



*One world, four seasons*

# POKEMON SHIFTING SKIES JUMPCAIN

Welcome to Evergreen Hollow, a quaint and sleepy village that seems, at first glance, to be the picture of tranquility.

Here, the seasons are not merely passages of time but elemental forces that reshape the very earth beneath your feet. Lakes freeze over to open new paths, vines burst from cliffs to scale new heights, and the local wildlife adapts in strange and powerful ways.

The deeper you investigate, the clearer it will become that Evergreen Hollow and its surroundings aren't as tranquil as they first seem. Ancient forces are stirring, secrets are unraveling, and the skies themselves may not remain peaceful forever...

You have **1000 CP** to spend.

# LOCATION

You may choose your age and sex for **free**.

Each location is within hiking distance. You may choose your location for **free**.



**Evergreen Hollow** – The sleepy, idyllic hub of your journey, home to several families, the local lab, and the revolutionary ChronoBarometer that keeps the seasons in flux.

**East Evergreen** – A gentle woodland bordering the village where fledgling trainers learn the ropes against docile wildlife before venturing further afield.

**West Evergreen** – The rugged western fringe of the hollow, home to battle-hardened veterans and aggressive Pokemon that pose a genuine threat to the unprepared.

**Mirrorshade Lake** – A vast body of water that reflects the changing sky; tranquil and fishable in the warmth, but a frozen highway of ice once winter takes hold.

**Silvercrest Peak** – A frozen mountain looming over the region, where hibernation caves open only in the bitter cold and rare Pokemon hide behind immovable boulders.

**Verdanreach Basin** – A grassy expanse that serves as the region's heart, filled with hidden grottos and wild Pokemon that adapt their tactics to the prevailing weather.

**Verdanreach Pass** – The rugged, cliff-lined connector between the lowlands and the peaks, where planted seeds can erupt into climbable vines under the summer sun.

**Sunfall Cove** – A coastal retreat during the warm months, and warm even in the winter. Hosts a tournament with rewards you can't find inland.

**Mirebloom Thicket** – A tangled wetland where mud creates traps for the unwary, and flora blooms into aggressive barriers or bridges depending on the season.

# ORIGINS



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

## **Drop-In** (Free)

You arrive in Evergreen Hollow with no history and no connections, only what knowledge you have of the region and the world.

## **Townfolk** (Free)

You're a simple resident of Evergreen Hollow. You probably have a job or you train Pokemon on the side. You might even have a small family here.

## **Scientist** (Free)

You're a member of the local research centre, studying seasonal phenomena and the forces of nature.

## **Pokemon** (Free)

You're a Pokemon, not a human.

A wild Pokemon, something caught and trained, or a community stray that people just know not to try and capture. You won't be caught unless you choose to allow it, and no one in the region owns a master ball.

# PERKS

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

## === Drop-In Perks ===



### **Gone Fishing** (100 CP)

Water can be fished in during Summer, Spring, or Autumn, and you're an expert at it. You can hazard a guess at the species of Pokemon in a body of water just by testing it with your hand, and your bait always seems to attract the exact species you're aiming for. You're also great at ice fishing and ice skating in the winter.

### **No Stone Unturned** (200 CP)

You don't let resources or rare Pokemon slip through your fingers. You can tell when a seemingly insignificant object is hiding something valuable, like a boulder hiding a hibernating Pokemon, or battle items lost in the bushes and tall grass.

### **Achievement System** (400 CP)

Achieving certain personal benchmarks allows you to unlock new abilities that can change the tide of battle. Individual skills are weak on their own, but over time they can open up new and exciting strategic options.

### **Beyond Mastery** (600 CP)

In this world, moves change and evolve through use. For everyone else, this progression hits a ceiling. For you, there is no cap. You and your Pokemon can continue to evolve skills and moves infinitely through continued usage.

Once a move reaches its final tier, continued use will eventually mutate it into something even further beyond. A move more powerful than anything on historical record. This applies to out-of-combat skills as well.

## === Townsfolk Perks ===



### **Go Home and be a Family Man (100 CP)**

You have what it takes to support a family and keep your partner and children happy. You get a small charisma buff and some basic home economics skills.

As a bonus, any children you have will inherit your best traits, whether that comes in the form of perfect IVs or just generally blessed genes.

