, and will be treated as wild animals.

300CP One Jumper, In Search Of An Exit: When you wake up in this jump, you'll find that all of your previous powers and perks are gone! You can't access the warehouse either, it's truly quite strange.

300CP Smell You Later: This is the Gary to your Ash, the Blue to your Red, the absolute worst person you've ever had the misfortune to meet. This asshole is better than you, and he knows it. He has counters to all of your tricks, counterplays for everything you can do and his team seems to be hand-picked to hard-counter yours. To top it off, he isn't even gracious in victory, always rubbing it in your face. Truly, this guy is an asshole

300CP Dexit: Somehow, some mysterious force prevents you from ever being able to have any pokemon that are not in your particular national dex. Incompatible with Touhoumon or any version of A Whole World Out There that this would not apply to.

300CP/500CP/700CP Wrath Of An Angry God: Oh dear, now you've done it. You have, somehow, pissed off one of the incredibly powerful beings in this world known as Legendaries. Now, it will send servants after you to constantly harass and annoy you. If you prove truly irksome, it may simply decided to start attacking you directly. This will only grant 300CP if the god you've angered is of the lower pantheon, but if you've angered the upper pantheon or the Outer Gods, you gain 500. Those who are feeling

truly masochistic can choose to have offended the 1000-Armed One himself, Arceus. The Unown hivemind counts as lesser gods, since their power wanes when they are disrupted, whilst Missingno is variable.

If you interpret it as the New God of Network Communications, then it is merely of the Upper Pantheon. If, however, you consider it an eldritch thing beyond our comprehension, or the creator of an abandoned world, then it shall be considered something on the level of Arceus himself. Usurpers cannot be mad at themselves.

300CP/600CP Incursion: The unknown variable, Missingno, seems to be almost invading this world. If you go with the New God of Network Connections theory, it has been empowered beyond even Arceus's power to stop single-handedly, and infused with a great malice. Areas affected fall into chaos-pokeballs malfunction, cyberware, if it exists, is harder to use and communications are disrupted. Beings affected by Glitch Corruption *will* suffer.

Glitch corruption comes in levels-at glitch corruption one, and all subsequent levels, their base stats go down. At glitch corruption two, and all subsequent levels, their movement gets slower, and they can't jump as well as they used to be able to. At glitch corruption three, and all subsequent levels, the amount they can lift goes down. If your base hp hits zero, you die.

With just one purchase, this is all you have to deal with. However, if you choose to purchase this a second time, Missingno no longer seems content with just this. Ultimately, it will be seeking to completely destroy this current world-and, without your intervention, it will succeed. Suffice to say, allowing Missingno to succeed will mean Chain Fail.

You cannot take this if you have usurped Missingno.

Endings:

Go Home

Stay Here

Keep Jumping

Notes:

Link to a place where you can download all the documents:

<http://www.mediafire.com/file/lbbtmqi7e75k7td/PTU+1.05.zip>

Assume that this jump uses the Extremely Unofficial Balance Patch unless otherwise indicated

https://www.tapatalk.com/groups/pokemon_tabletop/ptu-extremely-unofficial-ptu-1-05-39-balance-patch-t3521.html

If your class has a feature or move with a duration of Encounter or Scene, replace that with ten minutes or an hour, respectively. For instance, a move that can be used twice a scene would be usable twice every hour.

Just in case it needs to be said, the sci-fi weapons, apart from having altered damage typing and being energy weapons, are normal weapons for this setting. They have the same range, and are about as powerful. So shooting that Rhyhorn with your laser rifle will do four times as much damage as shooting it with your slingshot, but only because of the typing of the projectiles, not because the rifle is better than the slingshot. Your choice whether that means you have an amazing slingshot or a crappy laser rifle.

If you go to a Game of Throhs setting, you can choose to have a setting-appropriate reskin for the capture styler, pursuit vehicle or snag machine.

