Pokémon

Sword & Shield

(Version 1.0: “It Might Be Done” Edition)

“Welcome, traveler, tae th' Pokémon world, a world ye'v likelie become ferr kenspeckle wi' as time haes gaen oan. We ur nae visiting anywhere kenspeckle however. Sure ye micht see rolling green hills, dense forests, surprisingly oot o' steid wasteland, 'n' snaw covered toun, bit this is a freish region!

Ye see, this time aroond we’ll be visiting Galar, a region that embracing baith th' bygane 'n' th' future in tis the noo. Mony rustic toons 'n' cities ur goosed up by modern stadiums. Auld traditions 'n' stories o' an enigmatic bygane ur spoken o' alongside enthusiasm fur corporate sponsored contest.

In galar’s ancient bygane, thare wis an apocalyptic event kent as th' Darkest Day, whaur th' sun wis blocked by black clouds, 'n' gigantic Pokémon terrorized th' region. Th' lands wur eventually saved by th' intervention o' a brave hero wielding a sword 'n' shield, or sae th' stories gang.

Althoogh mony haud this hero in heich regard 'n' praise him wi' statues 'n' references, something isn’t ferr richt. They wha howk up th' bygane kin fin' inconsistencies in th' stories 'n' depictions o' th' bygane. Wis it truly yin hero? Cuid it hae bin twa heroes? Wur thay even human?

Th' common citizen cares wee aboot keekin intae it though, nae whin th' annual Gym Challenge is aboot tae begin. Th' Gym Challenge is a kind o' publicized, budget rolled variation o' th' normal division competitions held in ither regions, wi' th' entire event bein' coordinated by Macro Cosmos.

Macro Cosmos is th' conglomerate that a' bit owns Galar, tis Chairman Rose controlling mony subsidiaries tae gie lairge services, manufacture lairge products, run th' gym challenge, 'n' even harness th' local ‘Dynamax Energy’ tae power th' region.

Tae even participate in th' gym challenge, yin needs a sponsorship fae some official or company. Someone wha sees got somehin in a trainer’s ability tae stravaig th' region, defeat th' eight gym gaffers in thair hame stadiums, 'n' participate in th' Champion Cup.

Th' Champion Cup sees a' challengers wha made it that far gaun heid tae boost in a single elimination tournament, wi' th' pure winner daein' it a' again against th' noo serious gym gaffers honestly trying fur win. Th' final reward o' a' this is rights tae challenge Leon, th' famed undefeated champion o' Galar.

Ilka battle is held fernent cheering crowds 'n' aired bide oan tellybox, especially skilled sannies even gathering thair ain fans as th' contest kin gang oan. Th' stadiums allowing weel equipped sannies tae mak' uise o' galar’s “dynamax energy” tae graw thair Pokémon intae giants is o' particular interest, 'n' th' reason fur th' stoatin size o' th' stadiums scattered aroond.

If ainlie hings cuid be sae honest 'n' competitive. Th' trauchle making gang Yell is wandering th' region seeking tae disrupt th' contest thro' battle 'n' booming voices; 'n' Macro Cosmos seems connected tae lairge mysterious 'n' dangerous incidents continuing tae occur wi' time.

Chairman Rose o' Macro Cosmos his-sel the script in secret tae awauken Eternatus, a bein' o' overflowing energy behind th' local Dynamax phenomenon, tae bring aboot th' Darkest Day wance mair. His insane the script aim tae restore energy tae th' region in advance fur a disaster a thousand years aff.

Ainlie time wull tell if freish heroes wull appear tae save Galar wance mair. Wull ye be yin o' them?”

(Translation)
“Welcome, traveler, to the Pokémon world, a world you’ve probably become quite familiar with as time has gone on. We are not visiting anywhere familiar however. Sure you might see rolling green hills, dense forests, surprisingly out of place wasteland, and snow covered town, but this is a new region!

You see, this time around we’ll be visiting Galar, a region that embracing both the past and the future in its present. Many rustic towns and cities are broken up by modern stadiums. Old traditions and stories of an enigmatic past are spoken of alongside enthusiasm for corporate sponsored competition.

In Galar’s ancient past, there was an apocalyptic event known as the Darkest Day, where the sun was blocked by black clouds, and gigantic Pokémon terrorized the region. The lands were eventually saved by the intervention of a brave hero wielding a sword and shield, or so the stories go.

Although many hold this hero in high regard and praise him with statues and references, something isn’t quite right. Those who dig up the past may find inconsistencies in the stories and depictions of the past. Was it truly one hero? Could it have been two heroes? Were they even human?

The common citizen cares little about looking into it though, not when the annual Gym Challenge is about to begin. The Gym Challenge is a kind of publicized, budget rolled variation of the normal league competitions held in other regions, with the entire event being coordinated by Macro Cosmos.

Macro Cosmos is the conglomerate that all but owns Galar, its Chairman Rose controlling many subsidiaries to provide numerous services, manufacture numerous products, run the Gym Challenge, and even harness the local ‘Dynamax Energy’ to power the region.

To even participate in the Gym Challenge, one needs a sponsorship from some official or company. Someone who sees potential in a trainer’s ability to wander the region, defeat the eight gym leaders in their home stadiums, and participate in the Champion Cup.

The Champion Cup sees all challengers who made it that far going head to head in a single elimination tournament, with the winner doing it all again against the now serious Gym Leaders honestly trying for victory. The final reward of all this is rights to challenge Leon, the famed undefeated champion of Galar.

Every battle is held in front of cheering crowds and aired live on television, especially skilled trainers even gathering their own fans as the competition can go on. The stadiums allowing well equipped trainers to make use of Galar’s “Dynamax Energy” to grow their Pokémon into giants is of particular interest, and the reason for the great size of the stadiums scattered around.

If only things could be so honest and competitive. The trouble making Team Yell is wandering the region seeking to disrupt the competition through battle and booming voices; and Macro Cosmos seems connected to numerous mysterious and dangerous incidents continuing to occur with time.

Chairman Rose of Macro Cosmos himself plans in secret to awaken Eternatus, a being of overflowing energy behind the local Dynamax Phenomenon, to bring about the Darkest Day once more. His insane plans aim to restore energy to the region in advance for a disaster a thousand years off.

Only time will tell if new heroes will appear to save Galar once more. Will you be one of them?”

“You will begin your adventures several weeks before the Gym Challenge begins.”
“Use these 1000 Power Points or PP to make your purchases to tackle what may face you.”



Locations

Before beginning your time in this Jump, we must first figure out where you're dropping in. Below you'll find many of the major towns and cities throughout the region.

Roll a d10 in order to determine which you start in, or pay 50PP to determine it yourself. This town will also be your hometown for the sake of background memories and personal history.

>1. Postwick – *"A farming town since days of old, where people and their Pokémon live in close harmony."* "Postwick is a small farming town sitting near the more notable Wedgehurst, as well as the mysterious Slumbering Weald, sitting right between them.

Wedgehurst is home to a Pokémon lab, a small market, and a train station to take people to other parts of the region. Meanwhile the Slumbering Weald is a mysterious forest that locals are told to stay away from due to the various legends connected to it.

In truth, Postwick is only notable as the hometown of the Undefeated Champion Leon and little else."

>2. Motostoke – *"An industrial city studded with steam-powered marvels of modern engineering."* "A great city bustling with activity amongst great gears and blooming steam. Motostoke is one of the major crossroads of the region, and the Gym Challenge.

The Gym Challenge ceremonies are thus conducted here, and the local Fire Gym Leader Kabu is a major roadblock for all Gym Challengers who face him, causing many to drop out as they find him too hot to handle. Motostoke is also surrounded by the notable Wild Area, a dense and varied wilderness."

>3. Turffield – *"A town nestled within the nurturing bowl of our many terraced farming fields."* "A farming town not unlike Postwick, but far greater inside. Turffield is notable for ancient standing stones, the ancient art on one of its hillsides, and the modern stadium sticking out like a sore thumb amongst the green hills. The easy-going Grass Gym Leader Milo is often the first foe of all Gym Challengers."

>4. Hulbury – *"A bustling seaport that many visit to see its lively market stalls and famed restaurant."* "Hulbury carries the scent of freedom between the open sky, open ocean, and open markets. Many visitors come for these sights as well as the local lighthouse and famous Captain's Table restaurant. The hard working super model and Water Gym Leader Nessa faces all challengers with discipline and style."

>5. Hammerlocke – *"A city of great history, living and thriving within the castle walls that date back to the middle ages."* "Living up to its eccentric, dragon inspired architecture, Hammerlocke is a grand city of national significance due to its centralized location.

Under the gaze of the Dragon training, final Gym Leader Raihan, important artifacts of the Galar region, and the final stage of the Gym Challenge, are safeguarded. Raihan is said to be strong enough that he could be champion of another region, and even holding back, few challengers make it past him."

>6. Stow-on-Side – *"A vibrant town that has grown up around an ancient mural tucked away in the mountains."* "Found beyond muddy wasteland and great statues built into the cliffsides, sits Stow-on-Side. Known for its mural of Galar's ancient heroes, the fate of the Gym Challenge is enigmatic here.

Was it the prodigal Fighting Gym Leader Bea who spars with her own Pokémon, or the mysterious and young Ghost Gym Leader Allister that is faced here? Feel free to discover that on your own."

>7. Ballonlea – *"A charming town where the people make their homes among the trunks of the towering trees."* "Between the massive trees that block the sun, and great, glowing mushrooms that replace its light, Ballonlea feels nothing less than magical.

This out of the way town is home to the Fairy Gym Leader Opal, a true eccentric that has held her position for generations, though looking to retire soon. Be careful those who look to visit, as one must make their way through Glimwood Tangle, a forest with a dense population of tricky Fairy types."

>8. Circhester – *"Buildings from an age long gone still stand about the steaming hot spring that covers the town."* "Amidst the snowy, northern climate and frosty rivers sits Circhester, a town notable for its rustic architecture, ancient hot spring baths, and a truly threatening Gym Leader.

Now, if only I could remember if it was the strict Ice trainer Melony, or her crowd pleasing, Rock trainer son Gordie… It seems, just like Stow-on-Side, that the truth of the situation is for you to discover on your own time."

>9. Spikemuth – *"This rocking town has a punk vibe and streets crammed with shops lined up cheek by jowl."* "A dilapidated town that has lost national interest due to the lack of power spot, meaning no Dynamaxing for the Gym Challenge.

The trouble making Team Yell formed from the local Gym Trainers without permission of the powerful, hard rocking, Dark Gym Leader Piers. Whatever their goals are, they seem to be focused on supporting the younger sister of Piers, Marnie, and dissuading all other Gym Challengers approaching."

>10. Free Pick – *"A rolling stone gathers no moss."* "You have managed to luck your way into the freedom to choose your own start, as well as your own past, which may lead to a new future. Choose any of the above towns, plus Wedgehurst, for your hometown.

If desired, you may have recently moved there to loosen up the among of local history you have there; the lack of real bonds making travel all the easier. As further clarification, those who pay to choose their own location also have this option of adjusting the past."

Origins

As previously discussed, you do have some background here, and this is where everything besides your hometown is settled. Your gender is whatever it was before, while your age is either 10, or 10+3d8 at your discretion. You may also pay 50PP to choose both of these things manually.

Next, we'll be deciding your race. You may either select to be a human, in which case you may select one of the four human origins, or a Pokémon, in which case you will only have the one origin, but may use your points to select what kind of Pokémon you are.

Your choice of race also determines what kind of perks you may choose. Humans may only purchase perks from human origins, Pokémon may only purchase perks from the Pokémon origin.

Human

>Passerby (Free) – "You're a relatively normal person, as far as that goes for this world anyways. You might have a day job, or enjoy travel, but you're not involved with any of the major events going on right now, unless you seek to be once you begin. This is a dedicated Drop-In origin, meaning you may opt out of having any kind of background or background memories in this Jump if you desire so."

>Gym Challenger (Free) – "Young or old, you're a trainer of some kind and have secured a sponsorship for taking place in the Gym Challenge! Prepare to build your team, train your ass off, gain a wild following as you face the league, and aim for championship! Do you have what it takes?!

This origin is also special in that you can replace the ordinary protagonist of 'Pokémon Sword/Shield' if you want too. Doing so locks your age at 10, your location as Postwick, and puts you in their position at the start of the story, with all the relationships with various important people involved with that."