### **Second Harvest (200 CP)**

You know there's more to be done with a berry than just eating it. You can set berries as harmless traps, attracting rare and powerful Pokemon to its location. The type of berry you use affects the type of Pokemon you attract, down to their natures and abilities. Agricultural pursuits yield more than what would be realistically expected, and always at a premium quality.

### **Scouting System (400 CP)**

Observing a wild Pokemon clues you in to obscure information about them, like their nature and moves, their IVs, any traits you might need to know when deciding which Pokemon are worth considering as additions to your team. In future jumps, this lets you immediately estimate the traits of anyone you examine, such as their power level, hidden talents, or other skills.

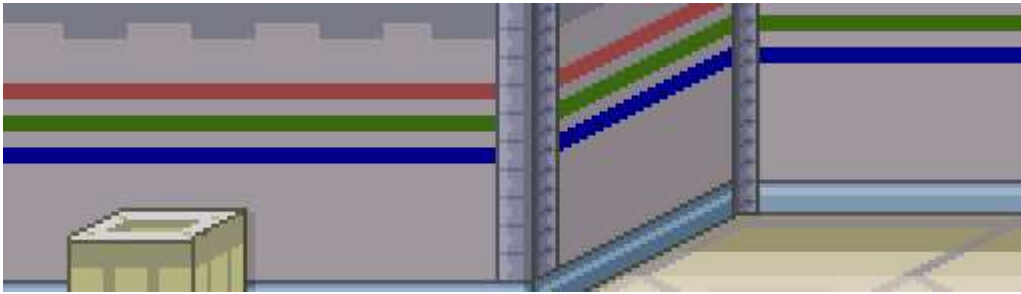
### **Favored Forecast (600 CP)**

Whenever your life is directly threatened or you're on the verge of losing a serious battle, your active Pokemon or closest companion enters a super state.

Until you are safe or the battle is won, their combat parameters skyrocket.

Their moves function as if they have advanced to their most powerful tier, and they gain the bonuses of their preferred season and terrain regardless of the weather or environment.

## === Scientist Perks ===



### **Theoretical Trees (100 CP)**

Moves don't get replaced; they evolve. You have understand these hidden progression trees. You know exactly which moves will evolve into what, and exactly how many times a move must be used to trigger that evolution. You know things like evolution conditions, lists of abilities, learnsets, speed tiers, and any other objective information about a system or species.

### **Accelerated Methodology (200 CP)**

Field testing is usually a grind, but your methods are efficient. The usage requirements for your Pokemon to evolve, learn new skills, or advance their moves are dramatically reduced. Most new skills can be mastered quickly, and this perk is especially effective if a subject is particularly challenging.

### **Tutor System (400 CP)**

When you or one of your companions learns a new skill, move, or technique, you can instantly teach it to any other compatible ally who is capable of learning it, without the need for TMs or training. On capturing a new Pokemon, every move they know can be taught to your other team members, making every capture valuable for building your strength!

### **Bio-Climatologist (600 CP)**

You have mastered the biology that makes Castform and Sawsbuck unique. You can perform a procedure on any Pokemon to alter its preferred season. This doesn't change their typing or ability, but it can grant them special skills and traits they can take additional advantage of during those seasons. With time and resources, you could make a Pokemon omni-seasonal.

## === Pokemon Perks ===



### **Seasonal Variance** (100 CP)

Pick a season. You excel during this season, performing beyond your usual limits and perhaps unlocking some hidden potential and special abilities active during the season.

You may purchase this perk multiple times for an **additional 100 CP** each, picking a new season each time.

### **Victory Chimes** (200 CP)

You grow by winning, not through experience points. Defeat enough opponents and you will trigger an evolution or a permanent jump in power tier. The strength of your opponents doesn't matter, only that you are the victor. Take care that you don't build a reputation for bullying those weaker than you.

### **Progression System** (400 CP)

Rather than learning new moves as you level up, your moves naturally improve and evolve as you use them. Ember becomes Flamethrower, which becomes Fire Blast. This applies to all of your skills in future jumps.

### **Force of Nature** (600 CP)

Rather than being behold to the whims of the seasons, you hold power over the very weather itself. You can summon harsh sunlight, torrential downpours, even sandstorms, snowstorms, hail, wind, and fog at will.