You can import any swords into the laser sword or psi-blade, any hand-held guns into the Flame Jet and any rifle into the Laser Rifle or Tesla Rifle. Importing a gun into a sci-fi or arcane weapon will grant the weapon the ability to use that feature as an alternative firing mode.

After the jump, branded whos forms were twisted gain the ability to transform from the twisted appearance to their normal one at will, and always benefit from the intimidation boost. Furthermore, people will form their own opinion on the form. Those with literal brands or deformities can hide or show them at will, and can willingly turn off the connection with their chosen deity. And no, the elemental weaknesses from your brand do not count as drawbacks, but if your form is not currently twisted, you won't have the type.

What If I Go To A Setting Like Pokemon Sweets With A Whole World Out There?

If your chosen fansetting has variant types, you may choose to have an elemental connection/specialty in one of those, assuming the type is balanced

For example, you can't get a Nuclear Connection from Pokemon Uranium, but if you go to Pokemon Sweets, feel free to take a Chocolate Connection. It'll certainly make your arcane moves interesting, I guess.

Wait, What Happened To Dynamaxing?

There are no rules for dynamaxing. The stance that the devs took was to treat them as Boss pokemon. Galar gym trainers either don't use dynamaxed pokemon, or they allow challengers to use up to four pokemon at once when they unleash their tame pokaiju, fanwank whichever you please.

What the hell are you talking about in Something Weird And Wrong?

It's a semi-flowery way of describing the type match-ups of the Glitch type. In essence, here's a basic summary

GLITCH ATTACKING OTHERS

X2: Electric, Psychic, Steel

X0.5: Poison, Ghost.

OTHERS ATTACKING GLITCH

X2: Ghost, Psychic

X0.5: Electric, Normal

Examples of glitch moves:

Glitch Pulse: Special move, six meter range, can disable the last attack an enemy did.

Glitch Strike: Physical melee move, can make it harder for the enemy to use moves if it hits.

Dimensional Rend: physical melee move, chance to lower enemies offensive or defensive capabilities, or reaction time, at random

Disrupting Wave, cone of energy, always lowers a targets offensive capabilities, defensive capabilities or reaction times randomly.

Blue Screen: Two-meter-radius sphere of glitch energy is launched at enemy, last attack enemy did is disabled.

Tele-Crash: Powerful melee hit against an opponent, teleported several meters away in any direction afterwards.

Pain Swap: Swap a status affliction, such as being on fire, from one target, including yourself, to another.

Z-Move: System Crash: User doubles over, seemingly in pain, starts glitching out, then releases a huge wave of glitch energy all around themselves.

Classes:

Some of these classes may seem as though they are “better” than others. Whilst this may very well be true, it should be noted that whilst shooting fire from your hands is undoubtedly cooler than teaching your pokemon to be better at poisoning the enemy, it isn’t legal in official battles, like in Gyms, to shoot fire at the enemy pokemon, whilst having pokemon that are trained better is.

Introductory Classes: These classes are good, well-rounded options. If you feel as though you want another class, but nothing really sticks out to you, you can’t go wrong with these options.

Ace Trainer: These people focus, mainly, on, well, training their pokemon. When it comes to training pokemon, these guys are the best at it. They can train a pokemon’s move to be unique.

Capture Specialist: These people, on the other hand, focus on capturing pokemon. When it comes to catching pokemon, these guys are your best bet. Again, a bit generic.

Commander: Where ace trainers excel at training their pokemon, this class excels with giving them orders; in other words, coming up with techniques on the fly to match how the battle is turning out.

Coordinator: These guys focus on contests. They don't have any special focus, they just try to make their mons as fabulous as they can be.

Hobbyist: These guys are the jack-of-all-trades class. They dabble in what seems useful at the time, not locking themselves down to any particular specialty, but at the same time, not having all that much that's special about them.

Mentor: These trainers focus on tutoring their pokemon. They have a natural gift for teaching pokemon how to be the best they can be, whether they're a sewaddle struggling to keep up, or a charizard hindered by its prideful nature.