>Researcher (Free) – "Greetings, smarty pants! You're not a Gym Challenger who is striving towards greatness, but you're no average individual either. You're a researcher! Well, either you've made it, or you're striving to be one. It's not hard super difficult to break into the field after all.

It's people like you that revolutionized the region's power consumption, unlocked the secrets of Dynamax energy, designed special Rotom compatible technologies, and perhaps even cooked up some things that never were if you're smart enough and crazy enough. Lead the way to the bright future!"

>Gym Trainer/Gym Leader (Free/600PP) – “Time to get up, throw on your uniform, head to the local gym, and get ready for another hard day of training. You sir or madam are a Gym Trainer, one of those folks who work under a Gym Leader, helping to make things difficult for Gym Challengers.

If you’re a Spikemuth Gym Trainer, you could even choose to become a member of Team Yell, for whatever that’s worth to you. Now, you could be that, working under a Gym Leader of choice, receiving their training, being part of something greater; or you could go straight to the major leagues.

By paying the listed price, you become an actual Gym Leader, in charge of a gym of your design, employing a type of your choice, with great status and strength as soon as you arrive. Now, there are rules to go with this, however.

First of all, you may freely choose your Location as part of becoming Gym Leader, allowing you to select where you become a Gym Leader, including a made up town or city of your basic design within the region, if you desire. Multiple gyms may not exist within the same place however.

If you want to move into a canonical town or city, you must replace the Gym Leader there, and choose either their type, or another type that isn’t in use for your gym. If you wish to use a type that another gym/Gym Leader is already themed around, you must replace them.

The only locations you may not pick are Hammerlocke or Spikemuth, as there’s no logical reason for Raihan or Piers to have retired or been bumped out, and they have relevance in the plot. This means you may not choose Dragon or Dark types for your Gym Theme, but are otherwise free to do whatever.”

Pokémon

>Pokémon (Variable) – “You’re a Pokémon, in a Pokémon world, either wandering the Wild Area or working together with a trainer for one reason or another. The world basically revolves around you and your kind as you join humans in making civilization work.

You can either choose to be a wild Pokémon, or a caught Pokémon with an existing trainer. It doesn’t truly matter one way another and is down to your preference. You may also treat this as a Drop-In style origin, being caught soon into the Jump if you wish to have a trainer.

Due to the greater innate power and flexibility of the Pokémon origin, there is a price that comes with selecting your form. This depends on what kind of Pokémon they are, and how far along in their evolutions they are. The pricing rules may be found below.

The first evolution of a three form Pokémon is Free.

The first evolution of a two form Pokémon is 100PP.

The second evolution of a three form Pokémon, or selecting a monoform Pokémon, is 200PP.

The final evolution of a multiform Pokémon is 300PP.

Legendary Pokémon, Mythic Pokémon, and Ultra Beasts are not applicable choices. You are otherwise not limited by type or rarity, and may choose Pokémon not of the local region if desired.

If you have an existing form, you use that form for this origin at no cost. If you have an existing Pokémon form, but wish to become a different kind of Pokémon, you must pay full price however.”

Perks

As previously mentioned, only Humans may purchase Human Perks, and only Pokémon may purchase Pokémon perks. Depending on your choice of origin however, you also get discounts.

For Humans, all perks under your chosen origin are discounted, 50% off. 100PP Perks for your chosen origin are instead free, things you may take at no expense.

For Pokémon, who have one origin, but twice the number of perks as humans, your rules are different. You may select two 100PP perks to take for free, and two perks per tier to be discounted.

Human

General Perks

>Mostly Stupid, Possibly Cool Hair (50PP) – "Have you ever been to a party and see something bizarre, but no one acknowledges it for the sake of trying to be polite? Maybe it's only you that seems to see it and you're the one trying not to be rude. I feel like that every time I see Sordward and Shielbert.

You sir or madam, on purchase, may design gloriously bizarre hair for yourself. Have it naturally grow into the shape of a sword from the top of your head, or flare out like a bold shield. Hell, if you want, make it grow in the shape of spiked tentacles with black and white stripes. It's all still hair at the end."

>Stylish Pitch (50PP) – "You know what hyperactive kids do all day while watching Leon crush every rival and pose on tv? What they work towards while looking up at his limited-edition poster on their wall? Training? Nah, most are too young for that. No, we're talking about throwing Pokéballs but really cool!

Galar has a strange emphasis on perfecting one's Pokéball pitch, with many powerful trainers doing vertical splits, flips, and flourishes when they call out their next Pokémon. Now you get an extra helping of acrobatic and pitching skills for your own bizarre and unique throws."

>Theme Team (100PP/Free 'Gym Leader') – "Everywhere you go, throughout this entire Pokémon world, you'll find trainers with specific preferences. Some prefer a specific type if Pokémon, or a specific color, even weight, but it's rare that you find genuine generalists. You know why? Specializing pays off.

On purchase you gain an affinity towards training a certain kind of Pokémon. You could choose type, color, size, shape, or some other general specifier. Despite how strange it might be, you acquire real natural skill with handling Pokémon of your choice, training them, directing them, winning with them.

Gym Leaders who receive this perk for free automatically gain benefits towards training Pokémon of their Gym Type/theme."

>Signature Tactics (100PP) – "Oh, but sure, some people might not train a specific type of Pokémon, as much as favoring a specific strategy, and Pokémon who can make that work. It's a lot more uncommon and gimmicky, but these types are just as passionate as those who like red Pokémon.

Here, with this purchase you may define a specific strategy, and become especially good at teaching your Pokémon in a way befitting it. Help even chunky Pokémon abuse hit and run tactics, or train your team to abuse weather to their fullest. It does have to be something that they're capable of though."

Passerby Perks

>Work Hard (100PP) – “The Wild Area looks like a walk in the park, but you’ll find no harsher weather in all of Galar. Those who to travel in these conditions, work under these conditions, camping out under the stars one day and trudging through a spontaneous sandstorm the next, need stamina.

Fortunately, you’ve got the base physicality for this sort of thing. You can stand up to harsh weather conditions, and break your back doing it, while coming out none the worse for wear. You’d barely work up a sweat doing it too.

As an odd side benefit, when given proper incentives, you seem to rest up faster. People pay well for someone who can work in these conditions, and the more you can work, the more you can get paid.”

>Trivia Specialist (100PP) – “Hey everybody! Look who it is! It’s Ball Guy, the official mascot of the Gym Challenge! Ball Guy always seems to be at stadiums, dispensing all sorts of interesting Pokéball trivia! Did you know Moon Balls are better at catching Pokémon that evolve with Moon Stones?!

You might not be no Ball Guy, but you could be as knowledgeable! You may pick one niche subject of your choice, such as Pokéballs, or Gym Challenger battle stats. You will receive perfect memory in regards to information pertaining to that subject, and a variety of information to start you off there.

You could also pick some niche subject not relating to Pokémon, but where’s the fun in that?”

>NPC (200PP) – “Hey b- have me met? Ah, sorry, but I could have sworn I saw you walking down the street five minutes ago. Huh, wait, do you have a twin at that other table? Ah, wow, there’s just a lot of you out there, huh? Arceus really didn’t break the mold with you.

On odd one here, on purchase you will suddenly find the world filled with various individuals who look very similar to you, right down to fashion sense in fact. There will be at least a few people like this in a given area, providing it makes sense, which can really help with losing would be pursuers in a crowd.

Optionally, you may also use this perk to make yourself just a bit more ‘generic,’ so to speak.”

>Land Surveyor (200PP) – “You’ve gone beyond just wandering through the wilds and occasionally camping; you’ve really made the land your home. Self-sufficiency might as well be your middle name with all your wilderness skills.

Your years of experience have given you an awareness of the land around you. You can tell from the wind and the clouds what the weather will be like days in advance. You could tell what Pokémon might live in a given area just by examining the natural brush and landscape.

By examining the soil, you might even be able to figure out the ideal area to dig for evolution stones, gold, and other useful materials! You could find some really rare things out there with skills like this, Pokémon and item alike.”

>Trainer Class (400PP) – “Jumper, Jumper, you know it feels familiar, that kind of title. If you wander around this world, I think you would find similar: Beauty, Hiker, Collector and the like. They’re the types of things that people style themselves around, whether they know it or not. Ah, but is it just style?

On purchase, you may build yourself around one gimmick, becoming far more successful at all things regarding that gimmick. You can dress to fit the part and look stylish doing it, train a pretty tough team of Pokémon that fit the ideal, even pursue careers of your chosen archetype with great success!

Examples for this perk would be like choosing Blackbelt and becoming especially talented with martial arts, various tough Pokémon, and combat; or choosing Swimmer and being able to swim through the ocean between islands with your crack team of ocean going types. Although pursuing things that don’t fit your archetype won’t be penalized, you will feel a subtle sense of wrongness.”

>Camping Curry Master (400PP) – “Curry! If there was one meal that everyone loves, something Galar could call its very own national dish, something everyone knows how to cook, it’s curry! You don’t just know how to cook it though, you’re a real master!

You’re basically a curry wizard, being able to make magic on a plate with nothing but a hand full of ingredients and minimal equipment. Besides just being able to make great curry in improbable quantities though, you’re pretty decent with other food, and it all carries strange properties.

Most things you make will bar minimum work to hasten natural recovery and heal scratches and bruises. The higher quality your food though, the greater benefits. Super tasty food will get heightened nutritional value, heal ailments, even make a tired Pokémon feel fresh within seconds of consumption!”

>Blue Ribbon Breeder (600PP) – “You’ve heard it before, ‘Oh, trainer, I have no idea where this came from, but your Pokémon were holding this egg!’ It’s bullshit though, they know, and we’re bringing you over here to peer behind the curtain, learn their secrets.

On purchase, you become an incredible breeder that could earn great renown for your ability to produce Pokémon of incredible ability and pedigree. From the first steps to the end result, your influence can be felt through the whole process.

You know how to find the proper partners for producing great children, encouraging the two towards the act, and incubate their resulting egg in the ideal environment for hasty and healthy hatching, able to do a bit of everything all by yourself. A real multitasking eugenicist here.

What’s more, you can even guide newborns during their early developmental stages in the basic path desired, allowing them to reach the potential you created in them. You could even manage dozens of these projects simultaneously with enough space to house them all.”

>Memory Master (600PP) – “I see, I see. If I’m correct, before you made it this far you read incomprehensible information on Galar, rediscovered your hometown, and then decided to become human rather than Pokémon. How did I know? Why, I saw it in your memories of course.

On purchase, you gain a host of memory related skills and abilities. In no time at all speaking with someone you could help people remember things they forgot decades ago in clear detail, or perfectly forget things that have been seared into their mind, and that’s just with mundane skill!

You also have the ability to help people remember proficiency with long decayed skills, such as helping a Pokémon remember an old move. You could peer into an individual’s memories directly, the strong or recent ones at least, in order to learn and share that information as desired.

Most potent and mystical of all however, is your ability to change an individual’s name. You’ll need their permission and cooperation for this act, but will be able to change their name to another of their choice; with this effect rippling outwards and enforcing itself on the world as the new norm.”

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>Do Not Speak (100PP) – “Have you ever heard about the phrase ‘action speak louder than words’? Well, what if you could speak without words or action? I have the answer here, if you’d like to really embrace that silent protagonist archetype.

Friends, acquaintances, and anyone else familiar with you will get a general sense of what you’re thinking or feeling, at least in regards to current conversation and events. It’s as if you’re able to speak without talking, you know? Even crosses language barriers with ease since it’s all about feeling.

What’s more, as long as you have someone around you that can pick up what you’re putting out, you don’t even need to speak for yourself. Often times they’ll find themselves voluntarily speaking for you whenever you want to express a thought, even with themselves! One sided conversations incoming.”

>Unless Spoken Too (100PP) – “Of course, you’re not actually a silent protagonist; you weren’t born a mute or anything. You have the ability to actually express yourself in words of your own choosing, in your own voice, delivering them beautifully. Sometimes, that’s what people really want.

When someone does speak to you, and expects an answer, you know pretty much how to respond. It’s not so much a way with words as it as an ability to express how you feel quickly, eloquently, and to the point. You’re a guy or gal of few words, making the most of those few words to imprint upon people who you are and what you’re talking about.”