# ITEMS

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

## **Freebies** (Free)

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

## **Seasonal Fashion** (100, **Free** for Drop-In)

A wardrobe that updates itself every time the season changes. Perfectly weatherproofed, comfortable, and stylish. As a bonus, it comes with a pair of Go-Goggles that allow you to see clearly through any extreme weather.

## **Survival Multi-Tool** (100, **Free** for Townsfolk)

Traversing Evergreen Hollow is annoying when vines block paths and rocks block caves. This is a high-quality camping tool that functions as various HMs. It allows you to clear obstacles and traverse the map in ways the typical villager wouldn't be able to. Also contains a collapsible fishing rod and still fits neatly in your pocket.

## **Hip Flask** (100, **Free** for Scientist)

A simple metal flask. No matter the season, it produces a drink perfectly suited to the weather. In the winter, it might pour hot cocoa that warms you to the core. In the summer, ice-cold lemonade. Sharing a drink with a person or Pokemon slightly boosts their friendship toward you.

## **Practice Plushie** (100 CP, **Free** for Pokemon)

A durable substitute doll that repairs itself after every training session. This doll counts as a valid target for move evolution purposes. It allows Pokemon to grind out their move upgrades in the safety of one's backyard without needing to go into the tall grass and bully wild Pokemon. It grants no actual experience points, but experience points don't exist in this world anyway.

### **Berry Pouch (200 CP)**

A bag that contains one of each type of berry. These can be snacked on, used as bait, or they can be planted to create a full berry tree. It takes time for a planted berry to sprout, but you can expect your first yield at the start of the next season. Berries that are eaten or planted will respawn in the pouch the next day.

### **4D Compass (200 CP)**

If you are looking for a Pokemon that only appears during certain months, the compass points you both in the direction of where you could find it, and displays what time of year you could most easily access it. This compass is also effective at tracking things like roaming legendary Pokemon, because it can direct you to where they will be rather than where they are.

### **Utility Umbrella Plus (400 CP)**



A special battle item enhanced by Judith's research notes. This umbrella can be held by a Pokemon (or a person) to bind a specific season or weather condition to them. It creates a personal micro-climate of that chosen weather, allowing them to benefit from the effects of their ideal season and ignore any hampering weather effects, no matter their surroundings.

### **Move Mutator (400 CP)**



Some engineering mistakes go on to become inventions of their own. When held by a Pokemon (or a person), this device allows their moves to mutate when they would normally advance a tier, branching out and receiving new typings or new effects. A Water-type Surf could be converted into an Ice-type deluge of slush in the winter; Solar Beam could become a Fire-type laser in the summer. The mutated move is separate from the original, so the Pokemon in question would have access to the base move and the mutated one.

## Strange Tablet (600 CP)



This tablet contains residual creation energy. It can be consumed to permanently awaken legendary potential in a single Pokemon, granting them a boosted stat total, a custom signature move, and possibly a beneficial secondary type. This is a one-time use that replenishes each jump.

## ChronoBarometer (600 CP)



A marvel of modern engineering, even for the technologically advanced world of Pokemon. This device can instantly change the season in a 20-mile radius. This can affect what Pokemon are available, which areas become traversible, and of course which Pokemon become seasonally enhanced.

Takes about a day to recharge.



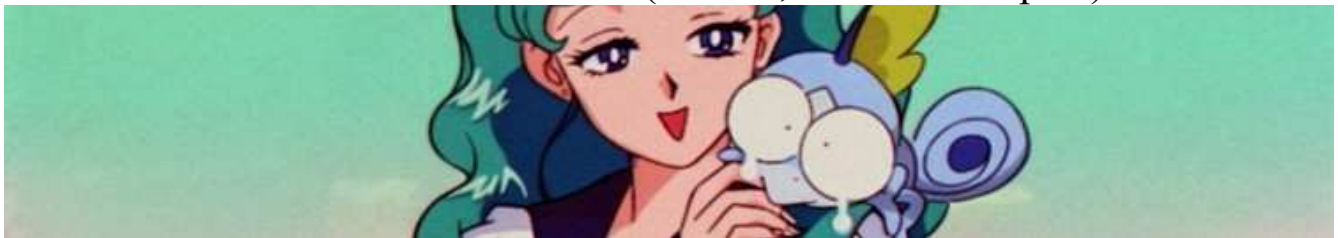
# COMPANIONS

## Import (Free)

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

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

## Pokemon Professor (100 CP, Free for Drop-In)



This small town doesn't have a regional professor to hand out starter Pokemon, so most trainers get a hand-me-down or need a buddy to catch their first Pokemon for them. This professor takes that role, and can get you any official starter you want for the jump.