Backpacker: Backpackers know how to make the most of their items, using them with quickness and efficiency, whether they are using potions to heal their friends, or repels to drive away dangerous wild pokemon.

Battling Style Classes: These classes focus on a particular style of battling. Unlike specialists, they don't require a selective choice of pokemon, but some do suit certain battling styles more than others.

Cheerleader: These trainers focus on keeping their allies motivated and pumped. They're great for supporting your allies.

Duelist: These trainers focus on having their mon mark a target, then tear it apart with ruthless efficiency. They prefer to battle with one mon at a time.

Enduring Soul: These trainers focus on keeping their mon conscious and in the fight. Through sheer tenacity, their pokemon endure the toughest of blows, never giving up until their body does.

Juggler: Unlike duelists, jugglers focus on quickly switching in and out of battle, quickly switching their mons and never keeping to just one mon.

Rider: These trainers ride their pokemon, and train them in being a mount, meaning that speed is key.

Taskmaster: These trainers have a bad reputation for being pokemon abusers. Whilst it is possible for them to go a bit too far, they are, at their base level, merely pushing their mons to their very limits.

Trickster: These trainers focus on getting the most out of status moves. You say to them “play fair”, they’ll just tell you it’s all “fair play.” In other words, this is the class you take if you want your mons to be fighting dirty.

Specialist Classes: These classes focus on a particular subset of pokemon. Whilst the list may seem small, it’s merely due to the large amount of variations. All specialist classes can be taken multiple times

Stat Ace: These trainers focus on one of the five combat stats; attack, defence, special attack, special defence, and speed. Under these trainer’s watchful eyes, pokemon will become exemplary in their particular field

Style Expert; These trainer are similar to stat aces, but at the same time different-where they focus on the combat stats, they prefer to go with the contest stats-cool, tough, cute, beauty or smart. Of course, that’s not to say they don’t have uses outside of the contest hall! In contests, battles or life, you can expect a style expert to act with a certain amount of flair.

Type Ace: These trainers focus on one particular type, even gaining the ability to change a moves very typing via training. They can even train a pokemon to use moves in ways they wouldn’t normally think of. Whilst their weaknesses are more pronounced than that of the stat ace or style expert, so too are their strengths.

Professional Classes: These classes represent skills one would not expect to find on your average cockfigthobo, such an academic field of study, or a professional skill. These skills do often prove useful to battlers, but they represent professional interests outside of training their pokemon.

Chef: These trainers focus on cooking their allies a hearty meal for them to eat and enjoy. Their main specialties are snacks that focus on buffs associated with a particular stat. If the eater likes a meals flavour, they become more buffed, although if they dislike it, they become enraged. They still get the buff, though.

Salty flavours give temp hp, spicy flavours help you deal more damage with physical attacks, sour flavours help resist physical attacks, dry flavours and bitter flavours are the same, but for energy attacks and sweet flavours help you dodge attacks.

Chronicler: These trainers always know where they’ve been and what they’ve seen. They keep records of moves, places and people, and can use these records to their

advantage-teaching pokemon moves that they have a record of, for example. The records can be taking a photograph or writing a diary, all the way to options such as carving a representation into a block of wood.

Fashionista: These trainers are focused on the world of fashion. They can craft contest accessories, contest fashion, fancy clothes and semi-useful fashion items, such as focus bands and go-goggles, as well as a few incenses.

Researchers: These pick two subclasses, called fields of study, and focus on them. This class can be taken multiple times.

General Research: This is just general studying, without any particular focus. It lets you get better at knowing things, imprinting your techniques and predicting your enemies moves.

Apothecary: This is the study of medicine and making medicines. This allows you to craft medicines, and be better at administering your medicinal treatments.

Artificer: This is the study of crystals, and forming them into useful items. It also makes you better at dowsing for rare gems and shards. The capstone of this field of study, incidentally, allows you to, once every hour, unleash a powerful blast of elemental energy via destroying crystal fragments.