>Sponsorship Magnet (200PP) – “Everyone knows you need a sponsor to take part in the Gym Challenge, and sure some get sponsorships from Gym Leaders.

There’re also companies like Mach Motors and good old Bob’s Your Uncle. Any kind of sponsorship is hard to get with stakes these high though.

Well, no more of that, time to start raking in those sponsorships. You can very easily sell yourself as a product worth investing in to all manner of potential financial backers in order to earn sponsorships like crazy. Maybe one day you could be like Leon and have an entire cape covered in corporate logos.”

>Convenient Exposition (200PP) – “The life of a protagonist isn’t easy. Who knows where your story is going? How will you know what path to take on your journey? What must you do to accomplish your goals? Oh, no, wait, I had that backwards. There’s always a quick rundown when you need it.

You have a way of just running into people who feel especially talkative, and just so happen to give clarification on people, places, or events that are relevant to you at that point in time.

Sometimes they’re even friends or acquaintances that just seem to be around in the area and thought to come chat you up themselves. This seems to be, what’s the word? Ah, yes, convenient.”

>Absolute Legend (400PP) – “Have you heard of the Undefeated Champion of Galar, Leon? He’s undefeated you know, and has a Charizard! A Charizard! Every time Leon walks down the street, crowds gather around the champ enthusiastic about his streak, his team, his posing! He’s a living legend here.

Here, for the currently less accomplished consumer, this perk will help you replicate Leon’s legendary legendariness that sees him as a household name. Where that name is associated with being unstoppable, and everything associated with him becomes some signature.

In pure, straight forward function this perk aids with becoming popular, as well as causing your reputation to proliferate and stick with people. If you actually give people something to really talk about, the effects escalate further, picking up in speed, soon letting you too become legendary.”

>By The Book (400PP) – “So you can talk the nonexistent talk, and make for a good product with the public, but what about the real meat and potatoes of the matter? You’re a trainer, right? You didn’t just come into this blind, right? Then it’s time to act like it and get those fundamentals down.

You’ve got all the basic skills of being a trainer learned and polished. You’ve got your type matchups down like they were your ABC’s. You know how to wear down a wild Pokémon, and when the best time to throw your ball might be to catch it.

Memorizing special conditions for evolution among your team, managing resources on a tight budget, applying the right medicines for the right ailments, identifying any local Galarian Pokémon with some common knowledge to go with it, you’re like a walking trainer’s guide and know how to apply it.”

>Chosen One (600PP) – “In the ancient past, the Darkest Day threatened to bring ruin to Galar, and now it threatens to return. A hero is needed, someone who will step up, learn the mystery of the events a thousand years in the past, and be that light that pierces the darkness. Are you that hero?

On purchase, you can say without a doubt that you are. You become the focal point for legends and prophecies, or at the very least a pretty grand sub in if the old chosen one can’t make it. That is to say, you become applicable for all sorts of fated roles and events just by showing up.

What’s more, fate will tend to draw you to such things due to your status as a sort of ‘Chosen One,’ meaning you would have to willfully back out in order to not be drawn in, which is an option.

You will be able to encounter legendary Pokémon, get the chance to become friends with important or famous people, have the opportunity to save the region and maybe even greater in the future. You may still need to put work in to handle your heavy destiny, but events will conspire to let you face it.”

>Champion Prospect (600PP) – “It’s not enough to battle just for fun. It’s not enough to just make it to the Champion’s Cup. You’re carrying the dreams of every Gym Challenger on your shoulders as you look to the top and say that you want to be the very best, like no one ever was.

On purchase, you become like a rare few, someone that’s just a naturally, spectacularly good trainer. Whether or not you know all the technical information, you know how to take what could have been a normal Pokémon and build it up into the realm of champions.

You can go one on one with anyone, identifying the strengths and weaknesses of the individual, training it up to become stronger, smarter, faster, better, and command it masterfully within battle to make use of that training. With skills like these, maybe becoming champion isn’t just a dream.”

|[ψ]|[ψ]|[ψ]|[ψ]| Researcher Perks |[ψ]|[ψ]|[ψ]|[ψ]|

>Quitters Sometimes Win (100PP) – “So you’ve gone and realized your dreams aren’t attainable. Sorry, too harsh? Well either way you’ve given something your best shot and you fucking suck at it. Know what to do? Just fucking quit.

The more effort you put into something only to fail, the more clear the correct path is when you quit and look at your options. So what if you couldn’t be the Pokémon Champion? Maybe that’s just what you needed to swerve into the path of a researcher and write a groundbreaking novel for some field that someone used as a passing example.

If you try really hard and really long at something you really suck at, you may even find the correct path literally falling into your lap after you finally give it up.”

>The Little Person (100PP) – “Okay, maybe it stings a bit, having given it your best shot and accomplishing nothing. Then you find yourself surrounded by famous friends and family. At least you don’t have to worry about them ditching you just because you’re not as great, yeah?

When you share a bond with someone, it takes a lot to actually break it. Blood is thicker than water, friends are for life! That’s even if your childhood friend goes on to become the champion, your rival becomes a gym leader, your grandmother is a revolutionary scientist, and you. . .uh.

Look, point of the matter is that even if those close to you should technically be living in another world, socially speaking, your relationships are maintained. When you’re in a major slump, the people around you won’t leave. You would have to actively sabotage a relationship for it to end now.”

>Limited Power (200PP) – “Alright, you’re breaking out the books and getting serious now! As a prospective researcher in Galar it would be remiss of you to overlook the vitally important topic of Dynamax Energy. It’s what the whole region runs on! Let’s make that the first assignment.

You’ve studied all the publicly available knowledge on Dynamax Energy, spring-boarding off of the published materials of Professor Magnolia. You know what it is, how it behaves, and what it can be used for, including Dynamaxing Pokémon, and how to convert it into electricity to power machinery.

You know what a ‘Wishing Star’ is and how to turn it into a Dynamax Band, allowing trainers to enlarge their Pokémon inside of power spots; how to make sensors to detect Dynamax levels in the area, and convert machinery to run off of it.”

>Printout PHD (200PP) – “So you just sorta showed up one day calling yourself a researcher and they let you get away with that, huh? That’s actually pretty sweet, how despite how lacking your qualifications are that you can just show up and do science.

On purchase you obtain the ability to perform in most roles you want as long as you can operate the equipment and provide some kind of results, and only the most arrogant or strict individuals will contest your right to do so. These effect tend to wane when you start messing up.

Congratulations “professor,” have fun with that abomination against nature business.”

>Done Dirt Cheap (400PP) – “What’s a researcher to do? Good assistants and proper materials are so hard to come by these days. Well, no, not really, you might just be lazy. You can probably find them off the side of the road if you spent about five minutes.

This perk helps you get quick volunteers to help look for things your research depends on; and with getting the basic materials and tools needed to do it in the first place, all on the cheap!

You could pay off your helpers with stories, or even the results of your research if you don’t care to hang onto it. Also helps with getting help with various other situations with similar benefits.”

>Rotom Rework (400PP) – “There have been great advances in the field of Rotom compatible technology as of late! Why, haven’t you been by a Rotomi PC? Why don’t you expand into this field, maybe even look into expanding into entirely new ones?

As with Limited Power, this perk bestows upon you a good deal of familiarity with all publicly available research materials on a subject, only with Rotom compatible technologies in this case. You would know how things like a Rotom Phone works, or how to repair a Rotom Cycle.

Your familiarity even lets you eventually figure out how to make other viable host bodies for a Rotom to inhabit, control, and enhance. Although your skills focus on Rotom technologies, you also lighter receive bonuses towards adapting any sort of lifeform towards the development of new technology.”

>Essay Topic (600PP) – “If only research was exciting as in the movies. Action, adventure, romance, and most importantly having a complete novel researched and written within a few months tops! Aah. . .hey, what’s that ancient tapestry doing on the wall of the Bob’s Your Uncle?

After picking this up, it feels like all sorts of bizarre and unlikely coincidences occur along the path of your research, providing you are active in your search. Each and every one of these coincidences will divulge useful, or perhaps even ‘hidden,’ knowledge pertaining to the topic of said research.

Such coincidences will massively hasten your research, no matter what the topic might be about. This perk will also help with retaining this information, such that you can become an expert on the subject just as quick as you learned about it, becoming famed in your field.”

>Making Monsters (600PP) – “Although incredible, the study of fossils and their revival isn’t exactly a new field of research. There is someone in Galar making what some would call a breakthrough, and others would call crimes against nature, relating to the field. Would you like to become a genius?

On purchase, you will acquire a wealth of information relating to fossil revival technologies, such as what the process of fossil revival entails and how the technology works. In a more expansive step however, comes the knowledge on methods for splicing preexisting lifeforms into something new.

Although most of your expertise in that second field comes from using fossil revival on partial fossils of different creatures to revive them as something strange and new, you also have some knowledge on doing that through other means, though mostly as a starting point.

In addition to just being able to make such things, you’re somehow quite skilled with making sure this hybrid lifeform has the strengths and qualities of its parts, in spite of how unlikely it should be for such things to even survive, much less thrive. Maybe that will help others ignore your depraved acts.”

|[ψ][ψ][ψ][ψ][ψ]| Gym Trainer Perks |[ψ][ψ][ψ][ψ][ψ]|

>Seasoned Competitor ('Gym Leader' Exclusive) – "You stand as one of famed and admired Gym Leaders of this region. Even above other regions, being a Gym Leader is a position individuals aspire towards, especially since there's competition for such positions. You better be good enough to keep it, right?

As part of being a Gym Leader, you will come into this Jump with great skill in training Pokémon thanks mostly in part to your vast experiences. You've battled a lot, had your share of victories and losses, and it means you're familiar with how battles work and how to maneuver through them

As previously mentioned, you also get great status within the Galar region due to earning the position in your origin's past. A subset of Gym Challenge enthusiasts will be cheering you you on at home, and the locals of your chosen town or city will be cheering you on in the stadium.

The respect for you and your position is such that you're treated as a high ranking official for your won of choice, with many people deferring to your judgement on various matters."

>Pulverizing Pipes (100PP) – "Due to how publicized the Gym Challenge is, the fans for it here can be quite enthusiastic. That troublemaking Team Yell especially likes to cut loose, bellowing at the top of their lungs for Marnie as she makes her way! How about you show your support too?!

Now, you can really raise the volume, screaming at the top of your lungs to support the hometown stars, or intimidate all those visiting wankers getting in the way of the one you really want to win!

Not only can you yell louder, it doesn't seem to actually ruin the hearing of those nearby. Additionally, no matter how excessively you use it, your voice will never go out from your repeated booming!"

>Business Mindset (100PP) – "You're used to bathing in the warmth of the stadium's lights and the cacophony of cheering fans, signing off on new merchandise deals, making waves on social media. For some, it might be easy to forget the kind of work it took to get here, but not you.

You're able to foster specific mindsets for corresponding situations, slipping into them more easily and making those mindsets feel natural when the situation calls for such things.

While meeting with fans you can smile and enjoy the atmosphere. When training you can focus on you and your Pokémon sweating your way to fighting shape. When it's time for battle, you can calm down and think your way through just fine.

There's a time and place for everything, and you're a different person for each of those situations. This does rely on you being act in such ways in the first place though."

>Cheer Captain (200PP) – "Don't you know, volume equals supportiveness?! If they can't hear you down on the pitch from your spot in the stands, how will they know how much you want them to win?! You'll reach them with your voice, nothing less is acceptable!

On purchase, you can support or encourage others with your lungs. Somehow, the louder you are, the more impactful your words! Encouragement and advice being yelled at the top of your lungs can make people feel better! This isn't just normal support however, the intent of your words means a lot!

If a poor Pokémon on the side of the road looks tired and you want to help them sleep, just scream at them! Not only will it help them snooze, you can even yell at those who pass by to be quiet, and it won't disrupt their shuteye! Go! Share your voice, and your support, with the world!"

>Fashion Forward (200PP) – “Gym Leaders are oddly fashionable, did you know that? I mean Raihan’s selfies are constantly making waves, Gordie is always on top of new trends; hey Nessa is even an actual super model on the side. Maybe you start looking into some fashion tips to keep up…

This perk gives several benefits, with the first just making you especially attractive. Handsome, beautiful, cute; whatever the case may be, you got it. Next, you’re especially fashionable, knowing how to dress and care for yourself to maximize your appearance and get all sorts of new fans.