Comes with all perks from the **Scientist** origin and **600 CP** to spend. You can import a companion into this role.

## All-Season Partner (100 CP, Free for Townsfolk)



Some Pokemon are naturally attuned to all four of the seasons, and you have a Pokemon partner that's much the same way. Deerling and Castform are examples of true omni-seasonal Pokemon, but you can choose any Pokemon you would expect to find in your starting location (fanwank it).

Comes with all perks from the **Pokemon** origin, **all four purchases** of the Seasonal Variance perk, and **600 CP** to spend.

You can import a companion into this role.

### **Dispatch** (100 CP, Free for Scientist)



You're a scientist. You do science from within your cushy laboratory with central heating. What you need is a lackey who's willing to go outside and touch grass in your stead. This guy (or girl) knows how to get around. They can collect your data for you, catch stuff, explore, whatever you want.

Comes with all perks from the **Drop-In** origin and **600 CP** to spend.

You can import a companion into this role.

### **Personal Trainer** (100 CP, Free for Pokemon)



This is your trainer. Not necessarily your owner, although they could be if you want that. They know how to bring out the full potential of your abilities and they know how to create a training regimen that's optimal for you. They won't push you too hard if you don't want to work hard, but they'll push you just hard enough to keep your skills sharp and your growth constant.

Comes with all perks from the **Townsfolk** origin and **600 CP** to spend.

You can import a companion into this role.

# DRAWBACKS

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



## **Hard Mode (+100 CP)**

Trainers are smarter, seasonal effects both positive and negative are exaggerated, and wild Pokemon you encounter are stronger than they should be. You'll need to master each season and build adaptable teams or you'll quickly hit a wall you can't overcome through sheer trainer skill alone. This isn't just a casual walk in the park any more, and genuine threats just became that much more dangerous.

## **Seasonal Allergies (+100 CP)**

Pick a season. This season makes you physically ill. During this season, you suffer fatigue, mental fog, and general malaise. Your Pokemon are unaffected, but your skills as a trainer might suffer, and your physical ability is greatly reduced if you're a Pokemon yourself.

You may take this drawback multiple times for an **additional +100 CP** each, picking a new season each time.

## **Move Decay (+200 CP)**

The progression system has turned against you. Just as moves evolve through use, they now devolve through neglect. If you or your Pokemon do not use a specific move or skill for some time, it downgrades a tier. You can't rely on just using what's best, you have to rotate your skills to keep them sharp.

## **Standard EXP (+200 CP)**

You are stuck with the old-school, grindy EXP system. Learning new skills takes longer and getting access to stronger versions of the moves you have isn't guaranteed. Other trainers will quickly outpace you if you aren't keeping on top of your training.

### **Mama Bear (+400 CP)**

You've made an enemy of a mother Ursaring. She knows your scent and will appear periodically at inconvenient moments, seeking revenge for a perceived threat to her cubs. She's actually strong, and if you defeat her too easily then she'll retreat and come back with stronger Pokemon as backup. They're only wild Pokemon and they won't harm you if you can't defend yourself, but they'll send you packing to the nearest Pokemon center if you aren't careful.