Botany: This is the study of plants and berries. It lets you harvest spores from pokemon, meaning you can use the spore moves yourself, as well as letting you grow better plants and craft herbal remedies and medicines.

Chemistry: This is the study of chemicals, allowing you to create pester balls to debilitate your enemies with rage, confusion, burn, poison, paralysis or sleep, as well as increasing the range of a pester balls affected area, adding caustic chemicals to your pester-balls to make them harmful and even creating the legendary mega-stones

Pokecrafting: This is the study of how artificial pokemon are made. You study it by making them. A master of this field would be able to make a wide variety of artificial pokemon, as well as changing their colour, which makes them more interesting in contests, adding up to three moves from their egg or tutor learnsets, increase their stats up to five times, choose their personality, gender and ability, which they can actually choose two of and pick from their higher-tier abilities, and they are made at level five, not level one.

Climatologist: This is the study of weather, and weather moves. This means you are protected from damage from weather and the boost to damage that some weathers grant certain moves, a protection you can share with allies, you can enhance weather moves so that weather than boosts attacks also damages, and vice versa, you can teach enhanced weather moves to your pokemon, even if they don't usually learn them and you can have your pokemon that use weather moves have it only be in effect in their immediate proximity.

Occultism: This is the study of the occult. This lets you detect psychic beings, analyze psychic residue to determine what kind of person the psychic who left it is, as well as their powers, resist ethereal, psychic and dark energies and leaves your mind unable to be read.

Archeology: This is the study of fossils, as well as fossil pokemon. It lets you restore fossil pokemon with their other ability, teach them ancient power and any move on their tutor or egg move list and create special items from fossils, that can only be used by pokemon revived from fossils.

Gadgeteer: This is the study of using pokemon to create improvised gadgets which can be used to shoot sticky strings like a spider, electrocute people with hand-to-hand combat and move objects with magnetism.

Pokemon Caretaking: This is the study of taking care of pokemon. Yes, this is in fact science. This totally legit field of study allows you to have your pokemon be more skilled at using their capabilities, push them to become more skilled for a while and tutor them to have better stats.

Engineer: This is the study of building a robot to fight on your behalf. At first, you can only build them with weak attacks like tackle and scratch but with training, and the right parts, you can have them learn more advanced moves, as well as even being able to use moves like flamethrower and thunder punch.

With a dubious disc, you can even grant them the ability to be healed by medicines and food. The pinnacle of your research is the wired compatibility core, which allows any pokemon that can enter cyberspace to control your pokebot. You can also enter and control it yourself, if you have Ghost In The Machine, but remember, that Gift damages the device you are possessing. DPDoM

Jailbreaker: This is the study of creating custom pokeball cases, and modifying how certain pokeballs work. This allows you to change diveballs to work in other environments instead, nest balls to powerballs, which raise your pokemon's levels, net balls to other balls that have better catch-rates against two particular types, luxury balls to fabulous balls, which raise a contest stat, friend balls into balls that teach a pokemon it's next level up move if it's within 8 levels (useful for magikarp) and dusk balls into balls that work better in certain types of weather. DPDoM

Upgrader: This is the study of cybernetics. It allows you to make cybernetics, and allows you to give yourself or anyone else two of the boosts labeled "experimental." DPDoM

Survivalist: These trainers are focused on how to survive in the wild. Or how to survive in the city, in some cases. Look, living on your own is hard for some people, okay?

Combat Classes: These classes are focused on fighting alongside your pokemon.

Athlete: These trainers train themselves to be in peak condition. They are also able to coach their pokemon when they do combat maneuvers, and learn moves such as bind, take down, extreme speed and mega kick.

Dancer: These trainers use dances in order to buff and debuff their friends and enemies, respectively. They can also teach their dances to their pokemon.

Hunter: These trainers focus on hunting down prey alongside their "pack" of pokemon. They are brutal combatants, showing no mercy to their enemies.