Finally however, is marketability. You don’t need some agent to tell you how to sell yourself, you’ve got the magic touch and you can touch yourself just fine. Land those advertisement deals, have fans lining up for headshot signings, sell your image far and wide till people are hanging your posters up!”

>Lead By Example (400PP) – “Kinda weird that most of these Gym Leaders are fucking ripped, ain’t it? That one girl Bea is fucking shredded, and a karate master. That old dude Kabu still jogs through old mines to keep himself spry. Is that really necessary when they’re mostly standing by and barking commands? Of course it is!

Now, the sight of you working hard gets those you lead to work harder; the sight of you deep in studier makes those you lead focus more on their studies. If you’ve ever heard the phrase “be the change you want to see” then you know exactly what we’re talking about!

This mostly extends to the things you want to advise those following you on. That said, you can also translate specific hard work and talents to being able to teach people roughly similar things. Work to learn how to predict the weather, and become better at teaching a Pokémon weather moves!”

>Shoulders of Giants (400PP) – “You might not be shit right now. You might just be some Gym Trainer amongst the masses, or new at this whole Gym Leader thing. Fortunately for you, if you really want to get ahead, there’s always a helping hand to pull you forward.

It’s remarkably easier to worm your way into an apprenticeship style relationship with individuals more skilled or experienced in a given field compared to you. The teachings passed onto you while in that relationship also tend to come easier!

You could become a Gym Leader’s protégé after you start working at their Gym, and they’ll start helping you refine your technique, and get better at the type of Pokémon they’re good with in no time. There are some limitations however.

When you make your way into an apprenticeship of some kind, it becomes as difficult as normal to get anyone else to take you on until you leave it. Additionally, if you abandon your old teacher instead of splitting on amicable terms, this perk can’t be used to get back into their good graces.”

>Showtime (600PP) – “Standing a stage, potentially watched by millions all around Galar, and possibly beyond, it’s hard to keep your cool. It’s hard to say a thing. You can though, you can speak to the world, and have those words carry meaning beyond their individual definitions.

Your experiences, your resolve, the weight of those cheering fans, it coalesces in your words. When you speak, people pay attention, people listen, and people hear you. You carry a charisma that allows the things you say to penetrate bury themselves in those you direct them at.

Like Opal, you can deliver such stinging criticism that it can actually inhibit an individual’s abilities in battle, making opponents fumble or lose awareness. Like Piers you can sing and instantly pull the attention of everyone in the area, having them come running to see you’re improv performance.

Additionally, you’re majorly talented in some creative field, such as Opal with theater, or Piers with music, and even mixing such things into your battle style like Gordie’s gracefulness with Rock types. You’re never going to see an empty seat in the stadium with your charisma.”

>Battle Hardened Partner (600PP) – “You ever notice how all the Gym Leaders here, even the Champ, have their names inexorably linked with their greatest and most powerful Pokémon? Or how they always seem to be able to Gigantamax them? S’kinda weird. Anyways, back to training with the partner.

On purchase you find yourself with a curious ability. You may select a single Pokémon in your charge, such as your starter, to become your ‘Signature Pokémon.’ By naming them as such, not only will your reputations find themselves intermingling, you’ll get a variety of benefits focusing on them.

You see, as you train, acquire experience, and improve yourself, your partner will find themselves earning the benefits of your labors, on top of whatever training they were already getting. Your determination to win, resolve to endure, and other mentalities will also fuel them.

Very rapidly you will find your chosen partner becoming incredible in various ways. This isn’t a one way street however, as their own growth positively effects you, creating a mild feedback loop of mutual improvement and companionship that few could truly compare too.

(Note: You may also apply this to other beasts/minions/friends and other such individuals you consistently work alongside, rather than just Pokémon. That’s simply fluff text.)”

|Ш|Ш|Ш|Ш| Pokémon |Ш|Ш|Ш|Ш|

>My Best Friend (100PP) – “The bond of trainer and Pokémon is a tightly knit one. A strong bond is forged over a long adventure and many experiences together. Your friendship will transcend barriers, language barriers anyways.

You are a great friend, just for real. You become more compassionate and attentive, you tend to more easily remember the things your friends like and dislike, and you know how to take time out of your day to make someone else happy, all allowing you to more easily keep or make your friends happy.

In turn, as you develop your bond with someone, your intent can eventually transmit itself such that your trainer would be able to understand what you want, even with the language barrier between human and Pokémon.”

>Sea Legs (100PP) – “As a Pokémon you’re sure to get into a few fights, but not all of them are straightforward. Sometimes your opponent has Trick Room up where slow means fast and fast means slow, or this weird Gym Leader messes with your abilities with trivia. You know how to deal though.

Sometimes a fight gets weird, and that’s just part of Pokémon battles. While you won’t suddenly become comfortable no matter what conditions may change, you’ll be able to adapt quickly and deal with them on some level before the Jolly Jigglypuff uses Sing.”

>Defy the Unworthy (100PP) – “You’ve got your pride, you’ve got your wild side, you’re never going to tie yourself to some two rate trainer. If you’re ever caught, and that’s a big if, it’s going to be by someone actually worthy of your power. Worthy!

You simply cannot be captured by those who would otherwise be unable to beat you. Even if someone beats you down for their kid brother to step in and catch, you’ll break out of that kid’s Pokéball every single time.

You won’t magically recover if caught in a vulnerable position, but you have a near magical ability to break containment set in place by anyone not on your level. If they just decide to beat you up, that’s another matter entirely.”

>Shining Star (100PP+) – “You’re a little bit of a star on the battlefield. While most would be focused on just listening for commands, taking matters into their own hands, or beating the tar out of the enemy. . .well, you’re still doing all of that, but you’re also making it look good!

You’ve got some real skill with making yourself look good as you battle. There’s no combat utility to this, you just look really good, but it does help build a bit of a reputation. You could drum up some local fame this way, or become the mascot for your trainer!

An additional purchase of Shining star would allow you to become a Shiny version of your species.”

>The Tall Grass (200PP) – “Before a kid gets their own Pokémon and becomes a trainer, you know what all the adults tell them? Don’t go into the tall grass. You know why? Because that’s where the tough Pokémon live and fight. Well you’re not some kid, you’re the thing they get warned about.

You have an a heightened awareness of your surroundings, allowing you to roughly sense anything wandering near you. If in the presence of something with notable levels of fear or low self-esteem, the awareness heightens, letting you lock in on your target.

Additionally, you gain the ability to hide in places you rightfully shouldn’t be able too. As a Rhydon, you could hide in moderately tall grass. As a Gyrados, you could sink yourself inside of a small pond. Beware the tall grass indeed.”

>Repel the Invaders (200PP) – “Trainers raiding Pokémon dens is a surprisingly common occurrence in this region. Sure they only target the ones that are overflowing with Dynamax energy in order to face overwhelming odds against a gigantic Pokémon, but they could afford to knock sometimes.

Just like those den-izens after they’ve beaten down the home invaders, you possess a special ability to reject invasions. This ability requires you to prove your strength against invading forces inside some space belonging to you in some way, such as beating the majority, or smashing their leader.

By achieving this feat, you may then banish them, a whirlwind of Dynamax Energy sweeping them all up into its current and depositing them outside. No longer must you deal with any lingering threats one by one. Oust them one and all after showing them who’s boss!”

>Myth & Legend (200PP) – “In truth, all those years ago, it was two heroes and two Pokémon that saved Galar during the Darkest Day. Such a thing has long since been lost to time, and for those legendary beasts who slumber, perhaps that is for the best.

You have the ability to do what few desire, but some wish for with all their heart; you have the ability to obscure your reputation, making it less accurate and less revealing as it spreads from person to person and across the sands of time.

Those who wish to avoid fame, or perhaps infamy, will be able to do so with ease. Their feats and actions will twist in the winds until they coalesce in some new form that leaves you enigmatic and free. Of course, if someone had tangible records of your existence and actions, that may be a problem.”

>Enriching Experience (200PP) – “Maybe you like the idea of toppling champions and beating worthy foes, but the road to get there is really tough. Training day in and day out, with little time to eat junk or play with friends is such a bummer. What if there was another way?

Look no further, a full life is now an enriching life with this ability! By resting comfortably, eating good food, having fun with friends, and otherwise living life well, you will find yourself growing stronger as if you’d been training. Enriching yourself as a person enriches your abilities as a fighter.

Obviously hard work, focused training, and actual combat experience is the best way of growing stronger. You, however, can afford some downtime every now and then without losing out too hard. If your experiences are great enough, they may even find themselves comparable!”

>Until That Day (400PP) – “The heroic Pokémon of legend that aided in stopping the Darkest Day never truly went away. They’re only waiting. Hibernating deep within the Slumbering Weald for the day they’re needed once more. That in itself is a bit of a mythical feat though.

You may perform a similar fear, inducing a kind of super hibernation over yourself, also causing a great coffin of stone to surround your body and protect it from the world. You may also set specific triggers before resting that will allow you to awaken, with your tomb breaking in the process.

While you hibernate, your body, mind, and skills will be perfectly preserved, with minor injuries and fatigue incurred before the hibernation also being recovered with the passage of time. Even if a thousand years passed, you would be just as lucid and capable as before you laid yourself to rest.”

>Noble Soul (400PP) – “The powers of the sleeping monster Eternatus are great. Dynamax Energy supplies power to the region, and allows Pokémon to swell to incredible sizes, but is also rather dangerous and corruptive when Pokémon and human alike are exposed to too much of it.

Few creatures can withstand heavy amounts without some kind of ill effect, although there are some legendary examples, and now you. You are virtually impervious to unwanted corruption and mental influences, like someone trying to overload you with Dynamax Energy.

You cannot be brainwashed, mutated, or otherwise. Where others might grow giant and berserk through too much Dynamax Energy, you could retain your size and a lucid mind.”

>Experience & Strength (400PP+) – “Most Pokémon enjoy battle and seek it out, with some joining up with trainers solely to become stronger and battle new foes more frequently. Few dedicate themselves to it so wholeheartedly that they become truly powerful though.

By purchasing this, you become one of those Pokémon. You start out battle hardened, with numerous combat experiences under your belt, and abilities refined through rigorous training. Someone on your level is more than enough to intimidate newbie trainers.

With someone like you on their team, a trainer could walk confidently into the Gym Challenge, assured that you could prove a match for the Pokémon of a Gym Leader. It’s no stretch to believe you’d come out on top, even! For an additional 200PP however, you can take this further.

By paying that kind of price, you would be strong enough to compete with the kind of Pokémon that would take the field in the Champion Cup, the real Pokémon of the Gym Leaders, potentially even going toe to toe with those under the Champion!

As a closing note, you won’t be taking teams on alone with just this, you simply stand toe to toe with the powerful Pokémon of powerful trainers. You’ll still need the support of powerful teammates if you want to make a trainer into a star.”

>Pokejob Labor Standards (400PP) – “This is a Pokémon world, and Pokémon can be found everywhere you look. In the wild, in the streets, in our homes, and even in the workplace. What, is it any surprise that the varied talents of Pokémon help the world go round?

With this perk, even if there’s multiple barriers including racial, language and otherwise, you can be accepted into a wide variety of jobs and seen as a reasonable coworker, with an average wage for the job you make it into. This goes for future worlds too, not just this one where that’s common.

While on the clock, all coworkers appear to be able to vaguely understand you to the extent required to do your job. You may also choose to get job experience in fields befitting your typing, such as handling dangerous chemicals as a Steel type, or becoming a firefighter as a Water type, etc.

If you’re friends or with other Pokémon and likewise creatures, this acceptance will also transfer to them, though it will be up to them to get the proper job experience and do their part.”

>Dynamagnet (600PP) – “Ordinarily, a Pokémon would only be able to harness Dynamax Energy by pure accident, or with the help of a properly equipped trainer in special locations. You’re a bit different, to a potentially monstrous extent.

You have the ability to independently gather and store Dynamax energy without the aid of a wishing start. At any time, you may expend that stored energy reserve to Dynamax, temporarily taking on a giant and more powerful form in order to combat enemies or otherwise prove dominance.

While Dynamaxed, your moves become over the top, destructive variants of their normal selves, and you’ll find yourself becoming much more resilient. You will gather energy more quickly over power spots, areas that overflow with it, but will always be able to gather a little no matter where you are.”