### **Rules of Nature (+400 CP)**

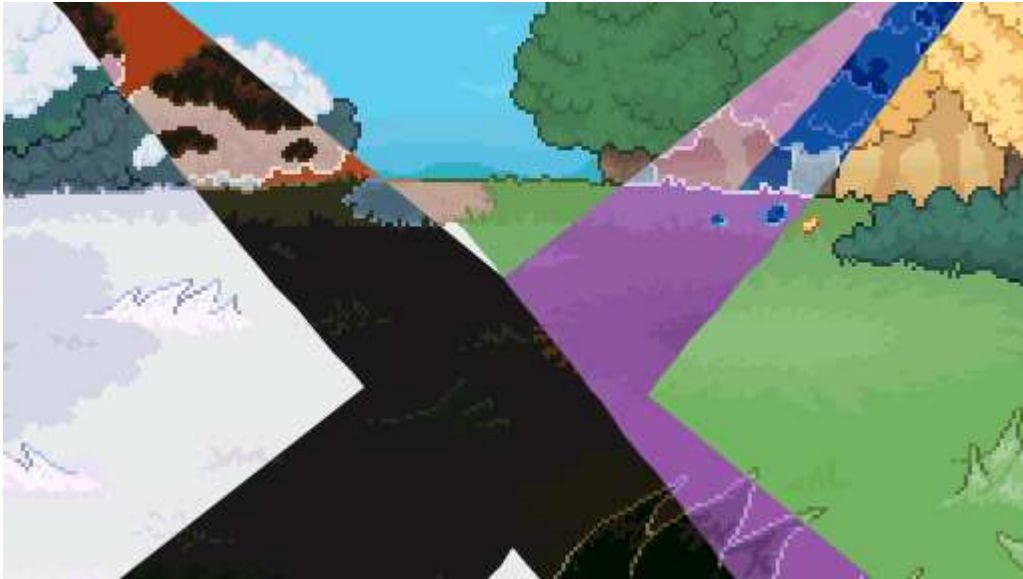
You are bound by the seasons more strictly than others. You can only use Pokemon that are naturally active during the current season. The rest become disobedient in battle or go into hibernation. While this forces you to swap party members often, it doesn't harm your battle ability because you'll always be using Pokemon benefiting from their ideal season.



## Climate Chaos (+600 CP)

The seasonal clock is broken. It might snow in the desert, or rain fire in the tundra. The environment changes rapidly and violently every few days.

Tornadoes, blizzards, and heatwaves are common occurrences.



# ENDING



## **Stay Here:**

You decide that Evergreen Hollow is where you belong. Your journey across the multiverse ends here, leaving you free to live out your days mastering the seasons and settling down on the land.

## **Go Home:**

The adventure has run its course. You pack your bags and return to your original reality, leaving the shifting skies behind to resume the life you had before your chain began, taking your perks, items, and companions with you.

## **Continue Your Chain:**

The seasons turn one last time as you prepare for departure. You leave this world behind, stepping through the void to face the unknown challenges of your next jump.

# NOTES

>is this game good?

No, this game actually sucks. Don't play it.

>are perks that only affect pokemon useless after this jump?

If a perk says that it affects Pokemon, assume that in future jumps it applies to any summoned or tamed creature, as well as any human or humanoid allies.

>regional gimmick?

Pokemon do not gain EXP or level up through battle in this region.

All Pokemon in the region have the Seasonal Variance, Victory Chimes, and Progression System perks by default. Paying for those perks allows them (and you) to carry those effects into other worlds where they can benefit from those as well as EXP.

>seasons?

Spring benefits Grass-types and Bug-types the most, and Pokemon in the Field group.

Summer benefits Fire-types the most, and Water-types are also common at the beach.

Autumn benefits Ghost-types and Dark-types the most, because of Halloween.

Winter benefits Ice-types the most, as well as some Pokemon that you can find in caves.

>are any legendary pokemon available?

Tornadus, Thundurus, and Landorus are in the region.

Catching them would be difficult. They normally just fight trainers they find worthy and leave them with a tablet if they're defeated.

>how does the achievement system work?

In-game, achievements are things like "Use Blizzard while in Hail" during winter or "Harvest 20 berries from berry trees you've planted" during spring.

Getting these achievements unlocks skill points you can use to unlock perks that are active for that season's Pokemon, passively and permanently.

Examples of the achievement perks include "Summer Pokemon cannot be burned" or "Autumn Pokemon benefit double from berry effects".

The player can also get personal perks from this, like "Hibernating Pokemon will have their hidden ability" or "Berry trees yield 1 extra berry when harvested".

Just come up with your own if you take the perk.

For any questions about specific numbers, wank it.

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

<https://eeveexpo.com/shifting-skies/>

Another not-even-good jump made by Die Ame.