Martial Artist: These people have been trained in martial arts. There are different styles of martial arts, and depending on which style of fighting they train themselves in, they end up learning different abilities and techniques.

Musician: These trainers use the power of music to help their allies. Basically, they are the bard class. Unlike most interpretations of bards, these guys can learn how to play so loud, it causes actual damage, which, incidentally, is one of the only ways a human can learn to manipulate energy without using magic.

Provocateur: These trainers focus on social manipulation, taunting and charming their enemies and making them dance to their puppet strings.

Rogue: These trainers fight dirty, learning how to fake out their opponents and steal what they're holding at the same time as they attack.. Incidentally, they can learn how to use these techniques with small melee or short-ranged weapons.

Roughneck: These trainers focus on wearing down their opponent using intimidating tactics, and enduring even the toughest of blows.

Tumbler: These trainers are agile, doing moves so acrobatic they occasionally seem as though they can actually fly.

Supernatural Classes: These trainers focus on using forces beyond that of ordinary mortal ken.

Aura Guardian: These trainers harness the power of aura to analyse others and, if needed, beat them down. Requires Elemental Connection: Fighting.

Channeler: These trainers can commune with pokemon at a primal level, linking their senses together to better bond with these majestic creatures.

Hex Maniac: These trainers use call upon forces most primordial, granting them dark magick, which they use to...wait, what? No. Not that. Why would it be that? No, instead they use this dark power to cause their enemies grave misfortune, burning, hypnotising and cursing opponents, before striking with a powerful Hex!

Ninja: These trainers are practitioners of the ancient art of Ninjutsu, learning secret techniques such as the Shadow Clone Jutsu, which creates illusory doubles of the user, as well as learning how to easily make and conceal a potent poison

Oracle: These trainers are blessed with the power of precognition, allowing them to react to an attack before the attacker's even begun. They can also see through illusions.

Sage: Where the Hex Maniac focuses on malicious curses, the sage prefers to bless their allies, protecting themselves and others from any form of harm.

Telekinetic: These psychics focus on moving objects with their mind, including themselves, as well as creating barriers of force, to block off their enemies. Requires an elemental connection with Psychic.

Telepath: These psychics, however, focus more on reading the minds of others. Well trained telepaths can even psionically assault others, or implant thoughts into other people's heads. Again, requires elemental connection with Psychic.

Warper: Finally, these psychics can control probability itself, allowing them to shift the tides of fate, as well as even teleporting themselves and others out of danger. Once more, requires elemental connection with Psychic, or Glitch

Game Of Throhs Classes: Classes from the Game of Throhs sourcebook.

Berserker: These mighty warriors charge into battle, taking on injuries that would hinder most and using that pain to fuel powerful blows. They are tough to put down, enduring injuries that would spell doom for most.

Rune Master: These trainers are linked to the mysterious Unown. They can learn how to mimic and alter the strange powers possessed by these mysterious living runes.. GoT

Arcanist: These folks specialise in the manipulation of energy. They form a soulbond with an arcane weapon, and apply manipulations of power to any form of energy attack they can use. Requires Arcane Weapon Training, although not an Arcane Weapon. GoT

Fortress: These trainers focus on using defense, acting as though they are an iron wall,

Marksman: These trainers, however, use ranged weaponry, sniping their enemies from afar.

Skirmisher: These trainers focus on quick blows, getting into a fight, then getting out.

Elementalists: These are all separate classes, but they all cover the same basic concept; the trainer gains elemental powers based on the element that they picked. Obviously, requires a connection with the appropriate element. As an example of the kind of things you could learn to do, a bug elemental could learn how to mimic their creepy-crawly friends, shooting webs as well as crawling up walls.

Do Porygon's Dream Of Mareep Class

Glitch Trainer: These trainers have been affected by a literal glitch in reality, changing them into something strange and unnatural. Most glitch trainers are unwillingly changed, and indeed, most touched by the glitch energies choose to ignore what they are.