>Gigantamaximum (600PP) – “Beyond Dynamaxing, there exists Gigantamaxing, something only a select few Pokémon may perform. It’s unknown what grants this power, but it’s clearly a rarity connected to Pokémon dens that overflow with Dynamax power. You are one such rare case, and a bit more too.

On purchase, you gain a peculiar ability. When infused with a truly over amount of any peculiar energy, such as Dynamax Energy, your body will take that energy and really make it its own. Here, as a Pokémon, that means acquiring the ability to Gigantamax instead of simply Dynamaxing.

In greater detail, Gigantamaxing is just like Dynamaxing, but in addition to swelling to gargantuan size, your body will transform, and moves relating to your type will gain unique and more powerful properties relating to this new form. That said, it still requires Dynamax energy to perform.

In addition, this perk’s benefits don’t specifically pertain to Dynamax Energies, and dunking yourself in other esoteric energies will provide similar results. Sometimes this is some kind of temporary super form you may take like Gigantamaxing, or perhaps it works more like evolution.

(Note: Any ‘super modes’ requiring great amounts of energy acquired through this perk, like Gigantamaxing, may later be activated by any other massive energy infusion.)”

>Illusory Fog (600PP) – “People say to avoid the Slumbering Weald, and for good reason. A heavy fog hangs over those woods, and travelers easily get lost once they enter. It builds around them, swirling about, shows things that aren’t there, and even lulling your consciousness away.

This fog appears to be produced by the legendary sword and shield Pokémon, Zacian and Zamazenta, to protect their resting place, and now you too can conjure such fog. This fog comes with a variety of rules and abilities, so pay attention.

You specifically have the ability to layer a special fog over any territory that belongs to you or is unclaimed. This fog is supernaturally dense and difficult to see through, and can confuse one’s sense of direction as they continue to wander through it.

What’s more, this fog is layered with a copy of your consciousness, allowing it to form illusory copies of your form within the fog to intimidate or test those who wander through it. This layered consciousness also has the ability to accumulate fog around a target.

Those trapped within concentrated amounts of fog would be unable to see their own hand in front of their face, and will quickly fall unconscious, available to be moved elsewhere. Only the truly strong or worthy could ignore these effects and journey through your fog unimpeded.”

>Idiot Switch (600PP) – “As you enter the world, there are those who conspire to awaken Eternatus and harness his incredible power for the benefit of Galar. The plans to do so, and the ability to contain it are fairly air tight, however in the original timeline the execution. . .left much to be desired.

You, like Eternatus, find yourself extraordinarily lucky when targeted by incredible plots and layered schemes. It seems at the conclusion of such plans, where you would otherwise fall victim for sure, the enemy schemer just. . .catches a major case of the stupids.

Whether they sought to capture you and harness your power, or simply end you, it’s as if the excitement of finally being able to claim victory will cause them to jump the gun well before preparations are complete, or spurn one of their closest allies right before the moment of triumph.

This doesn’t cause anyone who traps you in their schemes to completely self-destruct of course. What this does do is give you very, very fair chances of coming out on top in the end, or at least ending up in a much better position than what you would have ended up if they hadn’t caught temporary insanity.”



Items

In the below section you will find a variety of items, properties, and other options up for purchase. As with before, Items falling under your origin are discounted by 50%, while the 100PP items are free.

Unlike with perks, the grand majority of items can be applicable for 'Humans' or 'Pokémon,' so items of one race may be purchased by the other.

Human

General Items

>Basic Berries (50PP) – "To keep you fed on the road, here's some mild food supplies to keep you content. This bag contains Oran berries, Cheri berries, and Pecha berries, ten of each variety.

Oran berries have an odd flavor and work as a weak medicine. Cheri berries are small, but very spicy and can help liven up an otherwise bland meal. Pecha berries are sweet and tasty, but hollow, so mostly useful as a passing snack or reward. The bag refills after a day with any missing berries."

>Pokéballs (First Purchase Free/50PP+) – "The most basic tool of the trainer, used to efficiently capture and transport Pokémon across the lands. You will receive five standard Pokéballs free.

You will also receive a restock of any missing balls once per week. By paying an additional 50PP, you may add another five standard Pokéballs to this stock, as well as one Premier Ball. A Premier Ball functions as normal, but has a rare coloration of white on top and bottom, and red in the middle."

>League Card (Free All Except Pokémon/100PP+) – "A form of personal identification used by Pokémon Trainers, which can be created or customized at any Rotomi PC.

The front of the League Card can feature you in any pose desired, with whatever background and border designs you like, and even a protective coatings in your choice of patterns. Your trainer number will also be shown in the corner, something you may decide on your own.

The back of your card will feature various stats and trivia as well as some flavor text or personal details you want written. How many battles you've won or lost, what your first Pokémon was, when you were first registered, etc. You receive an endless supply of this card to hand out as desired.

For an additional 100PP, you will also receive a personal device allowing you to produce and customize more such cards in the future, though you will need to manually make all such copies compared to the endless supply of the first."

>Dynamax Band (100PP/Free Gym Challenger & 'Gym Leader') – "A special band made with a Wishing Star planted inside of it. Trainers who have one can Dynamax their Pokémon while battling over a Power Spot, though it does need to recharge a bit between uses.

A bit of its power can also be used to Dynamax Pokéballs, making them gigantic, in order to potentially capture wild Pokémon that have Dynamaxed."

>Rotom Phone (300PP/Free ‘Human’) – “The cutting edge of Rotom Technology, this a smart phone specifically constructed for a Rotom to possess it, and comes preinstalled with a variety of utility apps for the trainer on the go.

First and most obviously, it functions as a phone, being able to make calls with excellent reception. The Rotom possessing it may also use the speaker to speak with you, and can fly the phone around through the air while operating it at your convenience.

Thanks to one of its core apps, the Rotom Phone doubles as a Pokedex, able to identify any Pokémon while giving you basic information on the target. For Pokémon in your party, the amount of information is far greater, which is helpful for training purposes and coordinating your team during battle.

The apps installed also provide: a map of the local region, including weather reports; a stock of all items currently on your person; an album of League Cards you’ve made or collected from others; and a camping app that gives tips and helps with picking an appropriate site to set camp.

While your Rotom is inept at battle, to the point that you throwing hands yourself would be more useful, it is trained to operate a variety of Rotom compatible technologies, and can actively transfer itself from the phone to such objects to operate them for your use.”

Passerby Items

>Ball Guy Uniform (100PP) – “Although Ball Guy is the official mascot of the Gym Challenge, it may surprise you to know the one who hangs out at stadiums and hands out special Pokéballs hasn’t been commissioned by the league. Their identity, race, even gender, are complete mysteries.

You too will receive a well made Ball Guy mascot uniform, including body concealing clothes and Pokéball mascot head. The skin of those who wear it become stark white to go with the mascot’s appearance, and the mascot head can be seen through despite lack of eye holes. A nice disguise.”

>Camping Master (100PP) – “Camping can be tough, and sometimes you need a bit of help. Well, whenever you’re out in the great outdoors, you may simply call out into the air and the Camping Master himself will come trudging out from the nearest brush or available blind spot.

This master of wilderness survival will help you set camp, give helpful tips relating to making your way in a variety of environments, and provide mild aid using his mundane supplies in emergency situations.

When his services are no longer needed, he’ll walk back out into the wild from whence he came. Oddly, if asked, he can also somehow change the color of your tent and other equipment. Neat!”

>Pokéball Collection (200PP) – “Just like Ball Guy, you actually have quite the stunning collection of Pokéballs from all over the world, along with a small pamphlet on their various uses.

You’ve got it all, from simple Great Balls and Ultra Balls which simply have a better catch rate, to the Heavy Ball which is better against heavier Pokémon, and even a Beast Ball used to capture these things called ‘Ultra Beasts,’ whatever those are.

You have two or three balls of each kind, and will restock any that have been used or given away after a week. The only type of balls you don’t have are some illegally developed ones, and that near mythical Master Ball that most collectors can only dream of acquiring.”

>Digging Duo (200PP) – “Hey friend, I noticed you passing by and thought I’d offer the services of these strapping young lads. Gaze upon these fully kitted adults, know that one is a stamina beast while the other has the eyes of a Braviary.

Once a day you can call them up, having one of the two brothers survey the area and perform an excavation. The brother with more endurance can dig holes like a maniac and turn up more things, while the observant brother is much better at picking a spot and getting the most from it.

They can find all sorts of objects local to the Pokémon world, even in later worlds, while also being able to turn up relics, fossils, minerals, and other things that might be in the ground as well. They’re guaranteed to find at least something of worth every time you call them up.”

>Wild Area (400PP) – “The Wild Area at first glance appears to be a normal stretch of wilderness surrounding the region around Motostoke. In reality, it’s a bizarre territory rich with natural resources, where any sort of weather phenomenon could occurs from day to day in any season.

One day you might be walking through the woods under lightly cloudy skies, and the next day a sandstorm might be blowing through the area and scouring the landscape, and the next day a blizzard might be rocking the area.

As a result of, the area can produce some especially powerful Pokémon who have properly adapted to the extremes, along with the normal competition between them. Real champions of the wild.

You will receive a massive stretch of land on purchase, your own Wild Area. In future worlds the weather will be just as crazy, the resources just as vital, and whatever native wildlife that moves in will develop into something more powerful than it has any right to be.”

>Snip Cut Salon (400PP) – “For the more fashion minded, who can’t bare to go a week without swinging by a proper establishment for grooming, we have special salon. It’s a very professional and stylish salon that just seems to be on the first street you go looking for it within any given city.

Their prices are more than reasonable, at least considering the fact that they can give any customer that walks in an impossible makeover with just a few minutes of work.

Hair can be trimmed into whatever style desired, lengthened with just a quick shampoo and brush, and dyed so deeply in whatever color a customer likes that it becomes the new natural. They can even provide new eye colors and pupil designs, with the change occurring without a customer even noticing.”

>Portable Pantry (600PP) – “You might be no stranger to roughing it in the great outdoors, but that doesn’t mean that you have to eat like it. What we have here is a large backpack that would be associated with camping out and hiking, but has a bizarre number of pockets and compartments.

Inside you will find all sorts of common food items, from fried foods you could get at any city street stall in leftover boxes, to sacks of potatoes, canned soups and beans, even a molted slowpoke tail or two. You will also find a variety of common berries, and one or two of the rarer ones.

Everything you find is perfectly preserved within its proper space, and will restock a day after being used. It’s all decent stuff when you just care about sustenance, but a proper cook could probably whip up some pretty nice things with this stuff.

The real big ticket item here is this special bottle of bright red spice, a spice called Gigantamix. It’s a mysterious spice that has been infused with Dynamax Energy, and when even a light sprinkle is added during the cooking process, it causes whatever food it was added too to swell ten times over.

Not only does it cause food to physically increase many times over in size, it seems to make the flavors big too, making it a truly versatile spice. Due to the potency of its effects with even a small amount, your Gigantamix will only restock once every two weeks, but the wait is more than worth it!

(Note: As a parting note, the dull glow and swirling clouds around whatever Gigantamix was added too are harmless, promise on me mum, cross my heart and hope to die.)”

>The ‘Daycare’ (600PP) – “You can find at least one in every region, though I ca think of two in Galar; it’s the Pokémon Daycare Center. Pokémon Daycares house your Pokémon at a light fee; feeding, grooming, and caring for them well until the time you pick them up.

There is a bit of a secondary and more prominent purpose to such institutions however. When you leave two Pokémon, male and female, of compatible species, you’ll often find one of the workers handing you an egg, swearing your Pokémon were holding it but they have no idea where it came from.

You receive ownership of one such institution upon purchasing this, so let’s go behind the scenes. First of all, your Daycare can be found just about anywhere you’re looking for it outside of civilization, such as along a foot path or in the wilderness.

It takes the form of a cute building with a large fenced area in the back for Pokémon to stretch their legs during the day, while doubling as a home for two attendants with abilities roughly matching the Blue Ribbon Breeder perk.

The facilities here are such that you or your allies can leave your Pokémon in the care of the expert breeders who can work with whatever directs you leave them for the most part, performing as requested until such time you return to pick the parents to be up, along with their children.

If so desired, they can even raise the newborns you don’t want to take in yourself, treating them with utmost care and preparing them for introduction to the wild. You can even dictate this as the primary purpose, so as to build up a local population of that species.