Accepting their changes, however, lets them do weird shit like gain a different status ailment to the one that they should be getting, like getting stabbed with a poisoned and then just going to sleep instead of being poisoned, cause people's special moves and items to stop existing and gaining access to the powerful Metronome technique, which is where you use literally any move at random, and it is entirely random which move you are using.

Homebrew Classes

Arachnophile: You are one of the few people in the world who actually like spiders. Matter of fact, you actually like them so much, you've decided that you should use your expert knowledge in the field of medicine, technology or the occult to make your pokemon more like spiders, granting them more legs, the ability to crawl on the wall, poisonous fangs. You know, spidery stuff.

Blacksmith: A class focused on crafting and improving weapons, they eventually learn how to put all of their blacksmithing spirit into a heavy slam, although they, themselves, will end up heavier too.

Dark Hunter: This is a class focused on applying stacks of binding to your opponents with every hit, making it harder for them to act, as well as causing them to be infatuated with you. They can remove their binding stacks, assuming they aren't too scared of you to do it. You can also use yourself and your allies as bait, and deliver strikes that inflict status conditions, or just drain health. To be clear, this is more-or-less the Dark Hunter from Etrian Odyssey.

Gearhead: These spellcasters are more akin to elemental snipers. They're crackshots, firing blast after blast of neon bolts from their chosen "Magimeta", the term many use to refer to their long-range magical weaponry. A gearhead can use sonic attacks, as well as attacks of either an acidic, watery or electrical nature. They can also spend energy to make their next attack with a ranged arcane weapon burn, paralyze or poison an opponent, make their spells hurt people next to their target, although only half as much, and once an hour, they can lock their sights onto a target, meaning that their next attack cannot miss.

Incidentally, feel free to ignore this, but a Magimeta is more likely to be, say, a gun than something like a magic wand.

Liberal Warrior: The

Sorcerer: Just by being a sorcerer, you learn how to use energy attacks more effectively. You can also learn how to control the classical elements, although if you use an arcane weapon to help you cast these spells, they will still be the same element as your elemental connection,

although they will still set people on fire if they are supposed to do that, even when they are water spells.

You can also learn to make your short-ranged arcane moves target three enemies or a close circle with a radius of two meters, whilst your long range attacks can either attack a circle with a radius of three meters or a line with a length of twelve meters.

You can eventually learn how to combine elements to make melded magics, although you can only use these spells twice every hour.. Fire and air make dragon, fire and earth make grass, air and water make ice, air and earth make electricity and water and earth make poison.

Type Chart:

		DEFENDING																		
		Normal	Fighting	Flying	Poison	Fire	Water	Grass	Electric	Ground	Rock	Ice	Ghost	Bug	Psychic	Dragon	Dark	Steel	Fairy	Glitch
ATTACKING	Normal	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Black	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow
	Fighting	Yellow	Yellow	Red	Red	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Black	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow
	Flying	Yellow	Yellow	Yellow	Red	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow
	Poison	Yellow	Yellow	Yellow	Yellow	Red	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Black	Yellow	Yellow
	Fire	Yellow	Yellow	Yellow	Yellow	Yellow	Red	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow
	Water	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Red	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow
	Grass	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow
	Electric	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow
	Ground	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow
	Rock	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow
	Ice	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow
	Ghost	Black	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow
	Bug	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow
	Psychic	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow
	Dragon	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow
	Dark	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow
	Steel	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow
	Fairy	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow
	Glitch	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow

Yellow-Neutral

Red: Half as effective

Green: Twice as effective

Black: No effect.

The types are, in order of where they are on the chart,

Normal

Fighting
Flying
Poison
Fire
Water
Grass
Electric
Ground
Rock
Ice
Ghost
Bug
Psychic
Dragon
Dark
Steel
Fairy
Glitch