Their facilities enable them to care for up three dozen fully grown Pokémon, along with a truly massive number of smaller, younger Pokémon. Do take care to leave them proper instructions if you’re looking for something in particular, they can’t read your mind.”

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>Abnormal Bag (100PP) – “A backpack or duffel bag that you might see any wandering trainer carrying around. When you actually familiarize yourself with it though, you’ll find that it’s much, much bigger on the inside and contains a number of different compartments to separate different types of items.

Even when stuffed to burst with stacks of dozens of different items though, it will weigh as much as you would expect a normal full bag to weigh. Highly convenient for hoarders.”

>Camping Gear (100PP) – “Part of the Gym Challenge is wandering all over Galar, from town to town and city to city. Sometimes you’re not going to make it to such places though and gotta rest your weary head beneath the starry skies. Better be prepared then.

You have a deployable camping set inside a special bag that can be prepared very quickly. This includes a tent, a sleeping bag, and some toys for you and your Pokémon to play with together.

It also somehow includes plates, bowls, utensils, and a massive cooking pot that should by all rights be too big to fit in the bag, and too heavy for you to simply carry around. Where do you keep all these things? Nobody knows.”

>Rotom Bike (200PP) – “A special bicycle developed with Rotom compatible technology. While it’s mostly a normal bike, it can also be possessed by a Rotom to unlock hidden functions.

While possessing the bike, Rotom can stabilize it to make it harder to fall, and supercharge it with their electrical abilities to make it go super fast for a few seconds.

Your Rotom can even deploy miniature flotation devices that allow it to traverse over water at no loss of speed, somehow. Don’t question it, it runs on ghosts.”

>Care Package (200PP) – “It’s not doing anyone any good for your Pokémon to be hurt, except maybe your rival. Purchase this and that will be less of a concern.

This pack includes a variety of medicines like Super Potions, status neutralizers like Antidotes, and first aid materials for those times when you yourself might be hurt. While you’re not going to get the top line stuff, you shouldn’t need it if you’re careful. Supplies here are fairly plentiful, and restock every day.”

>Escape Rope (400PP) – “Now this is weird; it looks like a plain length of rope that can be easily rolled up and stored away, but surely they wouldn’t be selling normal rope for prices like this, right? Right.

If you’re ever lost in a cave, dungeon, or otherwise difficult to navigate space, you may deploy the Escape Rope. The rope, once deployed, will unfurl and begin to grow towards the exit as the base stays in your hand. Then, at a moment’s notice, you’ll find yourself somehow at the exit.

If desired, you can also follow it manually in order to lead others who might be lost to the exit with you, finding the rope securing itself to the top or bottom of ledges you might need to climb along the way. It always seems to end up back in your possession when lost too. Not bad for a plain looking rope.”

>Flying Taxi (400PP) – “Compliments of the Gym Challenge staff, you may now contact the local Galar Taxi service. This is a form of public transportation involving a small carriage for one that is carried by a trained Corviknight, which is itself ridden by a cabbie to direct it through the sky.

With the help of this service, along with a map of the region carried by the Cabbie, you can quickly travel by air anywhere within the region within a few minutes to an hour or two depending on how far you’re looking to travel.

In the future, this service will continue to be available to you, the Cabbie’s map changing to reflect whatever region you’re currently in. Gym Challengers who purchase this will be unable to use it in order to skip ahead in their challenge, as certain checkpoints are required to advance anyways.”

>Record Player (600PP) – “Well this is weird, looks like a miniature jukebox with a electronic interface or something. Looks are deceiving however, because it contains something far more valuable.

This device contains a copy of just about every technical machine and technical record there is. Unlike normal devices, the Record Player can even play TR’s multiple times without breaking them.

When operated, a trainer can select a specific move for the device to begin playing, providing instructions to teach their Pokémon one of a massive variety of moves and techniques at a time.

The speakers of the small device are somehow able to belt out the brilliant instructions at recognizable levels even at a distance. Your Pokémon might be able to learn entirely new moves in a matter of several hours training alone. You can have that Machoke breathing fire in no time!”

>Pokémon Center (600PP) – “The safe haven of every Pokémon Trainer that travels, the Pokémon Center. Found in every city, and even in the wilderness if you really look for it, this by all appearances seems to be a standard Pokémon Center ready to cater to your needs.

Nurse Joy will be ready to take your Pokémon in for medical care with but a few words. While you’re waiting for your team to get back into fighting shape, there’s a small shop selling various items relating to training, such as Pokéballs or medicine, for a price.

There’s also a café to the side for those who could really use a drink or bite to eat after a hard trek the through the Wild Area. If you feel the need to swap up your party, there’s also a working PC enabling the switch up, and a phone for calling in a report from some remote place.

Now no matter how desperate you might be, as long as there’s space for you to find it, a Pokémon Center is just a whim away.”

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>Professional's Coat (100PP) – "Hey, you know what they say, dress for the job you want. Have a very professional looking lab coat and good luck with that, gift from us to you.

This coat causes those who see you wearing it to lean towards trusting that you know what you're talking about if they're on the fence.

Even if you're running around with little star shaped hair ornaments and skinny jeans, or have an incredibly concerning but also clearly fake name, most people are at least wiling to give you a chance.

Real skeptics and those who already know what you're selling might not buy in, but you'll take what you can get, huh? It's also just a really nice coat; easy to clean, repairs itself, replaced when lost."

>Research Notes (100PP) – "A fairly mundane looking notebook and pencil. The pencil never needs sharpening and has a perpetual eraser, but the notebook is the real star. You always have a firm grasp of where any information you record in it can be located when you go back to reference it.

The notebook will always have enough space to contain the sum total of your research notes on a singular topic. When you wish to begin researching a new topic, sincerely, you will find a new notebook with similar properties among your possessions wherever it is you perform your writing.

It's up to you to actually write everything down, but at least you'll have the means to do so."

>Dynamax Battery (200PP) – "For those of you who studied up on Dynamax Energy, this should be a useful boon. It's a simple battery about half the size of a car battery that siphons ambient Dynamax Energy as a means of recharging itself.

When properly installed, it could run provide a perpetual charge to small devices. It would lose power faster than it could recharge if installed in a larger device, meaning it would have to rest every now and then, but would be able to provide significantly more power if over a power spot."

>Some Kind of Lead (200PP) – "It's difficult trying to research something mysterious and not well understood, because not many people understand it. You have to do a lot of the legwork yourself, which is extra tiresome if you have no idea where to begin.

On purchase, you'll obtain a trove of old books and journals which if properly studied can kick off investigations or provide clues to what may eventually be major finds. Every time you look, digging through them and studying them carefully, you'll find new books, with at least one of them helping.

Perhaps not everything in them will be something on the level of foreshadowing an apocalypse and hinting at the true history of your nation that had been intentionally distorted to hide the truth; but it's definitely enough for a dedicated researcher to make a name for themselves."

>Personal Laboratory (400PP) – "Sure, you could get a lot done out of your apartment and publishing your findings from notes jotted down in the field, but you're trying to do this for real, right? It's time to be professional about this and get your own lab.

What a wonderful lab this is too, part fully finished laboratory, and part home; you'll never have to leave! You can live here, studying a wide variety of subjects using the numerous Pokémon-centric research materials lining the book cases.

The Personal Laboratory also comes with additional facilities for any live in assistants you might pick up, with one assistant coming with the purchase and helping with your research. The computers that come with this property are also pretty strong in case you need to run any intense programs."

>Observation Area (400PP) – “Should you be interested in the study of Pokémon, you may find that there’s a difference in how domestic or trained Pokémon behave compared to their counterparts. To truly understand Pokémon under natural conditions, without braving those conditions, there’s this.

This is a large wildlife enclosure matching a single biome of your choice, from forest, to jungle, to desert, to tundra. You can even have it manifest as a great aquarium with fresh water to simulate a lake, or salt water to simulate the ocean.

The enclosure comes with a variety of Pokémon native to the biome you’ve chosen, content to wander about and call the place home. The enclosure is enclosed on all sides by reinforced glass and metal supports, such that the Pokémon within can settle their differences without breaking it.

Cameras placed throughout the enclosure are connected to a security console that comes with the purchase for remote observation, studying multiple areas at a time. Automatic food dispensers and berry trees care for the needs of those living within.

It’s also important to note that the Pokémon within do not automatically see you as their trainer in any capacity, and are more than likely to ignore any commands you make of them.

The Observation Area at the time of purchase may be placed by itself, attached to your warehouse, or attached to an existing property; stretching the structure out to accommodate itself such that you can potentially observe the goings on within from different rooms or a random hall.

Once per Jump, you may move the Observation Area, attaching it to some new property, the warehouse, or placing it by itself.”

>Power Spot Detector (600PP) – “The Power Spot Detector is a kind of device used to read Dynamax Energy levels in order to locate Power Spots and other areas saturated with this energy. This device appears to be like the rest, but has a much greater power to it.

This detector seems to be able to find Power Spots where none previously existed, at most a half-hour’s walk from the location you switched it on. Even if you look outside the Galar region, you’ll be able to find Power Spots, despite how that should be impossible.

As previously mentioned, Power Spots are locations that overflow with Dynamax Energy; places where a trainer would be able to Dynamax their Pokémon, or power various devices adapted to run on it, even converted into electricity with the proper devices.

The only catch is that it’s unable to locate Power Spots within close proximity of each other.”

>Portable Fossil Revival Machine (600PP) – “Fossil Revival Technology is pretty advanced stuff; at one point the machines were so big you could only have the process done at specific facilities. With the passage of time it’s been condensed, at one point into fitting in a camper van, and now into this.

This machine is about the size of a fire hydrant, able to fit in a wagon that we’ll throw in with the purchase. It seems to be made of bronze and steel, with two funnels sticking out of the top, a dial near the top, an electric interface on the front, and a small, round slot towards the bottom.

By loading a Pokéball in the back, along with a fossil through one of the funnels at the top (they always seem to fit despite the size), the ancient Pokémon will be revived, captured automatically, with the now occupied Pokéball rolling out of the slot at the bottom of the machine.

It seems as if those with the proper skills (and lack of ethics) are able to make use of the dual funnels in order to slot in multiple fractured fossils. With that and proper tinkering with the electronic interface, it’s possible to bring to life a creature that has never walked this earth before. It’s alive. It’s alive!”

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>Personal Gym ('Gym Leader' Exclusive) – "It wouldn't befit a Gym Leader to have no gym, and here it is! This is a full scale gym, which in Galar means a great stadium that could fit thousands of spectators as they cheer you or your current challenger on.

The banners around the stadium are in your chosen type's colors, with an emblem of your design in the center. The stadium also comes with a full staff that operate it, clean it, maintain it, protect it, and otherwise aid you in your duties as the local gym leader. This includes a few Gym Trainers of your own.

As an official Galar gym, the stadium also rests above a Power Spot, allowing you and your challengers to Dynamax your Pokémon. It also houses a secondary entrance for Gym Challengers where they must pass a test in order to make it to you. (See more under A Trivial Test.)

If you replaced a Gym Leader, you will essentially inherit their existing gym while applying these benefits to it. You will also keep the gym as is as you move on into future worlds, placing it at a location of your choice. The staff will adapt to new worlds just fine, so don't worry about them.

This also comes with a limitless number of badges of your design to give out to any victorious challengers. Oh, but do be aware that during the Gym Challenge, you're supposed to go at least a little easy on Gym Challengers, until you get to the Champion Cup anyways."

>The Gimmick (100PP) – "Gym Leaders are real eccentrics, no matter what region they might operate in. Even in Galar, where most are forced to wear the uniform of their gym, some like to spice it up with their own accessories.

You may design two of these; accessories with weird qualities to accentuate your aesthetic such as a telescoping microphone stand and voice amplifying microphone, or a porcelain mask that obscures its openings with darkness while allowing you to see just fine.

Regardless of what minor gimmick accessories you design for yourself, you may also design something that serves the purpose of Pokéball holders like, I dunno, giant fidget spinner clips."

>Personal Uniform (100PP) – "Galarian Gym Leaders each have a uniform similar in appearance to a soccer uniform, despite the lack of physical activity they actually need to perform. Although you may or may not be one, you will receive one, which has your personal trainer number and type theme's colors.

You will both receive a uniform that you may customize the appearance of beyond simple league standards, such as making it into a dress, a belly shirt and short shorts, or making the sleeves really long, for whatever reason you would do that. Though, you'll also receive a standard variation of it too.

Replica uniforms matching the design of your standard uniform are sold as merchandise will also be sold around the region, with a small portion of the proceeds flowing back into your hands. If you're not a Gym Leader, it might come off as a bit strange to most who see it in stores though."

>A Sponsor's Word (200PP) – "Although you're not a Gym Challenger, that doesn't mean that you don't also get sponsorships. This is one such preexisting sponsorship from a recognizable brand or company.

This brand or company will support you with both a sweet paycheck thanks to your association with them, and produce all sorts of merch to sell to the general public using your name and likeness, which you will also get paid for.

In addition, you may get into contact with corporate and work out various business related dealings, like promising to do some commercials or advertising in return for a company car or something to that effect. You will get one new sponsorship per-world, due to no carry over of the company.

For an additional 100PP, you will also get a cape with the logo of each sponsor you've had from this option, or collected independently, collect on the back of it.

>Vuvu-yell-a (200PP) – “What a strange object; a weird, twin, twin headed vuvuzela just like the ones that Team Yell like to carry around and make a ruckus with.

Despite appealing to be a simple plastic construct, it can make an absurd amount of racket for its shape and size. In addition to having your own personal horny however, you seem to be able to pull a near limitless supply of them from behind your back to give away and really make some noise.

Spread them around to a crowd, show them the sound of Team Yell. You can be one obnoxious instigator when you really want to be.”

>Dedicated Landmark (400PP) – “Galar is a region with a rich culture and history, so most every town or city has something to ogle at. You now have in your ownership something to that effect. I’m being vague? Well there’s good reason for that.

This landmark could be just about anything, from a massive external hotspring housed within ancient architecture, to ancient standing stones covered in runes of a long forgotten language scattered about a whole town, or even just an office building tower with futuristic and iconic architecture.

You could make just about whatever for this option, and beside the basic aesthetics and uses, it will also act to attract tourists like crazy. The story seems to spread on its own, everyone wants to come check it out, and the local economy becomes incredibly active with its presence.

This landmark crops up in your current hometown, but in the future can be integrated into a town or city of your choice, appearing as if it was always there.”

>A Trivial Test (400PP) – “Beneath each of Galar’s gyms, only accessed via a special elevator reserved for Gym Challengers, is the challenge the Gym Challenger must pass in order to even reach the Gym Leader in the first place. While you may or may not be a Gym Leader, you may purchase this.

On purchase, you acquire a kind of massive testing area like that found in these gyms, complete with staff to maintain it. It won’t have Gym Trainers like an actual gym’s, but it could have all sorts of mechanical components like the canon tests.

You could design your testing zone as a suspended pipe puzzle, turning wheels to redirect massive flows through a room in order to open the true path to the end. You could also create a massive pinball style ride relying on you spinning your way to victory while potentially losing your lunch.

Pick a gimmick, get a test based around that gimmick, simple as that really. In addition, as an individual component, you may add the test to an existing property or structure you own.

Doing so creates an impossibly large corridor within a space in that property, where the test must be passed in order to get through. Only you and the official staff no how to get past without doing the test, and can guide others if need be. Its location may be changed once per Jump.”

>Team Jumping Jacks (600PP) – “Okay, so the team name is a work in progress, you can handle that later, that’s besides the point. The point is that this is a mostly lean, somewhat mean crew of somewhat generic mooks that are gonna by your side through thick and thin now.

Technically speaking, they’re Followers, with uniforms matching your general aesthetic, and a mook tier version of whatever your build within this Jump includes. Think the Team Yell to your Piers, more or less, kinda. You having Pulverizing Pipes would make them an especially rowdy bunch, as an example.

These guys and girls also have a small affinity towards getting better at whatever it is you’re good at. Although unlikely to reach your level, it does mean they can be of use as they constantly seek out to help you and shoulder some of your responsibilities.

In future worlds, they get some bonus learning speed towards relevant subjects keep up with your new builds, but will not gain new abilities unless they’re something inherent to the people of that world, such as magic that anyone could use.

The membership seems to fluctuate a bit, with some mooks sometimes claiming to be new recruits, but it’s hard to tell since they blend in so well, and you have no real control over this.”

>Hometown (600PP) – “Alright, remember when I said the Location you rolled was your hometown for the sake of background memories? Throw that idea right out. On purchase, you’re getting to design your real hometown, the place you came from before picking up this gig.

You gain the ability to design a moderately large town around a specific type or theme, causing the architecture, inhabitants, surrounding environment, and even the local flora and fauna to follow those themes, to an extent anyways.

A Fairy Theme could see your town sitting in the shade of super massive trees and illuminated by glowing mushrooms, like Ballonlea. A Rock Theme could see your town made up of ancient stone buildings that have simply been renovated, with cobblestone streets, like Circhester.

You could even decide on a Dragon Theme and have the whole town built inside of ancient castle walls, with a great towering structure in the style of dragon wings to stand over the whole place like Hammerlocke. There’d be a damn dragon head gate somewhere too if you like,

Whatever the case may be, whoever you might be, you’re a well known and respected member of your Hometown’s community. Most people know you and your family, and people from your past are always wanting to stop and have a chat when you drop by.

If you bought into Gym Leader status, this may be the customized town where your gym is located, with the gym’s staff and trainers being locals who all respect you even more than the norm. Everyone always loves coming out to see your battles, captain hometown hero.

In future Jumps, you become the defacto leader of the town, which seems to suit the townspeople just fine. When it’s placed down, the roads just seem to connect to existing roads and settlements, your Hometown asserting itself on the local infrastructure.”

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>Custom Ball (100PP) – “Mechanically speaking, it’s just a Luxury Ball, which is mostly just an expensive Pokéball. As a Luxury Ball however, it also provides a greater sense of comfort and warmth while resting within, sorta like normal camping versus ‘camping’ in a deluxe, high end camper.

Additionally, your trainer decided to embrace their more artistic side with this one and has carefully and painstakingly hand painted it with a design of your choice. It’s like putting a custom paint job on that camper to make it comfy on the inside and fly on the outside.

If you don’t have a trainer and haven’t been captured, well, you just have a really nice ball I guess.”

>Matching Pair! (100PP) – “It’s nothing much, but sometimes you want to coordinate with friends, and this is just the thing. You have on your hands a cute accessory that can be worn in your current form even if that would normally be difficult.

This accessory is heavily reminiscent of your trainer’s aesthetic, while accentuating your own good sides in the way you like. That means even if you don’t have a trainer, it will still make you look cool, or tough, or cute as fuck.”

>Professional Equipment (200PP) – “There’s a specific service local to Galar called Pokejobs, where employers can put out requests for certain Pokémon to help, and trainers can register their Pokémon for the job. Whether or not you have a trainer, you are a veteran of this service, and well equipped.

This option provides a set of equipment relating to some mundane job or jobs that don’t ordinarily relate to Pokémon, such as plumbing, or tailoring, or carpentry. This unique set of equipment appears to have been custom made for use by your species however, allowing you to make use of it as a Pokémon.

By default, these tools would match up with your career choices if you purchased Pokejob Labor Standards, but you may choose some other career for these tools to be designed for if desired.

In addition to your special tools, you’ll receive a variety of references for businesses that would accept you coming in and earning a paycheck among other material rewards. You’re definitely a strange contractor, but not an unwelcome one during the busy seasons.”

>Hold Item (200PP) – “Although not exactly barred or anything, many trainers don’t give their Pokémon hold items. Hold items tend to be special items that can give a Pokémon some kind of advantage from a berry that can help recover from poison, to an item that improves a certain type of move.

You are given the option of making and taking a hold item, either something that can protect or support you against common issues in battle, or supplements some aspect of your form by a moderate but noticeable degree.

This item comes with a small pouch and strap such that any Pokémon could carry it. In the case of consumables, like berries, a copy of that item you selected will reappear in the pouch after battle. Those buying out of origin may dictate their starter as the recipient.”

>Berry Nice (400PP) – “You know, despite how unlikely it might be, the vast majority of Pokémon tend to subsist on one thing, berries. This purchase provides a grove of berry trees, all of these trees providing berries of multiple varieties each, with rare ones even be available in some trees.

Berry Trees have bizarrely springy trunks which helps with shaking berries loose, with even humans being able to do it. The berries also regrow every day, providing a limitless and easily obtained bounty. The dense foliage of the berry trees allows even larger Pokémon to hide within them.”

>False Monument (400PP) – “While many erect statues to their own greatness, manufactured or otherwise, few raise statues crediting others with something they themselves did. What cause could there be for making a lie into a landmark?

This is a great statue, a great mural, or some other artistic to one or more of your feats. It would be high praise if it didn’t depict someone else doing it.

You can plant this artwork or monument anywhere you like, causing you to become disassociated with that feat, leading those who hear of the depicted acts that come looking for you to be led astray from the truth, looking for whoever the artwork is depicting.

Once per Jump, you may ‘commission’ a new monument or artistic depiction in the honor of one of your feats, placing it in an area where it can perform the same purposes as this one. You will also keep this artistic depiction, as well as other artworks made through the option.”

>Dynamax Den (600PP) – “I’m sure I’ve mentioned it before, how dangerous the dens of Wild Pokémon can be, how trainers will sometimes team up and journey down into them looking for a great fight and greater rewards. Would you like to be on the dangerous side of this situation?

On purchase, you receive a den like the ones in the game, appearing as a small burrow surrounded by stones, but is far larger on the inside, as if the burrow held its own dimension.

It would be dark, but the den overflows with so much Dynamax Energy that the ground and hanging clouds glow and illuminate one’s surroundings. While inside of this den, you have the ability to Dynamax at will, but beware, as other Pokémon with well-equipped trainers could also Dynamax to fight you!”

>Legendary Armament (600PP) – “Deep within the Slumbering Weald exists ruins, and housed in these ruins is a pair of objects. One is a rusted sword, and the other is a rusted shield, both appearing as hunks of junk with no real value. This is a bold misunderstanding however.

These objects, despite their poor appearance, provide Zacian and Zamazenta with incredible power, fusing with the legendary Pokémon to transform and empower them to new heights. On purchase, you too will obtain a unique object intimately tied to your very being.

While in your possession, this object provides a minor transformation, and enhances the strengths of your chosen Pokémon form by a drastic extent. While transformed, the object will also transform, or perhaps fuse with you, based on your choices.

Based on the object you chose and your typing, you will also acquire a powerful new move to express the object’s power. If ever separated from your item, you may focus on it in your mind, and find yourself traveling at high speeds towards it through a beam of light. This takes time to perform however.”

Companions/Followers

Companions are companions; friends, associates, and otherwise that will stick with you as you move between worlds. In this section, you will obtain new companions, have the capacity to get even more, and may import old ones into positions in this world.

As Pokémon tend to be big on camaraderie, they will receive a stipend of 100PP to spend here. Companions who had existing Pokémon forms and were imported as Pokémon may take that existing form for free instead, just like the Jumper.

>Starter Pokémon (Free/All Except Pokémon) – "Humans and Pokémon live side by side everywhere around the world, it only makes sense that we would give you the chance to have your own new friend.

Your starter Pokémon is an important companion in this world, so not only will this companion be free, we'll be giving it a budget of 800PP and the same discounts the Pokémon origin would ordinarily get, no limits on purchasing power.

If you have an existing companion you have a strong bond with, feel free to treat this as one free import, plus the higher budget anyways. If you're a Gym Challenger who chose to be the protagonist, your started may be one of the local starters, and given to you in-Jump by Leon.

Your starter Pokémon can be treated as a Follower if you desire. Imported Human Companions may also get a Starter Pokémon, though these starters are Followers by default. The Starter Pokémon for Gym Leaders gets an extra 200PP to spend."

>Mystery Gift (Free for 'Humans') – "Oh, what's this? A special delivery? That's strange, it seems as if you could get a Meowth for your team if you so desire. This Meowth is an ordinary Meowth for the most part, but has the ability to become Gigantamax Meowth when Dynamaxed. Your decision mate."

>The Team (Free All Except Pokémon/100PP/200PP) – "While traveling in this world, it's highly likely that you will build a team of more than just your starter.

Through this option, you may dictate up to five Pokémon that were caught or otherwise added to your team, your decisions free to change until the end of the Jump.

These five Pokémon can be recruited as either Companions or Followers, at your discretion, letting you bring the whole team along instead of needing to give an extra teary goodbye.

For an added 100CP, you will actually start with two additional Pokémon instead of needing to capture them later. You may design each of these Pokémon with a 600PP budget and Pokémon origin discounts. For 200PP, you instead get five additional Pokémon with the same benefits.

Gym Leaders will obtain the 200PP version of The Team for Free."

>Fated Trainer (Free/Pokémon Only) – “For Pokémon out there who don’t want to walk on the wild side of the world, you’re totally free to begin this Jump with a trainer. This trainer, in fact!

By default, this would be an OC trainer with a human origin of your choice, and 800PP to spend on whatever. They may not buy into being a Gym Leader, however. You would find yourself as this person’s starter as they get ready for their own adventures, a beloved part of their life

If desired, you may treat this as a free import for a companion of your choice. Pokémon companions may also get a Fated Trainer, but this individual will default to being a Follower and have no prior connection to you.

If you purchase Canon Companion, you may instead dictate that person to be your Fated Trainer. In this circumstance you would either be a newly caught and much adored Pokémon instead of a starter, only being able to become a starter for some trainer that’s new on the scene.”

>Companion Import (50PP) – “This is your standard, run of the mill Companion Import. Each companion imported is given an origin of choice and 600PP, with the usual related freebies. Companions may not, however, buy in to Gym Leader status. Otherwise, they’re free to build into whatever direction desired.”

>Companion Group Import (200PP) – “As with the above, this is your bog standard, seen it a million times, Bulk Companion Import. Whether you’re wanting to build your team out of companions, or make a big group of traveling trainers, this is where you do it. You may import eight companions with this option, with the option otherwise behaving like the standard Companion Import found above.”

>Canon Companion (100PP) – “Although you might not know of most of them yet, there’s a variety of colorful characters you can potentially meet within Galar. For 100PP, you may designate one of these individuals, and become destined to meet them under favorable circumstances.

If you don’t royally mess it up, this should mean that a positive relationship will form quickly. By purchasing this, you’re also given the ability to invite that person on your chain as a companion, which they will become should they accept your invitation.

When recruiting a trainer as a companion, you will also get their Signature Companion as a Follower, such as Leon with his Charizard, or Sonia with her Yamper.”

>Pokémon Box Link (100PP/200PP/300PP) – “Strange, shouldn’t this be with the items? If your purchase this, you appear to be obtaining a PC. It’s what this PC represents though that causes it to appear here.

By default, the PC comes with 8 boxes, or 240 slots. Under normal circumstances, this is where Pokémon caught by a trainer who already had a full team would end up beamed, waiting to be swapped into the trainer’s party or released back in the wild.

For you, these slots represent opportunity, opportunity to bring along Pokémon you or your companions caught along on your chain as Followers. You’ll have to pay, but now you won’t have to part with any of your new friends, and neither will your companions!

For 200PP, this PC comes with 16 boxes/480 slots; and for 300PP, you could get an incredible 32 boxes/960 slots. These higher and more expensive tiers are no different from the original aside from the number of potential recruits you can take.

There is a catch, however. These additional Pokémon cannot run rampant, with only the ones you or your companions ‘transfer into their team’ through the PC being free to go wherever they want.

There’s no running your enemies down with a Pokémon army in the future, at least not with this. In return however, these Follower Pokémon are allowed to freely wander any properties you own. The inside of a PC also simulates different environments and acts as a bodily stasis, so there’s that too.”



Drawbacks

Here you may take on Drawbacks, which are basically the antithesis to Perks. These are challenges or penalties that make things more difficult, and cannot be overcome by perks or any other effects.

In return, you will get additional points to fill out your build, the more dangerous the Drawback, the greater the rewards. There is a 600PP limit on points you can get from drawbacks.

>Last Time On Pokémon (+0PP) – "It seems you're familiar with this world. Been here before? It would be remiss of me to not give you the chance to pick up where you left off.

By picking up this drawback, you will now be able to pick from the other Pokémon Jumps, with the events and changes brought about during those carrying over to this one.

You may not create continuity between two radically different Pokémon settings, such as Pokémon Sword & Shield with Pokémon Conquest. Continuity just isn't viable in such situations.

The setting features and general plot up until the time you begin of Sword & Shield will also assert themselves in a general, such that the Gym Challenge remains as an institution, and characters that should exist, will exist."

>Crippling Smuggery (+100PP) – "You can't help but be one of the smuggest beings in existence. Your expression is permanently some form of smug, your tone is smug, and your words are smug. It's in your nature to be a condescending dick to pretty much everyone and everything. When during a moment where you've been truly humbled may you act in any other way."

>Broken Internal Compass (+100PP) – "It's a little-known fact, but the undefeated champion of Galar, Leon, loses all the time, his direction that is. Like Leon, you have such a poor sense of direction that you can get lost on a straight road. You need to be guided almost everywhere in order to get anywhere. If you keep trying, you will eventually get it right, mostly by luck, but there is that."

>Pokebrain (+100PP) – "A lot of the time while travelling from place to place you may find yourself wondering how just about every single thing seems to focus on Pokémon, incorporates Pokémon, or references Pokémon. It's like they all have Pokémon on the brain 24/7. Wonder no longer, as so do you!

You are now going to be endlessly thinking about Pokémon or how to bring Pokémon up in whatever subject you might have on your mind. You become as Pokémon obsessed as the locals, maybe even more than the average person. It will frequently serve as a distraction considering they're everywhere."

>Fresh Curry Hell (+100PP) – "Curry, the national dish of Galar! Everybody loves it, everybody knows how to make it, and all the restaurants serve it. It's also the only thing you're going to find to eat now.

The only thing you know how to make anymore is curry. The only thing any restaurant or food stand seems to serve upon your arrival is curry. You can't seem to find any other kind of prepared food besides curry.

It's not like curry is the only thing that exists in this world, it's just that curry is the only cooked thing that exists in this world for food. If you feel like eating raw berries, have at it, but you will have absolutely no idea how to make or get anything other than curry with this drawback."

>A Worthy Opponent (+200PP) – “Something about you just sends a signal out into the ether, a signal that has any wild Pokémon that likes a good fight to believe you’re the perfect opponent.

Expect random wild Pokémon, including many strong wild Pokémon, to come rushing at you whenever you’re out and about in the wilderness.

Battle happy trainers will be more eager to face you and your trainer as well, or be very intent on battling and catching you if you’re a wild Pokémon yourself. Here comes the pain.”

>Fucked Forecast (+200PP) – “I’m sure you’ve heard my scattered ramblings on the crazy weather found in the Wild Area. Well, what if it was even crazier? Yeah? What if the transitions even more frequent? Hm? What if it was everywhere, and not just the Wild Area?

Calm your ignorance, for this isn’t the time for questions, have you seen the weather outside?! The weather tends to swap between various extremes every few hundred feet, with the potential to walk straight into a thunderstorm from blistering sun, or dense fog to sandstorm.

The biggest saving grace is that each weather pattern is fairly consistent, taking a day to shift from the current one to a new one in the area it manifests.”

>Soul Crushing (+200PP) – “You seem to have some reoccurring rivals in this world, like a childhood friend, someone cute in the same field, perhaps some guy that always has a cool story. Whoever they are, they will be your rival, and they’ll be pretty likeable too, at first.

You’ll soon find that you just can’t seem to beat them at whatever you try to do. By pure coincidence, they’re always around to compete with you and beat you down, or show up your accomplishments in a non-competitive field.

They just show up, excited to get into friendly competition with you, and completely blow you out of the water. Each of those losses, real or not, is gonna sting, that’s for sure. Such disappointment and defeat no matter what you do? That’s going to stack up.”

>Small World (+200PP) – “It’s a big world out there, or rather it should be. Something is seriously wrong here. Towns barely seem to fit a hundred people tops; you can wander into people you know on the opposite side of the region by chance, often; and travel seems to take minutes more than days.

Even time seems smaller now, with day seeming to transition to night in just hours, and battles taking little time at all. Reality all just seems so cramped now, and only you seem to feel this way. It’s as if there’s no room to breathe, a constant feeling of claustrophobia.”

>Contested (+300PP) – “Hey- wha- excuse me? You were just here trying to go check on your friend who was late for dinner and an entire secret organization ran by a deranged secretary is coming out in full force to stop you, with force??? What is happening here?

You have no idea what’s going on, but it seems like almost everything you do has this bizarre quality of offending the strangest sorts. Only beating them down will give you room to breathe.

Rapid escalation might as well be the name of the game as secret organizations oppose your progress in mundane tasks, and ancient royalty will start Dynamaxing Pokémon by the dozens just to fuck with you specifically. Get ready, things are going to get very dangerous, very often.”

>Apokélypse Now (+300PP) – “You uh, know that one energy crisis predicted to occur in a thousand years? That one Chairman Rose totally jumped the gun on? Yeah, that’s here now.

Outside of small pockets of Pokepower, the entire region is now without power, including all forms of transport, and Pokémon centers. Vital services will find themselves swamped, supplies will dwindle, people will get desperate, and ancient legends will not be returning to save the day.

Due to strange circumstances, you will find yourself incapable of leaving Galar as everyone seems to descend into madness on the level of Rose at his craziest. Be careful out there.”

>Darkest Day (+300PP) – “Eternatus woke up, all by itself too, and yet somehow is nowhere to be seen. The only traces of Eternatus you’ll find, are the disastrous shockwaves of its awakening asserting itself on Galar, which you’ll have to deal with.

Random Pokémon across the region can now Dynamax anywhere, at any time, going berserk from the spontaneous infusion of Dynamax Energy and potentially causing incredible damage before they’re pacified and returned to normal. The sky above has totally been blocked by dark clouds too.

Strange portals in space will also open up in remote places, connected to other parts of the region, causing spontaneous and undesired travel for anyone in the area. As with the above drawback, taking Darkest Day will remove your ability to leave Galar. You have to deal with this mess.”

Outro

Congrats, Jumper, for you have managed to survive another Jump. It shouldn't have been too bad here unless you really went into drawbacks, but congratulations nevertheless on the decade endured. You're now at the metaphorical menu, so would you mind making one final choice before we're done here?

>Save – "You know what? I kinda like the place too, but I never thought anyone would decide to stay here after all they've been through. By picking Save, you will end your chain, staying behind in this world as all frozen worlds of the past pick back up. You've found your home here, enjoy yourself, huh?"

>Quit – "Was it Bede? I'm not going to judge you if it was Bede. Well, whatever the reason, you for some reason have felt the need to end it all and go home, your original home.
The chain will end, frozen worlds will continue where they left off, and you'll be going back to Earth for whatever reasons you might have had."

>New Game – "All good things come to an end, and most bad things do too. Whatever your feelings here were, it's time for you to move on. By picking this, you've decided to continue your journey, moving on to a new world with new adventures." (Continue on chain option)

Notes

>1. Hello readers, in case you have any questions, you may ask for NuBee within the 4chan threads. I'll usually be around to answer those questions, though everyone gets busy every now and then. Anyways, wanna give some shoutouts to some people who helped me with this.

Much thanks to Regalus for basically handing me the vast majority of the Pokémon origin related content, including how to handle it in the first place. I also appreciate the anons whose suggestions lead to the Gym Leader content, you guys had good ideas.

Red gave me the push to actually get this stuff written down after a big slump, so major thanks there. Last, but certainly not least, thank you darling Valeria for always helping me with basically everything.

Ah, and thank you guys for reading, hope you ended up having fun in the end.

>2. The National Dex cuts in the game don't affect the world, guys. You can find all those other Pokémon, even inside of Galar as travelers pop through every now and then.

>3. Followers, for the purposes of this jump, are similar to companions, in that they'll come along with you between worlds and will respawn after being killed. For these followers, this will take a week.

Followers do not count against companion limits and so you may have as many as you like walking around unless stated otherwise. However, you may also not import them in later Jumps.

If you do wish to import a Follower, you can, however they will no longer count as a follower, but a companion, with all that entails.

>4. The Limited Power perk can help with studying other forms of ambient energy, but doesn't give benefits to the extent it does for Dynamax Energy. Mild aid.

>5. The Nuzlocke Drawback will be added at a later date.

>6. Pokémon captured in previous Jumps may become Followers through the Box Link.